

Marvel Combo Notes Page

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You can combine POWERS and ITEMS (Or Powers and Powers, or Items and Items) to create new abilities or tools.

The typical format is (Central Thing First) + (Modifier) + (Modifier)

Reversing this order can get you different effects. For example, Energy+Strength would get strong energy blasts, while Strength+energy may make you able to punch with elemental effects.

You still pay the full price for all the components, and you only get the completed power; for example, picking up Energy+Strength would just get you stronger energy blasts, not strong energy blasts, normal energy blasts, and superstrength, and would cost 200 CP.

Any discounts and freebies apply, but only to that component and only once; if you have Strength free, you can add it to one combo for free or have it as a separate ability for free, but you can't add Strength to all of your combos for free.

Powers can be from basically any source without paying a cost. Energy can be your choice of magic blasts of hellfire, palm lasers, beams of force from your fingers, eyebeam portals to the punch dimension, etc. There will be minor differences in aesthetics and effect, but no major changes.

You can stack additional (even duplicate) modifiers, but with a strong factor of diminishing returns. No, picking Toughness 10 times won't make you invulnerable.

Kinesis is a sliding scale; the more common the thing you're affecting is, the weaker your control of it will be. For things like "kinesis- my own hair" this will make you exceptionally strong and dexterous with that item, while for more common things (like "kinesis-gravity") it may become so minor as to seem like a passive boost.

Combining Adamantium, Vibranium, or both with yourself (by getting Body+one of the metals, or Toughness+one of the metals) is again a sliding scale; the closer you are to the true metal, the more immobile you are. Becoming fully equivalent to one would make you an immobile statue.

Remember, the ultimate goal is to be interesting and to make sure things are priced at their value. Please don't just try to break the system.

Sample approved combos

Adamantium X: My Skeleton: Yes, you have adamantium bones like Wolverine. You probably want to get a healing factor so the toxicity doesn't instantly kill you.

Power Armor+Body: You now have comics-style Extremis armor. If you add in Mind, you can even get the technopathy aspect.

Healing Factor + Speed: You heal at high-end Wolverine rates, rather than the typical one given in Healing Factor.

Helm of Xorn + Brains: Makes the helm an internal effect- basically, your brain has a Faraday cage.

Brains + Toughness/Adamantium/Vibranium: You have varying degrees of strong willpower.

Flight+Speed: You can hit Mach 2+

Kinesis+Body+Energy+Flight: You're the Human Torch (at his standard level). Drop Flight and you're the standard for Iceman, or similar power types.

Any Item+ Brains: Gives it a basic AI

Any Item+ Healing Factor: Auto-repair systems

Brains+Money: Really good financial sense-Superbusinessman

Precognition+Money: You can use precog on the stock market.

Energy+Toughness+Kinesis+Shapeshifting: Knockoff Green Lantern Ring. Create durable constructs at range which you can shape and control.

Teleportation+Speed: Nightcrawler-style rapid short-ranged teleportation

Energy+Shapeshifting: Beams that shapeshift other people

Energy+ Healing Factor: Beams that heal people

Energy+ Unstable Molecular Uniform: Beams that change people's clothing

Brains+Speed: Accelerate your perceptions and thinking speed

Kinesis (Self)+Shapeshifting: Either basically Prototype-levels of shifting (no, not the eating people). The ability to make your body just say "fuck physics/biology" and make cool stuff. Turn your arm into a basic linear accelerator that shoots fragments of your bones, shapeshift your glands to release specific pheromones, make yourself a Dr. Mcninja style organic jetpack, etc. OR on the "Kinesis of your own body" theme, and would basically let you continue to control your body even when bits of it become separated. Get cut in a fight? You can still control your blood, so start drowning someone with it then turn it solid. Chop off a finger, have it grow legs and eyes and send it on a scouting mission. That kind of thing.

Shapechange+Energy: Transform into things that can fire energy blasts

Healing+Energy: Fire a blast that kills people via cancer

Unstable Molecule Clothing+Energy: A suit of clothes with an energy blaster.

Shapechange+Flight: All of your forms can fly, or adding wings no longer reduces your mass allowance

Armor+Strength+Toughness+Energy+Flight: Your suit is no longer a knock-off, it's basically your choice of Stark's suits. Add Brains to get the helper AI, and special suits may need additions (Such as Body for Extremis suits)

Kinesis (Weather)+Elasticity+Energy+Strength: Storm's basic powerset.

Toughness/Body+Adamantium/Vibranium+Shapechange: You're Colossus. You probably want to pick up Strength to be able to actually move. Alternatively, you turn into a (very slowly) shapeshifting mass of the metal.

Other ruling interactions because why not:

Parker Luck+ Friend of the Media: You would basically be Spider-Man on his good days; the media loves you and you have the key to the city, but you still have to work a dead-end job/be homeless/live in your parent's basement. Further, your loved ones still "happen" to be in stores supervillains are robbing with disturbing frequency.

To use FMA Alchemy to get Vibranium or Adamantium: You need Simplified Formulae, Advanced Formulae, Brains, and at least one other good intelligence booster.

A simple "Adamantium X" is about an internal door volume

Modified items have to be purchased in the Marvel Jump ([34534432](#))

No, pheromones, magic, nanobots, etc. aren't blocked by the Helm of Xorn. It's purely telepathic.

If you have both 4th Wall Avoidant and 4th Wall Reliant, you're Deadpool-style nuts: You know you're in a comic book, and have an urge to tell everyone this, talk about the readers, etc, but have no actual specific knowledge of the Marvel Universe (You don't know Peter Parker's Spiderman, but you know Spiderman has his own comic books, and can't help telling him so.) That kinda thing.

Kinesis' finesse will improve with practice, its strength will not.