

THE

MARVEL[®]

CYOA

***JUMPCHAIN COMPLIANT,
V 1.01***

WELCOME TO THE MARVEL UNIVERSE! THIS WAS A WORLD MUCH LIKE OUR OWN UNTIL ABOUT THE 1940S. THEN, IT DIVERGED SOMEWHAT DRASTICALLY. SUPERHUMAN BEINGS HAVE SPRUNG OUT OF THE WOODWORK. SOME PRODUCTS OF GOVERNMENT EXPERIMENTS, SOME MAGICALLY IMBUED, OTHERS REMNANTS OF ALIEN INVASIONS, AND EVEN SOME HATED MUTANTS, THE WORLD IS FULL OF SUPERBEINGS.

SOME HEROES...



SOME VILLAINS....



AND SOME IN BETWEEN....



SO MAKE YOUR CHOICE AND GET READY TO MAKE YOUR MARK! HERE ARE SOME POINTS TO HELP YOU SURVIVE IN THE WACKY AND WONDERFUL WORLD OF MARVEL!

+1000 CP

FIRST, YOU'VE GOT TO FIND OUT WHEN YOU LAND IN THE MARVEL UNIVERSE. ROLL 1D8, OR PAY 100 CP TO DECIDE FOR YOURSELF. YOU MAY KNOW THE FUTURE, OR IT MAY SURPRISE YOU...

162: YOU APPEAR IN THE YEAR 1990 IN THE MARVEL WORLD. A DARK TIME, EXPECT TO SEE LOTS OF GUNS AND BROODING ANTIHEROES. MAJOR EVENTS: X-TINCTION AGENDA, 1990 INFINITY GAUNTLET, OPERATION: GALACTIC STORM, INFINITY WAR, INFINITY CRUSADE, AGE OF APOCALYPSE, OPERATION: ZERO TOLERANCE, AND THE MAGNETO WARS.

364: YOU APPEAR IN THE YEAR 2000, IMMEDIATELY PRIOR TO THE MAXIMUM SECURITY EVENT. EXPECT A LOT OF CHANGE IN THE "ROCKS" OF THE MARVEL UNIVERSE. 2000 MAJOR EVENTS: EVE OF DESTRUCTION, AVENGERS DISASSEMBLED, HOUSE OF M, CIVIL WAR, WORLD WAR HULK, AND THE SECRET INVASION

566: YOU APPEAR IN 2005, A MONTH OR TWO PRIOR TO THE STAMFORD DISASTER. YOU'LL HAVE TO DEAL WITH THE CIVIL WAR, THEN HAVE PROBLEMS WITH ALIEN INVASIONS. MAJOR EVENTS: 2005 CIVIL WAR, WORLD WAR HULK, THE SECRET INVASION, SIEGE, CHAOS WAR, FEAR ITSELF, SCHISM, AGE OF ULTRON, AVENGERS VS. X-MEN, DYING WISH, AND NEXT YEAR'S EVENTS

7: YOU APPEAR NOW, IN THE PRESENT DAY. NOBODY KNOWS WHAT THE FUTURE HOLDS FOR YOU, SO YOUR FOREKNOWLEDGE WON'T HELP MUCH! MAJOR EVENTS: AXIS, TIME RUNS OUT, NOW UNKNOWN.

8: YOUR CHOICE. YOU LUCKY BASTARD, IT'S YOUR CHOICE. YOU CAN APPEAR ANY TIME BETWEEN 1990 AND 2014.

WHERE HAVE YOU POPPED UP IN THE MARVEL WORLD? ROLL 1D6 AND TAKE WHAT YOU GET, OR PAY 100 CP AND DECIDE FOR YOURSELF.

1&2: EVERYONE COMES TO THE BIG APPLE. AVENGERS MANSION, THE BAXTER BUILDING, AND THAT SPIDER-GUY ARE COMMON SIGHTS, AND THE XAVIER INSTITUTE IS JUST A BIT NYC DOWN THE ROAD. NEW YORK CITY IS THE HUB OF THE MARVEL UNIVERSE: LOTS OF HEROES TO HELP YOU OUT, BUT THE WHOLE CITY GETS BLOWN UP EVERY FEW MONTHS.

3: THE HOME OF THE AMERICAN GOVERNMENT, EXPECT LOTS OF MILITARY-
WASHINGTON SPONSORED AND GOVERNMENT-AFFILIATED SUPERTEAMS, AS CAPTAIN
DC AMERICA AND OTHERS DEAL WITH FOREIGN SPIES. SHIELD, HYDRA, AND AIM
PLAY THEIR GAMES OF ESPIONAGE THROUGHOUT THE CITY.

4: THIS SMALL AFRICAN NATION IS ONE OF THE WORLD'S LEADERS IN TECHNOLOGY,
WAKANDA AS IT'S HOME TO THE GALAXY'S MAIN SUPPLY OF VIBRANIUM. THE BLACK
PANTHER AND POSSIBLY HIS QUEEN, STORM, RULE THIS NATION. WAKANDA IS AN
IMPRESSIVE BLEND OF TRIBAL CULTURE AND FUTURE TECHNOLOGY.

5: THE UNDERSEA NATION OF ATLANTIS IS RULED BY THE ALMIGHTY NAMOR, WHO
ATLANTIS DOES NOT LIGHTLY SUFFER FOOLS. A RICH NATION DUE TO OCEANIC OIL
DEPOSITS AND TAXES ON MARITIME TRADE, BUT IF YOU CAN'T SHAPESHIFT OR
BREATHE WATER EXPECT SOME TROUBLE WITH DAY-TO-DAY LIFE.

6: A SMALL EASTERN EUROPEAN NATION, LATVERIA IS ANOTHER SCIENTIFIC
LATVERIA POWERHOUSE. SUPREME RULER DOCTOR DOOM DEFENDS ITS BORDERS
PERSONALLY, BUT YOU CAN NONETHELESS EXPECT INTERFERENCE BY THE
FANTASTIC FOUR ON A MONTHLY BASIS. ALSO, CURFEW IS MAINTAINED BY
DOOMBOTS, AND MENTION OF SQUIRREL-GIRL IS PUNISHABLE BY DEATH.

7: THE TINY ISLAND NATION OF GENOSHA IS LOCATED OFF THE EAST COAST OF
GENOSHA AFRICA. IT'S ALWAYS A FLASHPOINT OF ANTI-MUTANT HYSTERIA, ONE WAY OR
ANOTHER. DEPENDING ON YOUR LUCK, IT MAY BE THE HOME OF ANTI-MUTANT
PREJUDICE AND THE CENTRE OF THE MUTANT SLAVE TRADE, OR IT MAY BE
RULED BY MAGNETO. OR JUST SMOKING WRECKAGE AND RUINS.

8: YOU HAVE THE WHOLE OF THE EARTH TO CHOOSE FROM! ONE OF
ANYWHERE THE PLACES LISTED ABOVE, OR SOMEWHERE ELSE, LIKE MADRIPOOR,
LOS ANGELES, OR ATTILAN. IT'S UP TO YOU! LUCKY ROLL!

SO YOU'VE DETERMINED WHERE AND WHEN YOU APPEARED IN THE MARVEL UNIVERSE. HOW YOU APPEAR IS JUST AS IMPORTANT. FIRST, YOUR GENDER. YOU KEEP YOUR GENDER FROM YOUR LAST UNIVERSE, OR MAY PAY 100 CP TO CHANGE IT. DETERMINE YOUR AGE BY ROLLING 1D8+19, OR PAY 100 CP TO PICK THAT TOO. FINALLY, CHOOSE YOUR BACKGROUND. THIS LIFE AND SET OF MEMORIES CAN HELP YOU SETTLE IN AND SURVIVE, BUT BEWARE: THEY CAN ALSO INFLUENCE YOUR REACTIONS, AND PEOPLE WILL REACT TO YOU BASED ON THEM...

DROP-IN

FREE!

YOU JUST APPEAR ONE DAY ON THE STREETS OR IN YOUR SECRET HIDEOUT, WITH NO PREVIOUS LIFE IN THIS PLACE. NO MEMORIES TO HELP, BUT ALSO NONE TO HOLD YOU BACK, AND YOU CAN COMPLETELY CONTROL YOUR DEBUT AS A HERO OR VILLAIN. YOU HAVE COMPLETE CONTROL OF YOUR SECRET ID, AT THE START.

STUDENT

100 CP

YOU'VE ALWAYS IDOLIZED THOSE WITH SUPERPOWERS, BUT NEVER DREAMED THAT YOU'D BE ONE YOURSELF. YOU'RE SOMETHING OF A FANBOY, WITH A SLIGHTLY NAIVE VIEW OF THE SUPERPOWERED WORLD, BUT YOU CAN IDENTIFY A GIVEN HERO BY A FLASH OF THEIR BOOT. YOU HAVE COMPLETE CONTROL OF YOUR SECRET ID, AT THE START.

MILITARY

100 CP

YOU WERE JUST A STANDARD SOLDIER, UNTIL YOUR SUPERPOWERS STARTED TO PRESENT. YOU HAVE SOME COMBAT TRAINING AND A LOT OF FRIENDS IN THE FORCES, BUT THE GOVERNMENT MAY ALREADY KNOW WHO YOU ARE, AND YOU HAVEN'T PAID TOO MUCH ATTENTION TO ALL THE CAPES. ONE GOVERNMENT AGENCY KNOWS YOUR SECRET ID, BUT UNLESS YOU ANGER THEM OR THEY'RE PENETRATED, THEY'LL HELP YOU KEEP IT HIDDEN.

CRIMINAL

100 CP

YOU WERE A HITMAN, A THIEF, OR A THUG UNTIL YOUR POWERS PRESENTED. YOU ARE BRUTAL IN A FIGHT AND KNOW YOUR WAY AROUND THE SEEDY SIDE OF THE WORLD, BUT DON'T EXPECT TO BE TREATED WITH RESPECT BY ANY HEROES WHO KNOW YOUR BACKGROUND. A CRIMINAL ORGANIZATION KNOWS YOUR SECRET ID, OR IT'S JUST COMMON KNOWLEDGE TO A CERTAIN SET OF CRIMINALS, BUT YOU CAN EXPECT THAT GROUP TO COVER FOR YOU UNLESS THEY'RE PRESSED OR YOU ANGER THEM.

IF YOU'RE GOING TO SURVIVE HERE, YOU'RE GOING TO NEED A FEW SUPERPOWERS. THESE CAN BE MAGICAL, TECHNOLOGICAL, OR INHERENT TO YOUR NATURE, THEY CAN ALSO COMBINE WITH EACH OTHER AND WITH YOUR ITEMS, IF YOU SO CHOOSE: FOR EXAMPLE, SOMEONE WITH ENERGY AND A GUN COULD HAVE A POWERFUL LASER WEAPON, OR THOSE WITH SUPERSPEED AND FLIGHT CAN FLY FASTER THAN MACH 1.

ENERGY: 100 CP, FREE DROP-IN
YOU CAN HARNESS A SOURCE OF POWER AND EXPEL IT IN BLASTS OF FORCE. HEAT-VISION, FORCE-BEAMS, OR MAGICAL BLASTS, WHAT FORM IT TAKES DOESN'T MATTER. YOU CAN BLOW THROUGH A CAR WITH EASE FROM HUNDREDS OF FEET AWAY, AND MAKE AN IMPRESSIVE LIGHTSHOW WHILE DOING SO.

BRAINS: 100 CP, FREE STUDENT
YOU'RE VERY SMART. A GOOD INVENTOR AND ALWAYS QUICK TO COME UP WITH A QUIP IN A FIGHT, YOU CAN EXPECT TO HAVE INTELLIGENCE IN THE TOP END OF THE MENSA GENIUS RANGE. YOU MIGHT NOT BE SMARTER THAN STARK OR RICHARDS, BUT YOU CAN AT LEAST UNDERSTAND THEIR SPEECH.

TOUGHNESS: 100 CP, FREE MILITARY
EITHER FROM A LITERAL IRON SKIN, A SET OF PERSONAL POWER ARMOR, OR JUST YOUR BODY'S SUPERNATURAL TOUGHNESS, YOU HOLD UP TO DAMAGE FAR BETTER THAN MOST. EXPECT ONLY SPECIALIZED AMMUNITION, HIGH-POWERED WEAPONS, AND YOUR FELLOW CAPES TO REALLY POSE A THREAT. ALSO, A HIGH PAIN TOLERANCE!

STRENGTH: 100 CP, FREE CRIMINAL
YOU'RE REALLY STRONG. YOU MAY HAVE BULGING MUSCLES OR YOU MAY NOT, BUT IN ANY CASE YOU CAN LIFT UP TO FIVE TONS WITH JUST A LITTLE EFFORT. YOU CAN PUNCH PEOPLE THROUGH WALLS AND TOSS CARS. DUE TO MARVEL PHYSICS, YOU DON'T HAVE TO WORRY ABOUT ACCIDENTAL SPLATTERINGS.

BODY: 100 CP
YOUR BODY IS AT THE EDGE OF BEING SUPERHUMAN IN ALL QUALITIES, AND MIGHT BREAK THAT BORDER IN A FEW CASES. YOUR STRENGTH, SPEED, TOUGHNESS, WIT, HEALING, JUMPING, AND EVERYTHING ELSE ARE AT THE MAX FOR "NORMAL" PEOPLE, BUT NOT AT THE LEVEL OF MARVELS WHO SPECIALIZE IN THAT AREA.

ELASTICITY: 100 CP
PROBABLY DUE TO EXPOSURE TO SOMETHING WEIRD, YOU CAN STRETCH AND CONTORT YOUR BODY. YOU CAN MAKE A PUNCH HIT SOMEONE 15 FEET AWAY, AND TIE PEOPLE UP WITH YOUR LIMBS. EXPECT SOME BENEFITS TO DURABILITY TOO, ESPECIALLY AGAINST BEATINGS.

NOW, THOSE ARE JUST THE BASICS. THERE ARE PLENTY MORE POWERS TO PICK UP AHEAD!

SOME MORE, STRONGER POWERS FOR YOU TO CHOOSE FROM. REMEMBER YOU CAN COMBINE THEM WITH ITEMS AND EACH OTHER: WHO KNOWS HOW USEFUL A REGENERATING SUIT OF POWER ARMOR OR A SHAPESHIFTING SWORD COULD BE? NOT TO MENTION YOUR AUTO-REPAIRING INTELLIGENT SPACESHIP.

FLIGHT: 250 CP
WHETHER A JETPACK, A NEW PAIR OF WINGS, OR YOUR BODY'S OWN MYSTERIOUS POWER, YOU CAN BREAK THE SURLY BONDS OF EARTH AND FLY. YOU'VE GOT GREAT FLIGHT ENDURANCE, BUT CANNOT GO FASTER THAN 200 MPH. YOUR TACTICAL OPTIONS ARE NOW MANIFOLD, AS YOU CAN REALLY MOVE IN THREE DIMENSIONS. DOES NOT GRANT AN FAA PILOT LICENSE.

HEALING FACTOR: 250 CP
YOU HEAL FAST. EVEN THINGS MOST PEOPLE CAN'T HEAL (SUCH AS LOSING AN ARM) ARE JUST SIGNS YOU SHOULD REST FOR A BIT. YOU HEAL MISSING LIMBS AND ORGANS IN AN HOUR, AND BULLET WOUNDS HEAL UP IN MINUTES. ALSO, THE RAVAGES OF AGING, DISEASE, AND POISON ARE MOSTLY UNABLE TO AFFECT YOU. EXPECT A VERY LONG, IF SOMEWHAT PAIN-FILLED, LIFE.

INVISIBILITY: 250 CP
WHAT DO YOU THINK? YOU CAN TURN YOURSELF INVISIBLE. ONLY SPECIALIZED SENSORS WILL DETECT YOU, BUT YOU CAN STILL SEE FINE DESPITE THE LIGHT PASSING THROUGH YOU. WATCH OUT, DOING TOO MUCH TO OTHER OBJECTS (PUNCHING PEOPLE, CHARGING AN ENERGY BLAST, LIFTING SOMETHING HEAVY) WILL USUALLY REVEAL YOUR LOCATION.

SHAPESHIFTING: 250 CP
YOU CAN CHANGE YOUR PHYSICAL APPEARANCE WITH A THOUGHT. WHILE YOU CAN'T DUPLICATE ALIEN ORGANS AND HAVE TO STAY ROUGHLY THE SAME MASS, EVERYTHING ELSE IS UP TO YOU TO DECIDE. IF GIVEN SOME TIME TO MEDITATE, YOU CAN EVEN FOOL IRIS SCANNERS AND FINGERPRINTS, AND RESHAPE YOUR VOCAL CHORDS. CLOTHING? WHO KNOWS.

MORE POWERS FOR YOU! AGAIN, CAN BE COMBINED WITH ITEMS!

KINESIS: YOU HAVE THE ABILITY TO CONTROL THINGS WITH YOUR MIND. YOU MAY HAVE BASIC TELEKINESIS, IN WHICH CASE YOU CAN LIFT AND MOVE OBJECTS AS IF YOU WERE PHYSICALLY TOUCHING
300 CP THEM, OR A FORM OF ENERGY CONTROL SUCH AS PYROKINESIS OR AQUAKINESIS. PERHAPS YOU'RE EVEN FERROKINETIC OR CRYOKINETIC?

TELEPORTATION 600 CP, DISCOUNT DROP-IN
YOU CAN TELEPORT. IF YOU'RE JUST TELEPORTING YOURSELF, IT TAKES JUST A SECOND'S FOCUS TO GO ANYWHERE WITHIN A MILE, OR UP TO 10 MINUTE'S FOCUS TO GO ANYWHERE ON THE PLANET. WHEN TAKING OTHERS WITH YOU, YOUR RANGE IS LIMITED TO LOS FOR QUICK HOPS, AND IT MAY TAKE UP TO AN HOUR TO TELEPORT MORE THAN 10-15 MILES.

PRECOGNITION 600 CP, DISCOUNT STUDENT
YOU CAN SEE A FEW SECONDS INTO THE FUTURE AS A FORM OF 'DANGER-SENSE,' OR CAN HAVE LONG VISIONS THAT REQUIRE A DANGEROUS TRANCE. A VERY USEFUL POWER, SO LONG AS YOU DON'T BECOME TOO RELIANT ON IT: YOU MAY RUN INTO SOMETHING TRULY UNUSUAL AND BE SURPRISED.

SPEED 600 CP, DISCOUNT MILITARY
YOU HAVE SUPER-SPEED. YOU CAN RUN UP TO 300 MPH, CATCH BULLETS, AND DISARM PEOPLE BEFORE THEY CAN BLINK. HOWEVER, I HOPE YOU HAVE TOUGHNESS OR A HEALING FACTOR, BECAUSE IF YOU HIT A WALL AT THAT SPEED, YOU'RE IN TROUBLE.

INTANGIBILITY 600 CP, DISCOUNT CRIMINAL
YOU CAN REDUCE YOUR DENSITY UNTIL YOU CAN PHASE THROUGH SOLID OBJECTS. IN THIS STATE, YOU ARE UNTOUCHABLE BY ALL BUT ENERGY BLASTS AND FORCE FIELDS, ARE EASILY OVERLOOKED, LEAVE NO FOOTPRINTS, CAN SLOWLY DRIFT THROUGH SPACE AND OBJECTS, AND ARE INVISIBLE TO MOST SENSORS. ON THE OTHER HAND, IT'S NOT POSSIBLE TO TOUCH THINGS WHILE YOU'RE INTANGIBLE, AND BEWARE PHASING BACK WHILE AN OBJECT IS INSIDE YOU. IT WILL USUALLY BE DISINTEGRATED, BUT YOU WILL SUFFER CRIPPLING PAIN.

NOW, FEEL FREE TO CHOOSE SOME SKILLS TO GO WITH THOSE POWERS. THESE ARE WITHIN HUMAN LIMITS, BUT ONLY BARELY.

SWINGER

100 CP

NOTHING TO DO WITH WIVES, YOU HAVE THE SKILL AND ABILITY TO SWING ON WEBS, WHIPS, ROPES, YOUR ARMS, OR SOMETHING ELSE ENTIRELY.

ACROBATICS IS IN YOUR BLOOD, AND EVEN IF YOU CAN'T FLY YOU CAN ALWAYS FIND THE HIGH GROUND.

HAWKEYE

200 CP, DISCOUNT MILITARY

YOU HAVE SUPERIOR AIM, REFLEXES, AND UNDERSTANDING OF ANGLES.

ANY RANGED WEAPON OR ABILITY YOU USE IS GOING TO HIT: THE ONLY QUESTION IS IF YOU'LL HIT THEM IN THE LEFT EYE OR THE RIGHT.

COMBAT TRAINING

200 CP, DISCOUNT CRIMINAL

ALL THOSE POWERS ARE NICE, BUT IT TAKES SKILL TO KNOW HOW TO USE THEM.

SUPER-STRENGTH IS WELL AND GOOD, BUT EVEN A SUPERMAN NEEDS TO KNOW HOW TO HIT SOMEONE WHERE IT HURTS. YOU HAVE TRAINED WITH YOUR POWERS TO USE THEM OPTIMALLY IN COMBAT, AND YOU'LL ALWAYS KEEP YOUR HEAD IN A FIGHT

AGENT: THE SKILLS OF ESPIONAGE ARE IN YOUR BONES. YOU MAY HAVE BEEN

200 CP



A SHIELD AGENT, A SERVANT OF THE HAND, OR JUST REALLY SNEAKY, BUT IN ANY CASE YOU'RE GOOD AT DOING THINGS UNSEEN. MAKING UP AND KEEPING COVER STORIES, INFILTRATING SECURE AREAS, AND SPOTTING A TAIL ARE JUST A FEW OF YOUR TALENTS.

FRIEND OF THE MEDIA

200 CP

YOUR HEROISM/VIGILANTISM/CRIMINALITY IS SEEN IN THE BEST POSSIBLE LIGHT. IF YOU'RE A CRIMINAL, YOU'RE SEEN AS A FREEDOM FIGHTER: A MUTANT, MOST REPORT YOU AS BEING THE BEST OF THEIR "FOUL BREED," AND IF ALREADY A HERO, EXPECT TO BE A MEDIA DARLING.

COSMIC

FACT:

300

CP

RATHER THAN BEING A NEWCOMER TO SUPER-HEROICS, YOU'VE BEEN A PART OF IT ALL ALONG. THE MARVEL UNIVERSE EVENTS HAVE OCCURRED JUST THE WAY YOU REMEMBER, BUT YOU REMEMBER BEING PART OF THE MAJOR EVENTS SINCE YOU WERE 11 AS WELL, AND SO DOES EVERYONE ELSE. YOU MAY HAVE A HISTORY WITH HEROES, AND HAVE MORE IN-DEPTH KNOWLEDGE OF THE SUPER-POWERED SCENE THAN EVEN MOST DEVOTED FANS. DROP-INS ARE KNOWN DIMENSION JUMPERS.

YOU CAN CHOOSE ITEMS TO APPEAR WITH YOU AND HELP YOU SURVIVE AND THRIVE. SOME MAY APPEAR POWERFUL, BUT REMEMBER, YOU COULD ALWAYS LOSE THEM...

LOTS OF MONEY: 50 CP
YOU HAVE \$500,000. GO NUTS!

BLADE: FREE DROP-IN 50 CP
MAYBE NOT A REAL BLADE, YOU HAVE SOME SORT OF MELEE WEAPON THAT CAN STAND UP TO YOUR USE. A KATANA, SLIGHTLY MAGIC SPEAR, OR JUST A HIGH-TECH CLUB.

SIDEARM: 50 CP
SURPRISINGLY, EVEN MOST MASKS ARE VULNERABLE TO FAST-MOVING PIECES OF METAL. YOU'VE GOT A GUN, FROM A SNIPER RIFLE TO A 9MM. PLENTY OF AMMUNITION, TOO. NOT AS FLASHY AS LASER BEAMS, BUT SOMETIMES YOU JUST WANT PEOPLE DEAD.

UNSTABLE MOLECULE 50 CP
UNIFORM: FREE DROP-IN
YOU HAVE A UNIFORM MADE OUT OF SOME SUPER-MATERIAL. WHILE IT DOESN'T GIVE YOU MUCH PROTECTION, THE UNIFORM IS SELF-CLEANING, AUTOSIZING, NEVER IMPEDES YOUR POWERS IN ANY WAY, AND IS HIGH-INDESTRUCTIBLE. YOUR CHOICE OF COLOR, THOUGH IT PROBABLY HAS A BRIGHT INSIGNIA ON IT SOMEWHERE.

PARTNER/TEAMMATE: 100 CP
YOU'RE NOT ALONE IN THIS WORLD. SOMEONE ELSE WAS EXPOSED TO THE EXPERIMENT WITH YOU, OR ONE OF YOUR FRIENDS IS ALSO A MUTANT. THEY CAN SELECT UP TO 300 CP OF ITEMS, SKILLS, AND POWERS, THOUGH THEY CANNOT PICK UP A PARTNER OF THEIR OWN. WHILE THEY ARE ASSUMED TO SHARE YOUR BACKGROUND, THEY DO NOT GET ANY FREE SKILLS OR DISCOUNTS. IF YOU CHOOSE, YOU CAN INSTEAD HAVE AN EXISTING COMPANION FILL THIS ROLE. WHEN YOU LEAVE, YOUR PARTNER CAN COME WITH YOU AS A COMPANION.

WEB-SHOOTERS: 100 CP
FREE STUDENT
YOU HAVE A SPECIALIZED DEVICE, OR A PAIR OF THEM, THAT SHOOT STICKY WEBBING OR CABLES OF YOUR OWN DESIGN. ABLE TO TIE UP EVEN SUPER-STRONG FOES, GRAB ITEMS FROM FAR AWAY, OR EVEN CLIMB OR SWING BETWEEN BUILDINGS.

SUPER-JUICE: 150 CP
YOU HAVE A SUPPLY (150 DOSES) OF A SUPER-SERUM THAT BOOSTS YOUR POWERS. EFFECTIVELY, ALL YOUR MARVEL ABILITIES ARE AT DOUBLE STRENGTH FOR TWO HOURS AFTER TAKING THIS DRUG. YOU CAN PROBABLY SYNTHESIZE MORE, BUT IT IS ILLEGAL AND HAS SIDE EFFECTS.

JUST BECAUSE JUMP-CHAN LIKES YOU, HERE ARE SOME MORE ITEMS TO CHOOSE FROM. SOME ITEMS CAN BE COMBINED WITH EACH OTHER OR YOUR POWERS!

AVENGERS ID:

200 CP

YOU SOMEHOW HAVE A PASS INTO AVENGERS MANSION. YOU CAN ALSO FLASH IT FOR EASY ADMISSION INTO, WELL, PRETTY MUCH ANYWHERE. HOWEVER, IF OVERUSED, EXPECT EARTH'S MIGHTIEST HEROES TO COME CHECK YOU OUT!

HELM OF

XORN:

300 CP



A MYSTICAL HELM THAT, WHILE UNFASHIONABLE, KEEPS YOU SAFE FROM ALL MENTAL ATTACKS WHILE WORN. YOU ARE TOTALLY IMMUNE TO ALL ATTEMPTS TO READ OR INFLUENCE YOUR MIND DIRECTLY WHILE WORN.

ADAMANTIUM X:

300 CP

YOU HAVE A OBJECT MADE OF ADAMANTIUM. IF A SHIELD OR ARMOR, IT IS LARGE AND HEAVY BUT NIGH-INDESTRUCTIBLE: IF IT'S A WEAPON, IT CAN CUT THROUGH ALMOST ANYTHING.

VIBRANIUM X:

300 CP

YOU HAVE A OBJECT MADE OF VIBRANIUM. IF A SHIELD OR ARMOR, IT IS LIGHT & EASY TO CUT BUT PREVENTS ANY BEATING FROM CARRYING THROUGH TO YOU. IF A WEAPON, IT DOES NOT CUT EASILY, BUT CAN SHATTER ALMOST ANYTHING GIVEN ENOUGH TIME.

YOU HAVE A SUIT OF GENUINE KNOCK-OFF IRON MAN ARMOR. EITHER HAMMER-TECH OR SOMETHING MASS-PRODUCED THE ARMOR WARS OR IN A CRISIS, IT'S NOWHERE AS GOOD AS THE REAL THING, BUT IT STILL WORKS WELL ENOUGH TO REPLICATE LOW-POWERED VERSIONS OF FLIGHT, TOUGHNESS, ENERGY, AND STRENGTH. CAN BE COMBINED WITH OTHER ITEMS OR POWERS.

POWER

ARMOR:

300 CP

SUPER-VEHICLE:

400 CP

YOU HAVE A SPECIALIZED VEHICLE THAT IS IN SOME WAY INCREDIBLE. YOUR OWN QUINJET, FANTASTICAR, BATTLE VAN, OR BLACKBIRD. IT HAS WEAPONS AND SPEED FAR IN EXCESS OF A NORMAL VEHICLE, AND MAY HAVE STEALTH OR SPACE ABILITIES.

LIFE MODEL DECOY

500 CP

YOU HAVE A FULLY-OPERATIONAL LIFE MODEL DECOY AND THE COMPUTERS REQUIRED TO PROGRAM IT. IT WILL PERFECTLY DUPLICATE YOU, BUT DUE TO HARDWARE LIMITATIONS IT CAN ONLY BE PROGRAMMED WITH POWERS THAT YOU GAIN THE MARVEL WORLD. IT WILL BECOME ONE OF YOUR COMPANIONS, NOT REQUIRING A STASIS POD.

NOW, FEEL FREE TO PICK UP TO TWO DRAWBACKS TO GET SOME EXTRA POINTS. WATCH OUT, THOUGH, SOME DRAWBACKS ARE MORE UNPLEASANT THAN THEY FIRST APPEAR...

BROKE THE SWITCH: **+150 CP**

YOUR POWERS ARE ALWAYS ON. IF YOU HAVE STRENGTH, BE CAREFUL OPENING DOORS AND HUGGING FRIENDS: IF YOU HAVE ENERGY, GET A CAPACITOR OR YOU'LL START KILLING PEOPLE BY STARING AT THEM.

4TH WALL AVOIDANT: **+150 CP**

YOU HAVE LOST ALL KNOWLEDGE OF THE MARVEL UNIVERSE UPON ARRIVAL. THE ONLY THINGS YOU KNOW ARE THOSE THAT YOU FIND OUT HERE. YOU STILL HAVE ANY OTHER POWERS OR ABILITIES THAT YOU HAD FROM OTHER WORLDS, BUT SIMPLY BELIEVE THEM TO BE PARTS OF YOUR SUPERPOWERS. GOOD LUCK!

4TH WALL RELIANT: **+150 CP**

YOU REMEMBER EVERYTHING YOU ALREADY KNEW ABOUT THE MARVEL UNIVERSE, BUT GOOD LUCK GETTING PEOPLE TO BELIEVE YOU. NO MATTER HOW MANY TIMES YOU PROVE YOUR KNOWLEDGE, EVERYONE WILL THINK YOU'RE JUST AS INSANE AS THAT DEADPOOL GUY.

CHANGED: **+200 CP**

YOUR SUPERPOWERS HAVE CHANGED YOUR BODY DRASTICALLY. BLUE FUR, A ROCKLIKE SKIN, OR TERRIBLE SCARS, YOU LOOK DECIDEDLY INHUMAN FROM THE START. THE UNIVERSE WILL CONSPIRE TO REVEAL YOUR FORM AT THE WORST TIMES.

PARKER LUCK: **+300 CP**

NO MATTER HOW POWERFUL A HERO YOU ARE, YOU CAN'T HOLD DOWN A DAY JOB, AND YOU'RE STILL LIVING IN YOUR PARENT'S BASEMENT (IF AN ORPHAN, YOU'RE HOMELESS). ANY LOVED ONES ARE CONSTANTLY UNDER THREAT, AND EVERY GOOD DEED YOU DO JUST GETS YOU IN MORE TROUBLE.

MUTANT: **+300 CP**

IT IS WELL-KNOWN (OR AT LEAST COMMONLY BELIEVED) THAT YOUR POWERS ARE MUTANT IN ORIGIN. THEREFORE, EVERYONE HATES YOU. EXPECT TO BE VILIFIED BY THE PRESS EVEN FOR SAVING PEOPLE, AND MOBS, SENTINELS, THE GOVERNMENT, AND VARIOUS OTHER GROUPS ARE ALREADY OUT FOR YOUR BLOOD.

NOW, IT'S TIME TO GET STARTED. TAKE YOUR CHOICES AND SURVIVE 10 YEARS IN THIS WORLD!.....

.....

OH, SO YOU'VE MADE IT? WELL, NOW YOU HAVE FOUR CHOICES...

COMICS ARE FOR KIDS!

YOU WAKE UP IN YOUR BED AT HOME, WHATEVER AGE YOU ORIGINALLY WERE. YOU KEEP YOUR POWERS, MEMORIES, AND ITEMS, BUT FOR YOU THE ADVENTURE IS OVER. YOU MADE IT HOME!

NEXT ISSUE...

YOU CAN STAY IN THE MARVEL WORLD. LIVE OUT THE REST OF YOUR LIFE IN THE 4-COLOR WORLD OF TRUE HEROES AND VILLAINS! AT HOME, YOU ARE MISSING, NEVER TO BE FOUND.

A NEW TITLE!

YOU CAN CONTINUE ON! TAKE ANOTHER JUMP, AND SEE WHERE YOU LAND! YOU'VE SAVED OR DESTROYED THIS WORLD, SEE WHAT'S NEXT! TAKE YOUR SKILLS, POWERS, AND ITEMS WITH YOU TO ANOTHER JUMP.

A SKRULL ALL ALONG!



AS YOU AWAIT YOUR NEXT JUMP, YOUR TEN YEARS UP, SOMETHING ODD HAPPENS. JUMP-CHAN NEVER ARRIVES. AS YOUR MIND SLOWLY BREAKS, WONDERING IF YOU'VE DREAMED THE WHOLE THING SOMEHOW, YOU NOTICE SOMETHING EVEN WEIRDER: YOUR SKIN IS GREEN! YOUR REAL MEMORIES, THOSE NOT IMPLANTED BY YOUR TRUE MASTERS, BEGIN TO SURFACE. NOW, IT'S TIME TO USE YOUR POSITION AND POWERS IN THE MARVEL WORLD FOR THE GLORY OF THE SKRULLS!

IN ANY CASE, ALL DRAWBACKS ARE REVOKED, ANY CHANGES IN PERSONALITY RECEDE, AND YOUR MEMORIES WILL NO LONGER OVERWHELM YOU. YOU CAN DRAW ON THEM IF YOU WISH. YOU RETAIN ALL POWERS AND ABILITIES. YOUR FRIENDS HERE WILL REMAIN, LOCKED IN TIME, UNTIL YOU RETURN. GOOD LUCK IN THE FUTURE, AND AS ALWAYS,

EXCELSIOR!