Marvel: the Lee-Kirby Years

Version 1.0.2













In August of 1961, Fantastic Four Vol 1 Issue 1 written by Stan Lee with art by Jack Kirby was published as Marvel comics began publishing superhero comics. A multiverse was born, though Golden Age elements from the prior companies that had become Marvel would be folded into this new modern incarnation.

Over the course of the next almost 9 years, Stan Lee and Jack Kirby would continue to work together producing Fantastic Four comics, and during that time they would also bring Thor, the Hulk, the Avengers, S.H.I.E.L.D., and the X-Men to life, as well as other artists contributing to create Iron Man, Spider-Man, Daredevil, Doctor Strange, and other heroes which would form the foundation of the Marvel canon and setting.

You will be entering this world when everything is still strange and new. When Iron Man's armor can't keep track of its own abilities, Thor can sometimes create nuclear fusion by spinning his hammer, and shapeshifting aliens are turned into cows and trees because they don't realize that their shapeshifting will give them the minds of such things but people who have just met them do.

You will be here when the world is codified and stay until Fantastic Four #115 about a year after the final dissolution of Lee and Kirby's partnership. Hopefully you can survive these early, wild days of the Marvel cosmos, before Celestials and Beyonders, before Thanos and Infinity Gems, before the Captain Britain Corps and the Omniverse and endless Spider-Verse events. Not to say it's a safe place; Galactus is still around, and we are told ceaselessly that if the Odinsword ever leaves its sheath that will end the entire universe, but at least a Reed Richards from another universe is unlikely to reset reality or anything like that.

Still you probably should take these.

+1000 Comic Points

Good luck and good… hold on… Seems you get a little bonus.

+300 Comic Points to spend only in the Powers or Items sections.

Seems someone decided it wasn't fair to send you here without ensuring you're at least a little bit super. So, good luck, and good jumping.

Table of Contents

Since this one got a little big, maybe this will help you navigate around it.

Table of Contents 3
Origin: 4
Species: 8
Location: 10
Age and Gender: 11
Perks: 12
Drop-in Perks 19
Friendly Neighbor Perks 21
Relic of War Perks 24
Science Adventurer Perks 28
Alien Presence Perks: 31
Living Legend Perks 35
Noble Devil Perks: 38
Costumed Crook Perks: 42
Master of Crime Perks: 45
Red Scare Perks: 47
Powers: 49
Items: 91
Drop-In Items 101
Relic of War Items 104
Friendly Neighbor Items 107
Science Adventurer Items 110
Living Legend Items 113
Alien Presence Items: 115
Noble Devil Items: 117
Costumed Crook Items: 119
Master of Crime Items: 122
Red Scare Items: 124
Companions: 126
Toggles: 128
Drawbacks: 130
Outro: 144
Endjump Scenario - From the Beginning till the “End” 145
Notes: 146
Changelog: 165

Origin:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead. If you have multiple origins, only 1 of your origins' 100 CP perks and the first copy of 1 of your origins' 100 CP items are free and the other is discounted.

All ages listed can be ignored for 50 CP, and assume a human baseline; if you're non-human you are the equivalent age, though for robots this may mean a few moments old with a design of the appropriate age.

Drop-In: You have neither past nor history in this world. Seemingly just having appeared here from thin air, or maybe as a result of some radioactive explosion. If you'd prefer a past and connections you could be an ordinary teenager with no reason to be particularly distinguished.

You may pay 400 CP to select this origin alongside any single other background, but may not combine this option with the similar option available for the Friendly Neighbor or Costumed Crook origins. If you take this origin with another origin this way you may choose whether to be a drop-in or follow the other origin.

Your age is what it was at the end of your last jump, unless you choose to have a background as an ordinary teenager in which case it is 14 to 17.

This background draws most heavily from Rick Jones, and the Hulk though has elements of Ka-Zar, Betty Ross, and the Black Knight.

Friendly Neighbor: You are an ordinary person, someone who is living their best life in this world. Whether a highschool student, carnival sideshow, or a lawyer, you have lived a law abiding life that has through training or happenstance led you to electing to fight crime because it is your responsibility.

You may pay 400 CP to select this origin alongside the Drop-In, Relic of War, Science Adventurer, Alien Presence, Living Legend, or Noble Devil background. Taking this origin with another origin will cast your past in a more heroic and noble light if it wasn't already; maybe you're an alien war hero, a sworn mystical protector of mankind, or a noble and rightful born monarch.

If taken with another origin its age will take precedence but on its own your age is 17 to 25.

This background draws most heavily from Spider-Man, Daredevil, and the Thing, but has elements of various heroic figures.

Relic of War: World War II, the last noble war where the men who participated were heroes simply for fighting it, is still recent in this period. At only 16 years ago, the likes of Reed Richards and Ben Grimm took years out of their college life to fight it, and it defined the lives of Captain America and Nick Fury. Like the latter you were a soldier through and through, and you fight in the new, more shadowy war which continues across the world, protecting liberty against those forces which seek world domination.

Your age is 41 to 55.

This background draws most heavily on Nick Fury and Captain America, though covers SHIELD more generally.

Science Adventurer: Science, the great hope for mankind's future. And you are one of the pioneers and adventurers who push it to its boundaries. Like the Fantastic Four, Iron Man, or Henry Pym you delve into mysteries which may lead to new vistas of human understanding with nothing but your big brain and whatever powers you have managed to gain through your mastery of science, and return with fame, glory, and the accolades of the world.

Your age is 27 to 45.

This background draws most heavily on Reed Richards, Tony Stark, Henry Pym, and other heroic scientists.

Alien Presence: You're not from this world. Well the you from this world is not from this world. While you may not be a skrull, or a kree, you may even be indistinguishable from humanity, you come from somewhere other than the Earth - and not some strange mystic realm. Whether you're a guiding force here to watch over humanity or a conqueror is your decision.

Your age is 27 to 45.

This background draws most heavily on Captain Marvel, the Silver Surfer, and Uatu though it has elements of other alien forces.

Living Legend: You are a being on the fringes of the world where the sway of science is weak, and occultism and legend prove true. Whether a sorcerer, god, or inhabitant of some Dark Dimension, your life has been touched by magic. This helps remove you - if only ever so slightly - from the common flow of humanity.

Your age is 25 to 90.

This background draws most heavily on Doctor Strange and Thor though it has elements of other mystical forces.

Noble Devil: You were born to rule. Oh maybe you're not the rightful monarch of a nation, but you were at least born into an aristocratic family, one of long lineage and nobility. Whether your kingdom is of Earth or otherwise is up for debate but you have the makings of a king which is evident to any who you meet.

Your age is 23 to 80.

This background draws most heavily on Doctor Doom, Namor, and Black Panther, though it has elements of other monarchs.

Costumed Crook: You've got a criminal past. Whether you have powers or not, you've done some things that you'd rather the world not know about. Maybe it's minor, a little purse snatching or working as a racketeer's thug, or maybe you like to rob banks. Either way you're not one of the law and order types, and you don't have some uncle's death hanging over your head.

You may pay 400 CP to select this origin alongside the Drop-In, Alien Presence, Living Legend, Noble Devil, Master of Crime, or Red Scare background. Taking this origin with another origin will cast your past in a villainous and criminal manner at least as far as the Earth is concerned; maybe you're an alien soldier of an invading empire, a dark mage who has made pacts with Satannish the omnipotent, or a dictator who holds sway over their homeland with a literally iron fist.

If taken with another origin its age will take precedence but on its own your age is 20 to 30.

This background draws on general supervillain tropes.

Master of Crime: Maybe you're criminal tendencies go a little deeper than hired muscle or bank robber. You're part of organized crime, or else something even worse like one of the various secret societies trying to overthrow the world order and place themselves in charge. Maybe you're part of New York's organized crime scene, or the Maggia, but maybe you're part of the nascent organization Hydra which will soon cause the foundation of SHIELD to counter them, or one of their satellite organizations such as the Secret Empire or AIM.

Your age is 25 to 45.

This background draws on Hydra tropes, Count Nefaria, and other characters who wield secret schemes and plots.

Red Scare: Oh… Oh… You're something real bad. You're a dirty Communist, or maybe a Fascist, or just someone who believes that bigotry and hatred should rule mankind. Whatever it is, if you don't serve a totalitarian regime to help them hold power and extend their sway and reduce all other men to nothing more than slaves in function if not in name, it's only because you've decided to found your own. You are an enemy of freedom, truth, and America, if not to all mankind.

Your age is 25 to 45.

This background draws most heavily on the Red Skull, Magneto, and Mandarin, with elements of various Communist villains and others who represent a desire for totalitarian rule.

Species:

Any species is free, but each species, other than human and synthezoid, comes with a requirement to purchase it. You may choose to be a mutant version of any species you select, other than synthezoid or robot, as long as you purchased at least 1 power for yourself, and unless you are a synthezoid or robot may choose to be half-human if you'd prefer. You may only purchase one species. Post-jump your species may become an alt-form.

Companions may purchase powers required by your species at a discount if they match your species; in the case of Inhumans this only applies to Fantastic Fitness and not the other power.

If you purchase the upgraded version of the following items you may make the followers granted by them members of your species: **America's Other S.H.I.E.L.D., Anonymous J-Men, Kingdom of Your Own, Empire of Crime**, or **Red Army**. This can also be applied to the population of the **LARP Planet**, and **World of War**.

Human: You're a human, just a normal human. Unless you're a mutant. Or gained superpowers somehow. I'm not saying it has to be radiation, but it's probably radiation.

Synthezoid: A synthetic human. Except for odd colored skin, and having a rather robotic voice you're actually rather close to humans. You even still have metabolic functions, and can be drugged, poisoned, or get sick. For 50 CP you can have a solar gem which serves as a power source for you, allowing you to absorb sunlight to replace your need for food.

Atlantean: Requires: Atlantean purchased at the Amazing level or higher. You are a member of Namor's species, possessing somewhat greater physical fitness than surface dwellers. Normally Atlanteans cannot breathe air, possessing only gills, and having to take a special potion to operate on land, but for you (and only you) this disadvantage can be waived. Maybe you're a mutant?

Inhuman: Requires: Fantastic Fitness, and any other power. You are a member of the Inhumans. Led by Blackbolt, though currently his crown has been usurped by his brother Maximus. Living in the secret city of the Great Sanctuary they possess advanced science due to the leg up given them by the Kree, and genetically engineered but grabbag powers. They are generally stronger and more fit than humans, however.

Kree: Requires: Fantastic Fitness. You are a member of the Kree, though you're free to choose whether you're a purebred blue skin, or a pink skin whose bloodline has been degraded by interbreeding with subjugated species. Either way normally Kree breathe an atmosphere different from the Earth's, and require a special medicine to breathe our air, but it seems like Stan forgot it should apply to you. Maybe you had a special operation? Or maybe some power you got prevents it. This won't be waived automatically for others of your species.

Skrull: Requires: Fantastic Shapeshifting. You are a skrull, a green-skinned, semi-reptilian species. They're also all shapeshifters, and rather prone to enslaving, galactic conquest, and LARPing.

Asgardian: Requires: Mighty Fitness. You are an Asgardian, or another equivalent species of demigods. You stand well above humanity, as do others of your species. Your sorcerers are typically fairly powerful, as well.

Robot: Requires: Mighty Fitness. You are a robot. The exact basics of your design will vary based on what powers you purchased, but fellow members of your species will not have them unless you pay an additional 50% cost for each power you want to make common to your species.

Poppupian: Requires: Impossible Shapeshifter upgrade to Mighty Shapeshifting. You are a poppupian like the Impossible Man. These shapeshifters are able to assume nearly any form they can think of, including fully functional rockets, helium balloons, kaiju, and more.

Watcher: Requires: Mighty Super Senses, Mighty Cosmic Power, Mighty Elemental Form. You are a watcher like Uatu. During this era the powers of other watchers is vague and unknown; as Uatu was one of only 3 members of his species which underwent the process to transform into living anti-matter energy beings and gain powers, and these were the only ones to show any powers other than high end technology.

Custom: Requires: Varied. If you want to be a species not listed here, or make your own, you may choose to do so. Any power you purchase may be made a common trait of your species, but other than Fitness you must pay an additional 50% to the total cost of that power to make it a common trait of your species.

Location:

You begin somewhere in New York City, or which would be appropriate for your Origin (below).

Alternatively, if you would prefer you may choose to roll for your location

1. New York City - The most happening place in the Marvel universe. Soon it will be home to the Fantastic Four, the Avengers, Spider-Man, and Daredevil, and even the X-Men aren't too far away.
2. Los Diablos Missile Base - Located in New Mexico, they seem to be developing a gamma bomb in this base. If you wait around a few months you might see its chief scientist become the monstrous Hulk.
3. North Salem - Located in Westchester County in New York, a wealthy individual known as Professor Charles Xavier may have already begun recruiting the first of his X-Men, or may soon do so, for his school for Gifted Youngsters which will be opening here, though you have a bit to wait before they actually begin their crime fighting career publicly.
4. The Realm Eternal - Asgard, the realm of the Asgardians, home to Odin and Thor, though the latter seems to be banished at the moment. Neighbored by lands of trolls, and the kingdom of the Norns, it is a warrior's paradise, and a land of fantasy and magic.
5. The Kingdom Eternal - Hidden deep beneath the Atlantic Oceans, this is the city to which Namor's people fled after they were bombed by the power of the Serpent Crown and their prince rendered amnesiac. Hopefully you have a means of breathing water, though otherwise you'll appear in a chamber that they've pressurized. The atlanteans may have questions about an air breather being here, and they still crave war with the surface.
6. The Savage Lands - A mountain valley in Antarctica? A subterranean hollow earth realm beneath Antarctica? Not quite clear. Either way it is a place accessible via submarine from Antarctica, by going through a cave tunnel in Antarctica, and by underground chambers from South America, and is a land time forgot inhabited by dinosaurs, sabertoothed tigers, and barbaric marsh men.
7. The Blue Area of the Moon - This is an area of the moon with a breathable atmosphere. It is also currently home to the Watcher. Maybe you can get him to send you to Earth; his oath does allow him to protect his home. On that note he's a being who claims to be as powerful as Galactus and is allowed to protect his home.

8. Kree-Lar: Capital of the Kree, and their military center. Ruled by the Supreme Intelligence, this is a center of technological power which may be unrivaled in the universe. They may have questions about your presence, however.

Age and Gender:

Your age is determined by your origin as explained above. Your gender is yours to choose unless you chose to drop-in in which case it's the same as it was during the last jump.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Reset Survival (Free while here/100 CP to keep): So the Marvel multiverse sometimes gets destroyed and remade with almost no changes. Will this end your chain? Well to save you needing to ask Jumpchan here's this. If history is altered or reality warping is used to reshape the current universe into something new and different - such as when the Scarlet Centurion prevented the Hulk from leaving the Avengers and created a new present - you will still exist in the new timeline or reality unless the change is specifically done in a way that would destroy you - such as erasing the Earth and everyone from it from history if you were human. If the universe is wiped out, but recreated with you in it, it will not count as death for the purposes of your chain. This even covers if you die in the events leading up to its destruction if they're retconned from existence.

This only happens once during this period - time travel re-writes reality - and arguably given how the Marvel cosmology works this wouldn't affect you anyway as merely an alternate Earth was made, but that wasn't established for some time and is not well followed in the stories themselves, so you might need this just a little.

Artistic Style (50 CP): Jack "the King" Kirby's art is legendary in comics, and his collaboration with Stan "the Man" Lee is a defining factor of this age of storytelling - literally being used to determine the start and end of the Silver Age for this jump. As such you may carry his artistic style forward with you into future jumps. Or maybe you'd prefer another style to Kirby's techno-barbarism and fist pumping action, in which case you may choose that of another penciller who worked on Marvel comics in this period: the surrealistic art of Jim Steranko; Gene "the Dean" Colon's detailed and dynamic style; Steve Ditko's trippy and strange stylings; Don Heck's style; or someone else's.

You may choose at the start of each jump whether to apply this perk to the world or not. It will recast the world more into the chosen artist's style, whether that's the square jaws and rugged men of Jack "the King" Kirby, or someone else's. Whether this makes the world come off as comic book drawings, or merely with a real world representation of their stylistic effects is up to you. This will create no substantive changes, merely cosmetic and aesthetic ones; Kirby art won't make fist fighting more or less effective, or

cause societies of techno-barbarians to pop up, but square jaws, muscles, funny hats, crackling energy, and non-streamlined technology will be visible.

That is unless you also bought Incredible Stories, in which case you may find yourself stumbling into plots and stories which would be similar to those of the comics by the chosen artist. Choosing Kirby might see you finding lost civilizations which throw back to more savage times of social progress but wield fabulous technology, and choosing Don Heck might see you facing cartoonishly evil Communists. Other artists are less likely to be as extreme - there's not really a common plot thread throughout Gene Colan's works other than a toning down of infuriating romance plots. You can toggle this though.

Branding (50 CP): Spider-Man's flashlight and tracking devices are of course spider-themed. The Green Goblin possesses tools that have a halloween aesthetic. Everything Paste Pot Pete touches becomes glue themed. When you take this perk choose a theme of your own like spiders, ants, beetles, glue, or what have you. You can immediately aesthetically reskin any power or item you have previously purchased for CP you possess to fit that theme/aesthetic, and in the future upon purchasing a power or item for CP can choose to reskin it based on that aesthetic. This choice is made upon the purchase of the item (or for previously purchased items upon the purchase of this perk) and cannot then be changed, though for more innate powers while you may not change this choice, you may through training learn to use the aesthetically unmodified version or the aesthetically modified instead of whichever you chose. This will not come with any significant changes to the function of the power, ability, or item, but will ensure they fit your theme; maybe your fire blasts are ant shaped, or smell like glue.

Larger Than Life (50 CP): There's something about how you hold yourself. It might not tell people you're good or evil, or what powers you have, but you can manage to simply seem to exude an aura of power and confidence; the feeling that you are important and not something for an ordinary individual to mess with. While you aren't immune to fear, at least not due to this, you are particularly capable of hiding it such that it does not show in your face or stance and short of mind reading it would require you to act upon it and flee for it to become apparent you were afraid.

Well Drawn (50 CP; free with Starkly Handsome): You possess an aesthetically appealing appearance. You aren't going to necessarily win any beauty contests, but if you grabbed 20 people at random you'd have a good chance of being the most attractive among them.

Face Behind the Mask (100 CP): Your face is horribly scarred to the point of absolute revulsion. If you show it to someone unprepared a weaker willed individual might faint out of sheer terror, and even those of stronger wills will find themselves repulsed and disgusted. Whether your face is by normal standards terribly ugly, or you merely have a minor scar somewhere on it is up to you. You may even choose, at the start of each jump, to set the beauty of your face from absolutely terribly ugly up to whatever it normally would be either with a minor scar or with this perk completely disabled. This can also be activated or deactivated during a jump by scarring your own face or having the scarring healed.

Kragoffian Conditioning (100 CP): You are a master of animal training and conditioning, able to train animals for incredibly complex tasks. While this will never reach true uplifting, you could train apes to act as elite commandos, run and repair a spaceship, and the like.

Combined with **Animal Control** (or **Atlantean** at the mighty tier) you could use your animal control to instruct even untrained animals in such complicated tasks with significantly less effort or supervision on your part.

Sitting Well (100 CP): There are a lot of spies in this world. The Chameleon, Black Widow, AIM, Hydra, Secret Empire, and of course the Strategic Homeland Intelligence and Espionage Law-Enforcement Division or S.H.I.E.L.D. And now you. You are a fully trained spy with an education in spycraft equal to that of Jasper Sitwell, S.H.I.E.L.D. academy's valedictorian, and quite possibly the most competent of Nick Fury's agents of S.H.I.E.L.D. with the exception of old Nick himself. This won't necessarily make you Sitwell's equal, it won't give you his drive, courage, or intelligence, but you will be his equal in training in spycraft.

Swashbuckler (100 CP): The Swordsman, Hawkeye, Daredevil… There are many here who possess nearly inhuman skill. Now you can count yourself among them. You have the acrobatic skills to keep up with the Swordsman or Hawkeye enough to put real world acrobats to shame, and could keep up with someone who possessed artificially enhanced 'peak human' physiology; as Daredevil, whether due to some fluke of his biology and training or the radiation that improved his learning speed and gave him his super senses, regularly matches peak human physiology in sheer feats of strength you'll need that as well to match him. Still you have slightly superhuman skill in acrobatics. You are also a generally skilled combatant, though you may choose a single weapon with which your

skill is particularly, almost superhumanly, impressive. This will give skill with the weapon roughly on the level of the Swordsman or Hawkeye with theirs; timing good enough to deflect projectiles with a sword, the ability to make a bull's eye while doing a flip from a trapeze bar, splitting your arrows with your next arrow, etc. You may choose a style of martial arts as your weapon of choice if you want to be a master of judo, karate (but not Mandarin karate), or boxing. If you wish to add additional fighting styles or weapons you may pay 50 CP for each additional weapon or fighting style.

The Word "Surrender" Rubs Me the Wrong Way (100 CP; Free with Don't Yield Back Shield or Grimm Determination): To headline your own book requires a lot of bravery. You have to be ready to face down horrors from indescribable dimensions, advanced aliens whose lowliest soldiers are equal to Earth's fantastic defenders, or horrible gestalts formed from the evillest and worst traits of a billion billion beings, and even the more down to earth heroes have to be ready and willing to face off against enemies significantly stronger than them. While the villains tend to be more craven, Kingpin is a (somewhat above) normal man who has the sheer confidence and bravery needed to pick a fight with a spider-powered individual capable of lifting pick ups and occasionally 30 tons of rubble, and Doctor Doom dedicates his life to enraging Reed Richards whose fury is something that terrifies even nigh-omnipotent beings.

So if you want that sort of bravery you can have it. You have a superhero's courage, or that of the most arrogant of villains. You can still feel fear, but it is a weak and trembling thing for you. No matter the odds against you, terror will not hold you back. Whether you fight for a higher calling, or for your own gain and power, you have the guts to take the big risks. You're still able to gauge danger, but short of supernatural influence fear has no hold on you.

As a Team They're Practically Unbeatable (150/Special): When you take this perk select at least 3 and up to 8 of your companions. You, and each selected companion, will find that when you are working with each other your teamwork in a fight is greatly increased, allowing you to work as a well oiled machine, picking up on what each other are doing without actual communication, and being able to intuit each other's plans. In addition your abilities synergize more easily with each other and to a greater effect. This perk is only completely effective when all members of the team are assembled, with the fewer members the less effective it becomes; should you have a team of 6 or more you'd be unlikely to notice its effect at all with only 2 members, though if the team was merely 4 even at 2 you would see a significant improvement to your teamwork. With time and training - by default at least a year of training and teamwork though if you learn faster

than normal this time can be shortened - you can change the beneficiaries of this perk both who and the number.

This perk only costs 50 CP for companions, but they do not get to select a number of companions. Instead it will only apply to any and all companions which purchased this perk. If less than 4 companions purchase it they will only gain the benefits of an incomplete team of 4. Companions cannot change the beneficiaries. If you and companions both purchased this perk its effects will not stack; if 4 companions purchased this perk and you purchased it choosing them as 4 of your beneficiaries they would have the same benefit if all 4 of them worked together without you or with you; you could choose another 4 companions as beneficiaries and create 2 teams this way.

You may purchase this perk multiple times if you wish to have multiple teams.

Short-lived Death (200 CP): Did the Enchantress just casually kill you with a single spell? Or maybe those aliens suffocated you despite your ability - in the same issue - to talk in space? Or maybe you were mortally wounded and the goddess of death came personally to claim your soul. Either way once per jump - or once per 10 years whichever comes first - when you die you won't stay dead long. In fact as soon as immediate danger of you dying to the same thing has passed you'll be brought back to life. Maybe a god resurrects you, the aliens who suffocated you put you in an alien machine to resuscitate you, your girlfriend offers her life for your own and so moves the heart of Hela she releases you, or your failed heart is surgically replaced with a synthetic one. Whatever it is, expect it to be a bit out there, and come off feeling a little like an ass-pull.

Squaring Accounts (200 CP): Like Jarvis, there is something about you that's just easy to forgive, well at least if you do something good to mitigate or make up for the harm you've done. Betray your employers by selling them out to a murderous robot? Well, risk your life to save them and they'll forgive you completely trusting you just as much if not more than they had before. And this isn't limited to employers, or good deeds directly related to your misdeeds. You could have your jail time mitigated by coming up with a solvent so the US government could get the Avengers unstuck from the road that Zemo glued them to. You could be a top military scientist who lies to the government about an experiment having turned you into a green monster, a lie which results in untold damage to materiel, supplies, and men, and it'd all be forgiven if you stopped a metal manipulating alien from conquering the Earth and you could return to your position despite uncontrollably turning into a green monster… just try not to wander off and attack trains afterwards. In general your misdeeds can be forgiven, and even forgotten, by doing good deeds, repairing your reputation and others' trust of you completely in the

process. The larger the misdeed the larger the good that must be done to counteract it, but as long as you square your accounts it's fine.

While Still No Lives Have Been Lost (300 CP): It would seem that collateral damage does not exist for you, at least if you don't want it to. This isn't just that you preventing you from killing innocent bystanders when your attacks go wide, or that you don't accidentally destroy buildings, this even applies to your enemies in a fight. Even when they are actively targeting innocent bystanders or using wide scale attacks, if you can defeat the enemy before the completion of their genocidal plot it will stop immediately, and have caused as little loss of life as possible. If a villain releases a deadly plague, defeating them will see it cured. If they launch a barrage of nuclear weapons, as long as they haven't already gone off, then they'll all end up duds the moment you defeat the villain. If they hit New York City with a tsunami that washes over the very peak of the Empire State Building no one will be killed, and there will be no massive structural damage, but instead be carried harmlessly along by the water as long as you beat them within a minute or two of the wave striking.

You do have some control over the collateral damage of your own attacks. If you struck New York City with a tsunami you could have it do no true damage and just move around people and objects, maybe put out some fires, or you could have it merely knock people out, while non-fatally destroying buildings. Similarly you could drop a bomb and have people only be knocked out by the explosion while leveling the buildings around it.

Product of the Silver Age (200/400 CP): The Silver Age at Marvel is not really the same as the Silver Age at DC; it might be more appropriate to call it the Marvel Renaissance except Marvel made a movie by that name after its 2000s revival. That said Marvel was still born from the Silver Age, and its sillier tropes and powers as the plot demanded still made an appearance, especially in the first half of the Silver Age… or Silver Surfer comics… or the tail end of Iron Man.

Now this works for you as well. You will find that you sometimes seem to develop new, but somehow related, powers when the plot demands it. Maybe your magic hammer just happens to be able to transmute gasses by controlled nuclear fusion, your powered armor happens to have the ability to sprout high powered mining drills, your ability to shoot fire allows you to create duplicates of yourself out of heat haze, or your super strength as a half-atlantean just happens to include the ability to use all the senses and powers of any sea creature such as an electrical eel. It seems like when you're in a dangerous situation that you can't casually handle, you have a chance to develop a power suited for it which

will help you - this doesn't have to be something you can't handle at all, merely something you can't handle with casual ease.

This isn't the ability to do anything and everything. This is a far cry from omnipotence. First these powers are one off, you won't keep powers generated this way, attempting to copy them will see the copy become unusable when the original does, and training won't help you replicate them. This doesn't mean the same power can't show up a second time, just that it'll only show up if you need it, and even then the fact that it showed up previously does not make it any more - or less - likely to show up again. Second, these powers will not always show up. There is no 100% guarantee one will show up in even the most dire situation; there's a good chance, but it is a far cry from a certainty so do not rely on this power recklessly. Finally, these powers won't be outside of the general scope or level of the powers they are derived from; your magic hammer might develop the ability to transmute matter by controlled nuclear fusion, but only if it has magical abilities which vaguely relate to that and are on the same general power level as transmuting materials to create explosive gas. With the more open ended powers this can justify a lot, but the overall scale will remain a limit (and this perk itself becomes less important the more breadth there already is).

For 200 CP this only applies to Powers, and Items purchased in this jump. You will not derive new abilities off of other powers and abilities you possess, or off of other items you possess. For 400 CP this will apply to any power, ability, or item you have purchased with CP.

Drop-in Perks

Really Got Soul (100 CP): You possess a gift for music. With proper dedication to the art you could be one of the true greats in a genre of music of your choice, I hear rock and roll is rather popular during this period. Whatever you specialize in, you have the sort of talent that just playing in a cafe you might attract a big time producer trying to cut you a contract. Your music is at its best when you're drawing on your life experiences and hardships to weave them in and playing from the heart; if you've really seen things you could make a real hit.

He Would Never Harm Me… Never (200 CP): Love is a powerful force. Especially it seems love for you. Those who love you can't be forced to knowingly harm you as long as you do not betray them. This love for you becomes a well of untapped willpower which can drive them onwards, and a wall against which mind-control and compulsion breaks, which torture cannot shatter, and even if they have a bestial and monstrous alter-ego it wouldn't hurt you but the love for you would remain the one unchanging constant between them. This won't stop someone naturally falling out of love with you; just prevent torture, brainwashing, or external forces acting on their mind from doing so.

Stranger in Strange Lands (200 CP): You possess an incredible ability to find your footing in a wild variety of cultures and societies. Raised in a savage land of dinosaurs and marauding swamp men, you could easily adapt to being a British lord, find yourself carried off to Asgard to live with viking gods, or you could find yourself transported to an alien world and quickly come to terms with their customs. It doesn't matter how alien or foreign the society or culture you find yourself in, you can adjust to its idiosyncrasies as if you had lived there for years in a matter of days. This won't help you learn the language, but you'll still pick up on the general social norms. And this does apply on lesser scales, if you simply want to move from behind the Iron Curtain to live in the land of the free and the brave or play the dirty traitor and scurry over to live with the reds.

Incredible Stories (400 CP): It would seem you are to live in interesting times. You seem to be a weirdness magnet. It doesn't matter where you go, how mundane the world you visit, you seem to attract the occult, supernatural, and space oddities. Even if the setting would not normally have these things, your presence seems to call them forth to the edges and fringes of the world. They'll be tinged with the style and nature of the setting you are in; but things that can only be called paranormal happen around you.

Your magnetic pull doesn't merely lead you to the strange and weird. You have an odd tendency to cross paths with those who are important to the story of the world, especially

at critical junctures. In this world this might mean you have a tendency to run into superheroes and supervillains, stumbling into them at moments like their origin, or when they are suffering a significant shake up, or just when their villainous plan is nearing completion. In another world you might meet the prophesied hero, a young Octavius before he became Caesar, or find yourself meeting Han Solo in a bar. This won't guarantee your meetings are friendly or favorable, instead they will typically be meetings that are memorable and impactful, even if it might just be because of the black eye you give them in the resulting fight.

You can toggle the first or second part of this perk, or both, on or off in case you don't want to keep running into the weird and significant.

There's Too Many of Them! They'll Just Get In Each Other's Way (400 CP): Numbers are less effective against you than they should be. Oh, enough enemies could exhaust you, but your enemies don't benefit as much from numbers as they should. This won't do much to 2 or 3 foes, but as the number attempting to engage you at once increases you'll find that they have a way of getting in each other's way, suffering from friendly fire, tripping each other up, and giving you openings and chances to escape. A truly smooth team might still function well enough, but even normally perfect teamwork would see a variety of cracks and flaws forming in it, and something more ordinary could see enemies that could beat you one on one finding that their friends do more harm than help. Just be careful trying this against literal armies; even if a third of them shoots another third of them, the remaining third might bring you down with sheer fire power.

Mentor Worthy (600 CP): You possess a strange, but powerful charisma towards important or powerful individuals who align with your sense of morality. This won't help you meet them, but you will find that should you meet them they will be more likely to be positively inclined towards you, and much more likely to take a personal interest in you and be open to forming a relationship of some sort. Maybe you look like their dead sidekick or just remind them of them. Maybe they decide you'd be the perfect human vessel for their mission to save the Earth. This charisma is especially effective at allowing you to either play psychological support for them, or getting them to take you in and accept you as a side-kick or student.

Friendly Neighbor Perks

If You Call Straight A's Alright (100 CP): A hero must be able to always keep themselves in their best shape, and to continuously hone their skills. And now you possess the drive needed to dedicate yourself to even the most grueling training/studying regimes. Beyond merely having the ability to self-motivate yourself to undergo training regimes, you will find that your learning speed is increased. It's not anything superhuman, but you're definitely on the higher end of the bell curve for ordinary humanity.

Action is His Reward (200 CP): It's not only the need to help others that attracts many costumed crusaders to the task. Many of them seem to find that a good fight clears their head and helps them sort out their problems. And you'll find the same benefits to a good fight. Not only does this ensure you won't suffer due to the traumatic stress of (repeated) combat, but when you have a good roaring fight it will help you process other forms of trauma and emotional/psychological woes. Fighting might not be quite the equal of therapy, but you will find that regular fighting helps to keep you at least functional. And after a fight you will find that your mind is sharper and thoughts clearer for a span of time. Exercise works to a lesser extent, but even a rigorous and thorough workout isn't the equal to an intense fight.

You can even share this a little with friends; by getting them fighting mad you can snap them out of funks, depressive episodes, and the slumps, though this will be ultimately a temporary effect.

Quips and Thwips (200 CP): You've got a gift for a very specific type of gab. You have a quick wit, and are able to think of jokes on the fly. Your specialty, though, are intentionally irritating bad jokes and jabs intended to aggravate opponents. You are exceptionally good at getting people upset enough to lose their cool and let their anger influence their actions, even those who would let such jabs and barbs from anyone else slide. You can't aggravate everyone all the time, but if they can feel anger then you can aggravate them some of the time.

Grimm Determination (400 CP): A hero's determination is a powerful thing. When you fight for selfless reasons, to save others regardless of what it means for yourself, when you throw yourself into danger for their sake even though you could walk away and by fine, you will find that you are simply better: you have more inspiration, you are stronger, you are faster, you think clearer and faster, etc. This is only a small effect, maybe a few percent better, but it applies to everything you do when you are risking yourself for the sake of others a few percent stronger, faster, smarter, and that adds up.

But when the threat is greatest this can go beyond. You must be deeply invested in the battle, you must be facing a particularly grave threat that even if you gave 110% you'd be found insufficient, and you must be acting selflessly not seeking your personal gain but the wellbeing of others. When this combines you will find yourself pushing well beyond your normal limits. Where you'd normally strain to lift 10 tons you can lift more than 30. Where before an armor's electrified forcefield might have sent you flying from merely punching it, you could walk through the full brunt of its weapons to grasp onto the suit and crush it with your bare hands. Where normally you might strain as equal against the Hulk, someone who could be knocked out by a mere mountain falling on him, you might now push to the point that you shatter the earth itself into a sea of lava with your lightning, your hammer blows crash through mountains as if they were glass, and your rain sweeps the land in a flood like a tidal wave. The amount you grow will based off of the amount of need, and it isn't limitless - Spider-Man still won't be able to punch out the Hulk no matter how much he might need to - but you will be able to break your normal limits and move into a whole other 'weight class' so to speak. But this is tiring, and you can't expect to draw on this power twice until you've had a chance to rest and recover, and even then it's rare that you'll be able to pull on this strength twice in succession, and its highest levels will likely take several adventures before you see it again.

Instead I Shall Make Him Pay (400 CP): Villains in this world typically play by a certain code. Death isn't enough for them. They do not want their arch-foes to die quickly, but instead want to humiliate them in their defeat. And now this has a way of applying to any enemy you face. Your foes will rarely seek your death directly without first crushing you. Whether it's threatening a city to force you to work for them for a day to ruin your reputation giving you a day to plan and think and find your opportunity, placing you in a death trap, or wanting to defeat you live on TV in a 'fair fight' (albeit one they might still cheat at), you will find your enemies not going directly for the kill but giving you a second chance of some sort after an initial defeat. If you lose this second chance they'll probably kill you, but even if you routinely escape due to such a 2nd chance they don't seem to learn to stop giving it to you.

Uncanny Precision (600 CP): Whatever power(s) you possess become more flexible, and capable of far more finesse and fine-tuned use, and for any powers obtained in this jump you begin highly trained in controlling them and their use. You could narrow a **power beam** to the point that its thickness would be measured in microns (though it might not have its full destructive power and aiming would be hard but not impossible to do) or cut a cake with the same beam that normally destroys buildings. You could telekinetically manipulate an object with precision and finesse to put your hands to shame and perform surgery with telekinetically manipulated tools - assuming you can perform surgery to begin with. You could shape ice sculptures that perfectly resemble your own icy form in the middle of combat, or never fear using any more - or less - force than you intended with **super strength**, even when doing something like wrestling an egg from another super strong individual, maybe even being able to strike objects so that the force of the blow traveled to a desired place far away.

Powers not from this jump won't get a headstart in training, but you will still find that they are capable of increased control, finesse, and fine-tuned use than they otherwise would be.

Relic of War Perks

Veteran (100 CP): It would seem that you fought in the Second World War, and not merely fought in it but fought in the thick of it. You possess years of military experience seemingly in the Marines, Navy, Air Force, and Infantry though all at the lower ranks, on the front line. Besides giving you a good understanding of the nature of front line combat, this has provided you with some somewhat surprising skills. You are a master of judo, and the use of leverage in hand to hand combat, and using an opponent's strength and force against them. You are also an expert driver and pilot of military vehicles and the civilian versions of them, even experimental vehicles fall under your skills, and you can quickly come to understand alien vehicles and crafts; you could drive a motorcycle through a graveyard while under fire, pilot an experimental space shuttle through a freak cosmic storm, or figure out how to fly a skrull spaceship to follow them back to their homeworld. Finally having come through this experience with the worst warfare and fighting that mankind has ever known without psychological scarring you are hardened against the detrimental effects of traumatic stress, rendering you effectively immune to post-traumatic stress.

American Original (200 CP): There's something special about you. Maybe it was forged in years of fighting the good fight in the hearts of the worst war mankind has ever known and then continuing to fight the forces of evil and tyranny. Maybe it was born from spending some abstract points to pick this power. Whatever it is somehow you're impossible to copy properly. Or more attempts to do so somehow end up with a degraded copy. An adaptroid copies you exactly, and yet an inexperienced punk who you'd beat in a minute might get the better of them. The Communist Block spends 25 years improving upon the technology that gave you your powers and training a super soldier to be every bit your match and then some, and yet exhausted from previous battle you'd still be able to equal them. It might be possible for someone copying you to still use what is copied, but it will never be a perfect copy, and even a seemingly improved copy has a way of failing when it compares directly to yours.

Of course maybe it's for the best that attempts don't fail altogether, as those who do copy you run the risk of copying not only your powers and skills but even your morality. Those most receptive to your moral code are of course more susceptible to this; an adaptroid made purely for world domination is unlikely to turn over a new leaf just from copying you - though maybe by living your life pretending to be you for long enough it would -

but a mad scientist who is jealous of your best friend's fame might find themselves as willing as you would be to sacrifice their life to save your best friend should they be shown that fame is meaningless to them and they care only for saving humanity, and a patriotic super soldier trained to be the communist answer to you might find themselves possessing your unswerving sense of morality and fair play even if their loyalties lie behind the Bamboo Curtain.

Howling Commando (200 CP): You might not have been one, but like a certain Sergeant Fury you are a one-man army. You have a familiarity with all standard military issue fire-arms, and can quickly figure out other forms of gun - whether ray or solid projectile - and how to use them with accuracy and skill. You are particularly good at using two guns simultaneously, able to focus and aim at two targets one with each despite human vision giving issues with that… and only having one eye. Actually you're oddly good at compensating for only having one eye in general, seemingly suffering no loss in depth perception and only having a surprisingly small blindspot if you were to lose an eye or simply have it covered it.

But being able to fire a gun isn't everything in a fire fight. Actually, probably more important is the fact that you're hard to hit. Not because you're good at dodging, but because whether they're using bullets, arrows, rayguns, or some sort of super powered energy blast, ranged attacks seem to have a tendency to veer away from you. The more accurate they'd normally be the less this will save you - Hawkeye will still hit you - but even fantastic shots will find that it's difficult to hit you in the exact spot they wish, and a half dozen people trying to hose you down with spray and pray tactics would empty their clips before they hit you. Move fast towards them, hold a round shield in front of you, and you and typical gunmen will be no threat to you.

Born Fighter (400 CP): You possess the sort of combat aptitude to allow a mere human to fight toe to toe with the Hulk and while not win - no level of skill will let you hurt him with mere human strength - at least keep him busy and survive the process. While this won't feed you the fighting skills directly (for that take **Swashbuckler**) you seem to absorb combat experience and learn new fighting styles and techniques in a fraction of the time it takes an ordinary individual, and a few days of intense training with a master combatant could make you a skilled enough hand to hand combatant to take on several times your number of more average street fighters. Of course that'd not be a pure measure of your skill, as you have many legs up on an equally skilled fighter. Your situational awareness in combat is nearly perfect to the limits of your senses, able to take in all environmental factors, keep track of enemies, and reflexively bring all this information together for how it affects a combat situation. You have an instinct for how to

move and dodge, as well as the physics of combat allowing you to judge angles and figure out how to bounce your weapons, or even the amount of force needed to launch a random object where you want it to go, and similar Captain America like feats.

You are particularly talented at fighting powered individuals with a tactical insight to recognize the strengths and weaknesses of powers in combat, and how to counter them or make use of them against their users. In addition, when fighting an individual who is less skilled than you in combat, but is faster or stronger, the more you eclipse them in skill the harder it seems to be for them to meaningfully use their superior strength or speed, as if their very superiority in physique somehow increases that gulf in skill so that a foe like the Hulk - faster and incalculably stronger than even a peak human - might be unable to land a real blow for minutes even as you press the assault upon them.

Don't Yield Back Shield (400 CP): You don't panic, you don't lose your calm, you don't lose your head. Your sense of calm and coolness in a firefight is absolute; nerves from danger won't make you act at anything less than your absolute best. Plus you've got some serious mental self-control. This doesn't mean you don't feel emotions, but you are in control not your emotions, and this mental discipline allows you to do things like manage to control your own thoughts well enough to trick a telepath capable of knowing every thought in your head, and come up with a thought that friendly telepaths could pick up a meaning from while an enemy could not without figuring out a code ahead of time and while your mind is actively being read. Even when physiologically compromised, such as drugged into paranoid hallucination, you could keep a cool head despite the chemical effects enough to reason through your instincts and hallucinations to get a grasp of what must actually be happening around you. This control helps you resist mind control and such artificial influences to your mind.

Finally like Nick Fury you seem to instill a similar but lesser level of mental discipline into your direct subordinates. They might not all be able to go toe to toe with powerful telepaths, but you can expect anyone who serves directly under you to be able to keep a calm head in a fight, to have a stronger will than usual, and to see an improvement in their emotional control.

Security Chief (600 CP): You possess the sort of mind that could see you put in charge of the Supreme Headquarters International Espionage Law-enforcement Division. While this won't give you Fury's guts or his mental control, it does give you a mind that is the equal of his when it comes to identifying threats to your nation, organization, or even yourself. Your ability to pick up on when there's something wrong with a situation to spot the telltale signs that there might be an ambush in wait might fool people into thinking you got bit by a radioactive spider, and this is far from limited to such a personal scale, as you seem to easily be able to predict the targets and goals of hostile powers and organizations such as Hydra, AIM, the Secret Empire, or Zodiac.

This isn't all threat identification, though. You make more than a passable detective; able to easily identify figures who are liable to be associated with your enemies, pick up on the off behavior of imposters or traitors, and identify likely hideouts and bases of covert operations.

Of course you're only as good as your information network, and while this won't give you the equivalent of SHIELD you will get Nick Fury's other advantages there. When in charge of somethings security you have more than a little luck in stumbling into clues about plots directed against it, and on rare occasions you'll just seem to intuit possible plans or enemies without any real information; your scientists invented a doomsday horn capable of exploding nuclear weapon stockpiles, and so obviously Hydra not only already came up with the idea they're well on their way to building one.

Science Adventurer Perks

Instinct Must Have Carried Me (100 CP): Ah yes, your instinct carried you to perform a task you intended to do, but not the one you were going to do first. Quite a strange bit of behavior from Mr. Stark. Still when you black out or fall unconscious your body will, when it is beneficial to you, carry on your last action. It's ability to do so perfectly will degrade the longer the action takes, but if you were knocked out in battle you could still manage to fire off your last attack as if you were conscious and aware to aim, and if you blacked out while flying you could continue to keep on course, even changing direction at the right place for some time before you'd need to bring yourself in for a crash landing.

Instant Fame (200 CP): Stories of your actions spread like wildfire. It's seriously uncanny how fast and far they spread. Now this won't be quite as extreme as it was for the Fantastic Four at the start where after stopping one series of monster attacks invading aliens have heard of you despite not knowing whether the Earth is overrun with giant insects or not, but more on the level of the Fantastic Four a few years into the comics, or Iron Man or Thor. That is to say, given a single major outing as a superhero and you could be a household name across America, and well known behind the Iron and Bamboo Curtains. Actually make a career out of it and your fame will spread to the furthest village and hamlet and even remote nomadic tribes would know you the world over. It'd not be unlikely for aliens or those in dimensions that shouldn't even be receiving information from where you are to hear about you somehow.

This doesn't just spread good news. While it won't spread things done in private, it will amplify how far news of anything you do good or bad spreads. You can toggle this effect on and off, though it will take days to change, and toggling it off won't erase any information already spread.

Starkly Handsome (200 CP): Tony Stark wears an iron vest which he can never remove, even for a moment, 24/7. Often he dons a metal suit of armor and exerts himself heavily before rejoining people. Somehow no one ever comments on his body odor, and his hair is never mussed. Now you have this too. Your hair won't grow past the length you desire, and seems to resist being messed up. While your body still has a scent it lacks unpleasant body odor, and you never seem to sweat visibly.

Beyond this Stark-like cleanliness, you possess that strangely common trait of super scientist egg-head types in this world. Not scientific brilliance, but a noteworthily handsome appearance, and attractiveness to your preferred sex. In fact it would seem that the more intelligent or scientifically brilliant you are the more attractive you become.

Were you an equal to Tony Stark you'd have looks fit for a heartthrob and playboy the world over, able to charm the heart of the daughter of the most powerful crime lord in the world with an act of kindness, a consideration of her as an actual human being, and a smile. As shown by Henry Pym, and when Reed Richards visits a college campus, this is disturbingly effective on those younger than you.

No Time to Say for Sure (400 CP): Sometimes you just don't have time for research. Sometimes there is a pressing need and danger which creates a terrible time limit upon your actions. Where other, lesser men, might cut corners and rush their experiments skipping essential safety procedures and tests, you simply rush your experiment without issue. When a pressing need drives you to scientific creation or engineering you will find that you can compress months, or even years, of research into days, or even hours. Your ability to do this is based upon how dire and pressing the need; winning an award you have no real need for won't do much, avoiding being broke and evicted if you don't create something revolutionary within a month might speed things up substantially, and a giant purple planet eating space god being mere days away might see you doing years of engineering work in hours. Though do be careful not to procrastinate and trust this to fill in the time as it doesn't work if you intentionally put off dealing with the danger; you can have other more important things to deal with, but if slacking off is more important then it's obviously not dire enough.

The Eyes of the World Are Watching (400 CP): Long before Rocky IV, Iron Man was fighting Titanium Man to determine which was right Capitalism or Communism. Now, like Iron Man, you seem to be the living embodiment of any country, ideology, or group you choose to align yourself with. When you win a battle it will make your ideology seem more true and correct, your country more powerful and well run, and your group more appealing and better to those who are aware of it, and should they have been identified with an opposing ideology, country, or group it will make their side appear corrupt, inept, and wrong. The more powerful your foe, the more powerful this effect, even if you win through underhanded means like a dirty commie, and this effect is only as strong as the public awareness of the battle and your association with your side; if you defeat a space empire single-handedly but nobody on Earth knows about it then this won't make your country on Earth look good to other Earthlings, nor will it make it look good to the Empire in question if they don't know what country you serve (though they may begin to believe that Earth is a superior culture to be emulated in all ways). Losing will weaken and even undo a little of this effect, the weaker the opponent and more public the loss the more it will undo, but it can't go negative; at least from this perk.

Big Brain (600 CP): You are a genius like Reed Richards or Henry McCoy. This won't give you Reed Richards's scientific brilliance or engineering skills - in this period Tony Stark might exceed him here - but the actual intelligence that he and Hank McCoy show. This is the intelligence that makes Reed Richards generally be the smartest man in the room even when it isn't about science. You aren't necessarily the best at interpersonal relationships or tactics, but if you dedicate yourself to learning them you can and you can fast; only Captain America is generally considered a better combat tactician than Reed Richards, and Reed is actually one of the few non-socially inept heroes in this age even if he is not as particularly adept as Tony Stark and the heroines. Whatever you dedicate yourself to learning you will learn at superhuman speeds. Multitasking is far easier than for ordinary individuals, able to fight an enemy while eyeballing rocket science and figuring out how to undermine your enemies' technology. Your memory is the type to be called perfect, able to easily recall minor details even in the heat of battle. You are in general an individual whose IQ is too high to be effectively measured.

This massive super genius also makes your mind hard for others to control. It's just bigger and better than regular minds, requiring more resource and effort to control or manipulate.

Alien Presence Perks:

Surfing the Starways (100 CP): You are accustomed to traversing the stars. Whether it's dealing with the difficulties of microgravity, or navigating among the stars you are skilled and adept at it. In fact you are capable of navigating through outer space by 'eyeballing' it, somehow identifying distances and which star is which even in the void of space and the astronomical distances you are judging. You could locate a specific location in another galaxy if told where in the galaxy without using maps or tools. This gives you an excellent sense of direction in less cosmic travels as well, and makes you an expert at navigating by stars.

Every Fiber of my Being Recoils (200 CP): From the evil around you. You possess a certain 6th sense for the morality of other individuals. Just by being around someone you can get a feeling for how moral they are, quickly increasing from even the briefest of interactions. This isn't completely foolproof. It's based on intent and habit, so a repentant mass murderer might give you a terrible vibe even if they are honestly trying to turn over a new leaf and help humanity simply because they are still steeped in their old behavior, and a well-meaning idiot won't trigger as evil even if their short-sighted actions harm the world at large. But try not to ignore this like a certain silver somebody.

Informed Purity (200 CP): You are Good and pure. Attack humanity to give them a common enemy? Still absolutely pure. Attack humanity for thinking you're an enemy after you performed widespread attacks on humanity? Still absolutely pure. Attack humanity because they tried to extend an olive branch and you attacked them thinking it was a trap and then they fought back and you realized they were offering an olive branch are no threat to you and you could make peace by just not fighting back? Still absolutely pure. Regardless of your actions, reasons, or self-serving motives you will always count as pure and good in a metaphysical sense, and any attempt to judge your morality by any paranormal, technological, or unnatural method will always show you to be Good and pure of heart; only a conscious mind judging your actions and not an attempt to read your brain waves or soul or what have you can judge your morality as something less than Good. In fact your Goodness carries some of its effect on the most devilish beings of this reality into others, as you will find creatures of manifest evil - such as demons in some settings - actively pained by your presence. This means that you could go around destroying civilization, or feed countless inhabited planets to a dark space god, and still have the Devil recoil and burn from the sheer pure goodness of your soul, or be able to wield a weapon that only those of pure heart could wield. Though if like Mjolnir purity of heart is only one of its aspects it will not help with others.

This automatic goodness can be lost until the end of a jump if you willingly swear yourself to the cause of evil, or sell your soul.

Counterfeit Crusader (400 CP): You are strangely good at maintaining a double life. Whether it's just keeping your civilian and superhero identities separate, or actively infiltrating a military base as an alien spy. In part this is a matter of being clever at coming up with an excuse to leave an area, or an alibi as to where you were when pressed. And this cleverness extends to other attempts to hide your identity giving you a talent for acting, gaslighting your friends into believing you're your own secret identical twin brother, faking your death, and so forth. When it comes to pretending to be two different people you are very very clever with it.

But this is not just an ability to think up lies. You seem to have a good deal of luck when it comes to combating threats to your secret identity. Insane luck, and skill, at hiding acts of disobedience, and removing evidence of your double life: a man finds out that you've falsified your name to enter a high security military base and he ends up attacked and put in a coma on his way to deliver the information; the local security chief gets the evidence to prove you're a traitor, and they deliver it to your secret identity who once saved their life hoping that you'll help them.

This is not limited solely to secret identities, though, but will also help with torn loyalties. Should your sense of morality and your duties conflict, or you find yourself torn between two loyalties this will help you with your acts of disobedience just as it helped with your secret identity. Whether it's finding a moral third option to perform your main duty while not killing people, or lying to an Accusor of the Kree while under a Kree lie detector by using half-truths and deflections you are an expert at thinking of ways to 'obey' while disobeying, or finding a moral out. This also includes luck in such acts; ordered to destroy an Earth town with a plague as proof of your loyalty you might find yourself dealing with a resort going through a Westworld like robot rebellion where you can shut down their central power source and play it off as the plague (at least in a world as weird and wild as this one); ordered to find a healthy world with the proper energy to feed your planet eating boss… well maybe hitting a lifeless planet with a comet would render it suitable for long enough for him to eat.

You'll still have to work to maintain these things; this isn't a free pass. But you'll have the tools to do so, and circumstance will be on your side far more often than it should be. And as a final boon when it comes to hiding such double lives people are simply more gullible than they ordinarily would be.

A final minor benefit, if you're wearing a mask it seems to alter your voice slightly, just enough to make it hard for an ordinary human to recognize.

I Have Studied the Earth (400 CP): It would seem you are - probably - not a Skrull. Because you possess a certain skill for long distance observation. You know how to observe a distant location through telescope or other means and obtain meaningful information both by what you can see, and by listening to - old - radio communications. You in fact have the skills to be an expert anthropologist, historian, archeologist, or other role in which you must research a culture or society through indirect means though you don't have the knowledge of one. You could even get meaningful information on day to day life and opinion in foreign countries by observing the internet in a more real world example.

More than knowing how to filter out fiction from reality, and determine what is normal for a culture from few data points, you have a particular luck for finding relevant and useful information when studying a location from afar or spying on them. You just happen to find accurate information when you do your research, an accurate research book over an inaccurate one even if you lack the information needed to objectively discern or test their accuracy, and when you choose to observe somewhere you are more likely to serendipitously observe something important or relevant to you.

Cosmic Enlightenment (600 CP): You have obtained a certain starborn wisdom. You are no longer plagued by boredom, you could observe the development of other cultures from the dawn of the universe, and while your morality might compel you to intervene, the sheer boredom of inactivity as you watch life from afar instead of joining in would not weigh upon you in the least. This same wisdom grants you the power to overcome ennui, resist the allures of easy pleasure, the influence of charisma, resist psychological influence and manipulation such as social conditioning, and even self-examine, identifying your own cultural biases, and come to a fair decision as to whether you should work to overcome them or if they are ultimately for your own good. You will never blindly follow again.

While you might be compelled to act in a way, either through threat or active paranormal influence, no power in the cosmos is capable of changing your beliefs by force. If your beliefs and how you act of your own free will is to change it will not be due to power or outside influence whether charisma, indoctrination, super science or magic, nor will it merely be due to habits formed when lack of options tied your hand; your behavior will only truly change when your introspection and choice leads it to.

Finally as a being of the ageless cosmos you possess a memory adapted to immortality, able to remember ten billion years ago as readily as ten years ago, and without need to fear running out of room in that time… or in far longer.

Living Legend Perks

Master of Medicine (100 CP): You are a brilliant doctor who could be among the best in the world in his field, pushing at the very forefront of the field, and even in other fields you could stand arms and shoulders with experts. You are the sort of doctor who if you claimed to have a new cosmetic surgery that could fix even Doctor Doom's face would be credible even if you hadn't been known to be researching in that field, or who even if your hands were ruined destroying your career as the world's foremost neurosurgeon could become one of the most sought after medical consultants in the world. You are to medical skill what Hawkeye is to acrobatics and bowmanship.

Mystic Duelist (200 CP): You are an expert when it comes to combating magic. You have a natural talent for identifying the nature of mystical attacks and defenses, figuring out how unfamiliar magical effects function, and determining how to disrupt or nullify magic and supernatural powers.

This makes you especially good at using magic and supernatural powers to combat other magic and supernatural powers.

Strange Tales (200 CP): Whether your purpose is to defend the Earth from threats born of dark dimensions and literal realms of nightmare or you are simply a native of such a place you may have need of a rather well seasoned and protected mind. And with this you have one. This gives you a limited resistance to mind control and attempts to directly hijack your will or read your thoughts, but this resistance is nothing compared to your resistance against assaults on your sanity which is nearly impervious. You are also immune to the dangers of knowing information that which man was not meant to know or which would normally be hazardous to the mind.

This also helps you get accustomed to worlds with different laws of reality or physics, easily adjusting to alien or psychic realms.

Journey Into Mystery (400 CP): But it is not only the mind which is at risk when you go beyond the realms of man. Great dangers exist there as well. But you will find that you are stronger out beyond the edge of the mundane as well. When you leave the main scope of a jump your powers increase significantly. In this jump it'd be when you leave the Earth, either to visit other dimensions or worlds, but the exact area will vary; in Star Trek it would be when outside of the Alpha and Beta Quadrants, in Star Wars it might apply when fully outside of the Empire or Republic, in 40K it might apply in the Warp, or in a jump based only on a specific faction outside of their territory. Whatever qualifies, when you are outside of the scope of the 'normal world' all your powers are increased

substantially. If you were strong enough to destroy a hundred foot cliff face in a single blow now you might destroy a 1000 ft tall mountain. If before you could rend the ground asunder in a small fissure, now you might be able to create a great yawning chasm. A thunderstorm that could threaten a country with its fury, might now shake an entire continent and be felt to the very core of a planet. Magic which could challenge the likes of Iron Man might be able to kill the Hulk himself. When you are outside of the 'normal world' you find yourself existing on a different and grander scale. Though if you try to influence the 'normal world' with your powers from outside it, or bring things that were made with upscaled effects into it you will find that they reduce to the level they would have been at without this perk the moment they cross back from the mysterious beyond to normal reality.

Unexpected Tactics (400 CP): Thor fights with his muscles and Doctor Strange with his sorcery. This is obvious. Common knowledge. But it's not quite accurate. Dormammu and the Mindless Ones are beyond Doctor Strange's ability to combat with his sorceries, but by using his skills in karate he can throw them off and hold them back long enough to find a way to win, and Thor has found himself having to rely on his wits and even magic more often than most would expect and it always seems to throw off his foes.

If you become associated with a certain method of handling problems - such as becoming known as sorcerer supreme - and switch to another method - such as karate - you will find that it is disproportionately effective, and even enemies who should vastly overpower you will be surprisingly vulnerable to it. The more you are associated with the one method, the more you rely on it as your main solution, and the more powerful you are with it especially in comparison to the one you switch to the larger this effect will be; though even if you switched to something you were stronger with if everyone (not necessarily your foe in question) didn't know you used it and you relied on your weaker power it would still be staggeringly more effective than it normally should be. This will only last for a limited amount of time, so you need to make the most of it, but even with merely human strength if you were associated and powerful enough with magic you could fight off multiple inhumanly strong brutes with karate from the sheer surprise factor of the change.

The Pulsating Power of Everlasting Enchantment (600 CP): Is immune to the finite forces of mere science. At least according to Doctor Strange. And you'll find this applies somewhat to you as well. Mere physical sciences, even super sciences, cannot fully replicate this power or hope to wholly negate it. Your mystical powers can only be wholly countered or suppressed by other mystical forces. This is less effective on truly mundane things; if your magic cannot already penetrate a mundane stone wall this will not help it to do so. However, the further something exists outside of classical physics while not being mystical or supernatural in nature - such as quantum physics, comic book super science, Clarketech, or exotic energies such as gamma radiation or cosmic power - the less effective it is against your magic. This will even apply to some extent to things theoretically possible with classic physics but which exist outside of the realm of every day interactions. These won't necessarily be completely ineffective against your powers, but your mystical strength could shatter a forcefield with far less force than a mundane attack, a super science serum might be able to temporarily lift your petrifying curse but could never serve as a permanent or perfect solution, your blindness curse will affect a robot's electronic sensors as easily as it would a human's eyes, your magical shield which struggles with magical bolts that crater stone will absorb most of an atomic blast that can destroy thicker metal walls and demonstrate several times the raw destructive force, and gamma irradiated strength wouldn't save your target from a death curse. You will even find counter measures to work against magical spells and effects - such as a charm to counter time warping magic - to be fully effective against technological and 'scientific' means of generating such effects even if they do not function on the same principles. In general, whenever you match your magic against super science, clarketech, and strange radiations and non-supernatural energies your magic comes off much better than it would be expected to.

This is not limited to magical spells. Your strength derived from mystical or magical forces will be more effective against 'scientific' force fields than an equal amount of raw force from a more mundane source, and durability derived from such will still be partially effective against technological energy beams which would normally ignore such - like surviving a molecular disintegration beam merely harmed instead of disintegrated on a molecular level.

You may choose to have any Powers bought in this jump to be derived from magic enchantment, occult forces, or being a supernatural being such as an Asgardian for free.

Noble Devil Perks:

Every Inch a Monarch (100 CP): You seem to exude an air of being better than others and one which makes people internalize that fact. They will put up far more with you acting like they are beneath you, or that you are superior. Even wearing nothing more than a speedo and sitting in a wooden chair meant for accused criminals you could wow people with the air of gravitas and royal dignity with which you hold yourself, and make it clear that it is not the throne that makes the king but that any chair a true king sits in is a throne. People will often look up to you or respect your right to at least have input on how things should be run even if you have shown no capability as a leader. Even those who view themselves as superior to others will see you as a potential equal; though this affects more those who see themselves as superior to their fellow humans (or whatever you are) and less to higher beings such as Galactus or gods. This does more to make people accept your right to be a smug ass, or to voice an opinion on topics, than it does to get them to actually follow you, though; they'll listen to your opinion, but if you want them to act on it you need it to be something worth listening to.

Absentee Monarch (200 CP): Monarchs in this universe have an odd tendency to simply walk off and leave their kingdom to its own devices. And if they're not named Namor this seems to work fairly well; and even he left it for years due to amnesia immediately after their home was destroyed and was able to immediately slot back into being king when he found them again. T'Challa especially just up and abandoned his country without even appointing a regent twice and while Man-Ape seized control once Wakanda didn't seem any worse governed.

And now you have a bit of the same. When you are in a position of rulership and up and leave - preferably with an appointed system of rule in your absence but that's really optional - it just seems to keep running itself. It won't be quite as good as if you were there, but it'll be run at least 90%, maybe 95% or a bit higher, as well as if you were actively there and doing your job as its ruler. This won't stop people from attempting coups, so do try and remind them why you and you alone should be in charge from time to time, just ensure that while they plan to overthrow you they keep the country running in an acceptable manner.

You Have Pledged (200 CP): When you make a deal with others, whether a written contract or a verbal one, you will find people are more likely to keep their word to you than they normally would be. If you honor your agreements all but the most treacherous will honor theirs. And if they're the sort who would resist breaking the word of their agreement, as long as you toe the line of a deal even if you completely break the spirit of it they will keep their foolish oath in all but the most dire or morally reprehensible situations.

He Lives by a Different Code Than We Do (400 CP): As long as you follow some internally consistent code of honor you will find that enemies, especially those with their own even if differing codes. The more strict and total the code the more they will respect it. This will disincline heroes and those who are sworn to protect life from ending yours, believing that you are not utterly irredeemable, and even make them more likely to allow you to get away, or if you are in danger from a threat which could potentially threaten them as well ally with you or in dire circumstances rescue you. This won't stop people from stopping you from committing genocide, for example, or prevent heroes from rising up to fight off your invasion of the surface, but they are more likely to accept that you did it for reasons you found just, and merely stop you without detaining you afterwards in the hope that you will come to understand their own code of morality.

This also makes your battles seem to be somehow charismatic, those watching coming to view you more favorably, and appreciate the better qualities you show in a fight. This is especially effective when dealing with those of your preferred gender, making simply allowing them to watch you fight an at least somewhat effective form of courtship. Even outside of that you will find it easy to come to a sort of friendly rivalry with your enemies.

All of these features are dependent upon your following a code of honor. The looser the code the weaker they will be. The stricter and more closely you follow it the more effective it will be. Similarly enemies without a sense of honor will be less affected than those with a strong one, though even the most dishonorable scum are inclined to respect Doom and Namor as people with codes.

My Mind Must be the Equal of My Body (400 CP): A ruler must stand above men in all fields after all. To maintain this you have found that when you work to train or discipline your mind it helps train and discipline your body and vice versa. If you study a physical skill, or exercise your body you will gain a similar benefit to a more mental skill or as if you had exercised your mind and vice versa. In short, when you work to improve your body your mind is improved as if you had done the same amount and quality of work to improve it and vice versa. By learning super science or magic you would see a similar improvement in your acrobatic and combat skill, or the reverse. Though this only covers work and effort; if you simply find a magic potion which grants you super strength it won't equate to anything for your mind.

Or well not from that aspect of things. You seem to be able to draw upon your physical strength to reinforce the strength of your will and vice versa. This won't see an equal increase, and infinities won't translate too well, but with a will as iron as Doom's you could push your body maybe to twice or even thrice its usual limits, and with a body as mighty as Namor's in the water you might be able to bolster your will to throw off mental influence and mind control. Should the difference between one and the other be sufficient though you might be able to see as much as an order of magnitude increase in the strength of your will or body. This will be tiring and straining, you are using the full sheer force and power of your mind or body to push the other well beyond its normal limits, and you cannot expect to sustain it for more than a few moments or call upon it in quick succession. Even if your will is not your own before you can activate this, you will find that merely straining your strength will passively increase your will to an extent, and pushing it to its maximum will see a similar improvement to your willpower. And while willpower is the main mental example, it could possibly be said to extend to the raw power of your mind in general, drawing on psychic strength, power of spirit, and sheer mental magnitude.

Divine Right (600 CP): For all his many faults, Latveria under Dr. Doom is significantly more prosperous than before he began to rule. You will find that you are a competent and gifted administrator and ruler. From understanding the levers of political power and the means to keep them in your hands, to the ability to judge what resources your nation possesses and how they are best utilized, what laws are good for your nation, and the other traits necessary of an effective monarch. This won't let you change political realities; no matter what Namor does Atlantis is doomed if the surface dwellers continue to bomb it at random to test their weapons or allow Stark Enterprises to pump the surrounding seas full of poison, and this will only make you a good monarch you won't

always have the right answers, just the stuff needed to be remembered as one of the better kings or emperors.

But that is only the bare necessities to rule by divine right. And you do seem to rule by divine right. At least you do when you are perceived as a legitimate ruler by the population of your realm; the rest of the world can decry you as a tyrant and madman, but if your people see you as their rightful ruler you will see other benefits. These benefits are directly proportionate to the legitimacy of your rule, and will only be at their height when people consider your right to rule unquestionable. But when you are a legitimate ruler you gain two substantial further benefits.

First when you rule autocratically with absolute dictatorial power you will find that your rule is oddly successful. If you ruled as sole dictator and absolute monarch with no constitutional restraints other than your will, your country may even seem blessed: good harvests, good weather, talent swelling up in the inhabitants, and good luck coming to it and its people. This won't necessarily make up for your failings though, if you keep the people of your country powerless to preserve its pre-industrial quaintness or prevent them from uprising against you then your people will be powerless even if the harvests are good, and even a competent king who truly wishes nothing but the best for his people is not a perfect individual. Nor will it prevent the actions of outsiders from affecting your realm; your realm might manage to survive being bombed by the psychic blasts of a mad man with a helmet of power due to this, but it'd not stop him from bombing it, and if land dwellers are poisoning the seas your people might be lucky enough not to be hit by it directly at first but luck can only carry you so far.

Second, your attempts to change a realm you rule go surprisingly smoothly. You could sell off parts of your kingdom's most sacred treasure, ban parts of the native religion, and completely revolutionize the technology and ways that they live their lives, imposing elements of another culture overtop of their own and were you seen as the king by right the vast majority of the population would accept this. You might get some die hard followers of the old way who might attempt a coup, especially if they had a legitimate rival claim to the throne, but you'd not see wide scale grass roots rebellions.

Costumed Crook Perks:

Time to Escape (100 CP): The most important ability of a supervillain is possibly the get away. No matter what they do they can't win, but it puts rather a good deal of a damper on their activities if they get caught.

As such you now possess a good sense for when you should flee, and how to flee. It's like your mind just automatically tucks away information related to how to escape a place as you acquire it, and just how bad things can go before you'll not have a chance to escape. You also see a small increase in your luck when you're attempting to flee a situation.

Instant Team Up Just Add Vengeance (200 CP): Every villain wants to be the boss, for many it's why they became villains in the first place. And yet even so many of these same villains will yield to a more powerful one when the offer of vengeance is on the table. You will find that you seem particularly gifted in these vengeance driven alliances, even in other worlds. When you are able to offer someone vengeance against those they hate, it is uncommonly easy for you to get normally ambitious and treacherous people to work together for their common benefit without betrayal.

We Have Loathed Each Other Too Long (200 CP): And when you've hated someone as hard and long as you've hated them you practically possess a psychic link. At least you do now as you seem to have developed 6th sense for the presence of enemies who you personally hate. This sense grows stronger and more effective the longer you have known each other, personally hated them, and dedicated yourself to their woe. Distant hate - like for a fictional character you've read about - will be weak no matter how long you've held it, but spend a month directing your every waking moment to undermining someone and you could just feel him coming for you from half a continent away, or even get a tingle at the moment he turned his attention to tracking you down and stopping you. While this can work for multiple individuals, it will weaken as you spread out your dedication for their woe, and the intensity of your hatred for them.

Jumper Must be Stopped (400 CP): You possess a variety of skills in larceny and burglary. You know how to case a location, identify means of entry and exit, break into locations, pick locks, crack safes, identify where valuables are most likely to be stored, pick pockets, pick a good target to rob, perform second story work, and the like. While you're not an impressive phantom thief who seems to enter the realm of the superhuman through your sheer skill, you could live as a rather successful thief if no superhero comes to stop you.

But those skills are just to facilitate your true ability. You see, your crimes seem to carry a certain unknown factor that makes people not hate you for them, but instead respect you for their daring and audacity. They do need to be daring and audacious, at least as perceived by others (if people think you're a normal person what they consider daring and audacious will likely be a lower bar than if they are aware you are a reality warping god-being to whom Galactus is less than an ant is to Galactus) or failing that performed grandly and theatrically with an emphasis on presentation, but the more larger than life your crime is the more people will look at it not as something to be condemned for its illegality, but to be praised, and possibly even emulated. The morality of your act will still impact this; while you'll likely still find some respect for an act of wanton slaughter few people would be willing to overlook the mass murder, but you rob from some company and you could easily get the common people on your side. If your crimes are daring and ostentatious enough they might not even try to arrest you for them, at least if some busybody doesn't catch you on his own before you can really build up your reputation.

Only Because I Find You Useful (400 CP): You are useful, aren't you? As long as you are, you will find people are willing to overlook your worst qualities, or your past behavior. This is less effective towards those with strong moral compunctions or codes, at least when you've broken them, but even then if you had the skills or powers to back it up the Avengers would at least consider you as a potential member even if you once betrayed your country to knowingly and wilfully side with the Communists due to one being attractive, or worked for a self-declared group of evil mutants who believed in using force to start a state built on the concept of racial superiority and reducing normal humans to slaves, at least as long as you hadn't actually killed someone personally. But for those without morals, you could have a history of betraying every employer you've ever had and they'd be willing to give you a chance assuming you had the skills to be useful. They'll even be less likely to punish you for your actions, you might manage to backtalk the Red Skull or Doctor Doom themselves and get away with it; and if you were useful enough most villains might even be willing to overlook outright and naked attempts to overthrow them, though I'd not try that one with the Red Skull or Doctor Doom.

And when you've outlived your usefulness… Well if you were actually useful your masters will be more likely to let you live on and even continue to serve in the hope that you'll be useful again in the future. With this you could survive working for the Red Skull or Doctor Doom.

Lucky Opportunities (600 CP): Heroes work hard, whether it's to get their powers in the first place, to master them, or just to be in the right place at the right time to do what needs to be done. Villains, though? Crusher Creel got slipped his powers when Loki drugged his drink. The Leader simply did a poor job as a janitor. Some earn them still, but far more are likely to just happen to have been near a science exhibition when some strange radiation gave them powers. And even past their origin, they just seem to be far more likely to stumble into an easy chance to pursue their goals. At least as long as they don't mind some immoral activities.

And you now have this villainous luck. Opportunities to follow your goals have a tendency to simply fall into your path. You do have to be looking and actively pursuing these goals, but if you seek power opportunities for it will fall in your path, if you seek vengeance news of foes' weaknesses or a chance to attack them will find its way to you, if you seek wealth great riches will be available. These opportunities will usually require you to break the law or engage in immoral behavior, though you may find yourself making accidental scientific breakthroughs or finding magical artifacts, especially if they will help you obtain your goals through illegal means.

Master of Crime Perks:

Nose for Gain (100 CP): In any circumstance have an instinct for how you can turn it towards personal gain. This won't create opportunities, but you always seem to have a good idea for courses of action which can benefit you personally (and only you) in any circumstance. This isn't perfect, and won't help you to help anyone else, even if helping them would help you, but you definitely seem to be a bit smarter than usual when it comes to finding ways to benefit yourself.

ANON the Benevolent (200 CP): You may not have the air of a monarch around you, but you've got what it takes to be an excellent politician. You possess a certain charisma that appeals to the masses, especially the uninformed, and ignorant, and excellent public speaking skills. This charisma is not much in one on one interactions, but when speaking to a crowd it can be impressive and it only seems to be heightened when you are playing on the worst aspects of people, their hate, their fears, and their ignorance. And your public speaking skills include a skill at rhetoric, lying, and a special talent for deceiving the public. These skills apply equally well to playing at being a high priest as a politician, just in case you're in a particularly religious society.

Recruitment Pool (200 CP): A mastermind needs their minions, and you always seem able to find low skilled manual labor who have loose ethics and a willingness to do violence for the promise of sufficient pay on short notice. It doesn't even seem to matter if you regularly fail, or are notoriously evil and treacherous. Though this won't be gathering full sized armies, and if you manage to get a reputation for not actually paying your minions when you succeed they'll stop showing up so readily; if you don't pay because everything blows up that's different. With a bit of extra time and effort you can even reliably find a few extremely highly skilled mercenary individuals; they won't necessarily be capable of the task you desire, while they will be highly skilled they won't be the best in the world.

Completely Above Suspicion (400 CP): You find it easy for any but the most careful authorities to completely dismiss that you could be a criminal element without solid proof. With only a little political clout you could have generals reprimanding guards for a high security base for stopping you for security checks, and with bases which run more average security than the SHIELD helicarrier you might be able to walk around completely unquestioned just by carrying yourself like you're supposed to be there. People who represent governmental authority just seem to believe you are on the level and on their side; you'd be the last person the police would assume did anything illegal or wrong. Now if there's solid evidence, or you've been convicted before, this begins to go

out the window. At least until you manage to make a new identity, or get far enough away no one knows about it. Still with only the smallest justification you could get high level security clearances to walk into all but the most secure places on Earth.

This trust even goes so far that with just a little weight to your name you can get authorities to suspect others with baseless accusations, or on the flimsiest of pretenses. Claim that the head of the top level spy organization is making your research difficult with baseless paranoia, and assuming the government has reason to want your research it'd not be unlikely for him to be brought before the board of inquiry within days just for actually doing the basics of his job.

I Merely Pull the Strings (400 CP): And thus your hands are clean. As long as you don't directly commit crimes yourself, you will find yourself unpunished. Oh, if a non-sentient robot under your control, or a machine you're operating kills someone that's on you, but if you hire an assassin to do it, have a free willed robot do it, or put someone into a death trap that they can avoid dying by standing still or have a small but non-negligible chance of escape your hands will be clean… legally speaking. Even when you are rather directly involved, such as controlling mindless robots to impersonate the Avengers who you abducted, as long as you didn't kill anyone you won't be punished except in relatively minor ways; you impersonate the Avengers to have them declare war on America forcing the entire country into martial law, while abducting a group of teenagers and… you'll be deported from America and maybe denied the legal chance to return but not imprisoned or killed. This only affects the law abiding, but thankfully this is before the age of the extra legal anti-hero.

The More I Lose the More I Win (600 CP): You possess a strange ability to always salvage something from defeat or make your enemy's victories not necessarily pyrrhic but at least have unanticipated costs to them. Part of this is a diabolic brilliance which makes your plots particularly psychologically abusive to those who oppose you, giving you an understanding of how to break them down, and sow seeds of distrust between those who if they knew each other's minds would be allies so that just by fighting with you they end up put through the psychological ringer. Another perhaps larger part of this is the narrative seeming to twist to arrange events so that collateral happens, or that your plan had an extra part which twists the knife into your foe's which even you were not aware of until your defeat meant it was necessary. No matter how well they defeat you, your foes will never find their victory to be absolute.

Red Scare Perks:

I Rule by Fear Alone (100 CP): It is strangely easy for you to rule by fear. While you still have to give people a reason to follow you, and you need to be in a position to make them fear you, your followers are strangely willing to ignore mistreatment from you as long as they do fear you. And those who follow you out of fear are strangely disinclined to abandon you even when your cause seems hopeless.

Hitler's Assassin (200 CP): You might not have been trained by Hitler or the SS, nor are you necessarily as twisted as the Red Skull, but you do match him in at least one regard. You are extremely quiet and stealthy, able to sneak up on the likes of Captain America as you move almost without a sound. In fact you could go further potentially sneaking close to even the likes of Daredevil, or others with enhanced senses, as signs of your presence seem to be simply reduced beyond what they should be. This isn't perfect, and seems to weaken once you are actually preparing to attack, making them most likely to notice you just before you strike, but even if it is less likely to give you a free chance to kill it should help ensure you get into the fight. Likewise after you act violently this will be weakened for a time especially towards those who were there for the fight, but once you've gotten away it will reactivate allowing you to disappear again.

Mandarin Karate (200 CP): You are a master of the same style of karate at the Mandarin himself. This is a level of combat skill which would allow an ordinary man to - at least for a time - fight a powered armored individual such as Iron Man, or to stand hand to hand against another master combatant, roughly equal to the combat skill which **Swashbuckler** would grant in a martial arts style. But your skill has a certain extra quality, your unarmed strikes are especially devastating to inanimate objects, and with this skill even with merely human strength you might be able to fell trees in single strikes or damage Iron Man's armor with a single blow and potentially shatter it with a direct hit at the right spot. This won't increase their impact on living creatures, but you are a major menace to any inanimate objects that get in your way.

I Cannot Forget His Blood Flows Through Me (400 CP): Your children are bizarrely loyal. This isn't completely unbreakable, but you could be literally leaking out palpable waves of evil and malice while they are morally against everything you stand for, and still a part of them would consider themselves obligated to serve you even if you abandoned them at birth and they never met you till today. This is weakened if they don't know or believe you are their parent even if it is true, but it will be still be present in them even if they do not know you are their father. Similarly if someone believes you are their parent even if it is not true they will have difficulty going against you, though it will be weaker

than if you actually are their parent. Maybe at least try and pretend to be less than 100% evil and unlikable, just in case they get convinced you're not their parent.

Unfair Advantage (400 CP): Whenever you end up in a direct competition with someone, some chance to take an unfair advantage, or cheat will come to you. Whatever unfair advantage or cheat this is not something that will immediately be caught, though if you're careless with it it is possible for it to be caught out. This only applies when it is a measure of merit; in a one on one duel measuring your combat capability you'd get this benefit, or in a race to be the first to invent a rocket, but it does not apply when it becomes a mass conflict such as a war.

So Long as Evil Lives the Fight Goes On (600 CP): Like the Red Skull you seem nearly impossible to put away forever. So long as you dedicate yourself to the causes of evil, and people laugh at brotherhood, sneer at honesty, and turn away from faith, you will continue to fight and muster the forces of oppression, bigotry, and greed. Killing or capturing you will be difficult in the extreme, but even if it happens you will quickly be freed, or revived, banishment will see you freed, mental control will fall away, amnesia will see your memories return, and even the destruction of your very soul, being, or removal of you from existence will not take.

However this does have a major caveat. It requires you to dedicate yourself to the forces of bigotry, oppression, hatred, and greed, and to act and represent the worst and most unrelenting aspects of evil. If you should stop spreading them and using these forces, or cease to be willfully evil, cruel, and exemplify all of the worst aspects of humanity, this perk's power will falter until you have realigned yourself with these forces and began to fight the good fight for the forces of evil.

Also this does not guarantee your victory. Merely your ability to survive and escape to fight again.

Powers:

Powers come in three levels: Amazing, Fantastic, and Mighty. To purchase a power at the Amazing tier costs the listed price, and each additional tier requires an additional purchase at the listed price. That is to say to purchase a power at the Mighty tier you must purchase it three times.

However once you have bought a power at the Fantastic or Mighty tier, purchases of other equal or lower priced powers at the same tier are Free. You still must pay for the Amazing tier for these powers. For example: If you purchase Flight (100 CP), Invisibility (150 CP), and Super Senses (150 CP) all at the Mighty tier, you would pay 450 CP (150 x 3) for Invisibility, and then only 100 CP for Flight and 150 CP for Invisibility.

It is possible for you to pay for the Mighty tier for a power that you received the Fantastic tier of for free. For example if you bought Fantastic Invisibility (150 CP per tier) and Mighty Flight (100 CP per tier), you would pay 300 CP for Invisibility (Amazing+Fantastic) and only 200 CP for Flight (Amazing+Mighty with Fantastic Free).

You may forgo one or more free upgrades to reduce the price of the Amazing level by 50 CP to a minimum of half of its initial price. If you purchased Mighty Super Senses (450 CP), you could purchase Fantastic Flight for 50 CP (100 CP - 50 CP) or Amazing Invisibility for 75 CP (half of 150 CP).

You may pay an additional 50 CP to incorporate one or more powers into an item. This might be a suit of powered armor which gives Super Strength and the resulting durability, a magic amulet that grants the wearer Super Senses, or a fancy weapon which fires your Power Blasts, or something else. If you do so you do not gain the power yourself, they are instead linked to and used through the item.

You may pay this 50 CP multiple times to have multiple such items, but each power purchased may only be placed in one item. For example if you bought Power Blast and Mind Control you could pay 50 CP to have a magic crown which granted both powers, or 100 CP to have a high tech gun which functioned as a power blast and a crown which granted Mind Control, but you could not pay 100 CP to get a gun that granted Power Blast and a crown that granted Power Blast. If you wish you may buy a power multiple times to be able to place it into multiple separate items, or have it as an internalized part of yourself and also place it into an item.

If an item with a name in blue was purchased in this jump it may have one or more power(s) placed in it without the need for the 50 CP cost. Regardless of what item a power is associated with, the item can only provide the power to 1 individual at a time.

If an item with a name in red was purchased in this jump it may have one or more power(s) placed in it, similar to those discussed above, but instead of effectively granting the wielder the power(s) in question, they will be applied (solely) to the item in question so that if you bought super strength through it the item would be extra strong and durable, or if you bought super speed it would be faster. Some powers may manifest as weapons or devices built into the item; senses would improve its sensor systems, or power blast would be a weapon system.

With the exception of those red items which possess their own intelligence (such as a robot, team of superbeings, or animal) powers open ended powers that require an active guiding intellect - such as Super Scient, Black Magic, Cosmic Power, or Elemental Mastery - cannot be purchased, and even powers such as Telekinesis, or higher levels of Hex, will be significantly constrained and reduced; telekinesis would be a brute force tractor beam, and hex would be completely uncontrolled.

Some of these items allow you to discount powers purchased for them up to a certain price, powers purchased with such a discount will not be included for determining cost reductions for other powers you buy unless they are also discounted for (the same or another) red items, and such items cannot be incorporated into your body if you're a cyborg or robot. Items with names in red are typically vehicles, or animate creatures/constructs. This otherwise functions as above requiring you to purchase the power separately for the item in question.

When referencing a character for feats, or general power level, all powers are compared to their showings while on Earth unless otherwise noted. It's not uncommon for characters (especially Thor) to be significantly more powerful when away from Earth. And again, unless otherwise noted, such comparisons are to their normal showing and not their top end heroic resolve moments, or odd one-off powers. For these more special feats look to Grimm Determination (heroic resolve moments), Journey Into Mystery (off Earth power ups), and Product of the Silver Age (weird one-off powers).

Recurring Powers: Several powers in this jump can provide you with other powers, albeit sometimes at a level between tiers of purchases. In general purchasing a second power that would grant a similar ability - such as two powers that grant **Super Strength** - will see an increase in that ability, though the amount will vary.

Generally speaking 2 identical powers at a tier will be roughly halfway to the next tier (so Fantastic Super Strength twice will put you at halfway between the Thing and Thor), while a power that is near or almost to the next tier (such as Atlantean being almost Fantastic Super Strength or almost Mighty Super Strength) will reach the next tier with one a tier below or higher (so something that gave Amazing Super Strength or better to reach Fantastic). A power 1 tier lower (such as Amazing Super Strength if you already possess Fantastic Super Strength) will see you have a noticeable edge over your equals, but still put you far closer to your tier than the tier above it. A power more than 1 tier lower will still improve things, but the amount will be quite small; Mighty **Super Strength** would allow you to trade blows with Thor even if you lacked Mighty **Fitness** but he'd edge you out just slightly (as shown by his first fight with the Hulk before the Leader increased Hulk's power with further gamma bombardment which mostly resulted in increased endurance and agility) taking Mighty **Fitness** or another power that granted Amazing **Super Strength** would see you a more proper equal (though without Mighty **Fitness** you'd lose an endurance fight).

If a power has conditions (such as Cosmic Power being able to grant increased super strength by draining your energy reserve, or Atlantean needing water) the conditions only apply to its portion of the power; if you had Amazing **Cosmic Power** and Amazing **Power Blasts** you could fire off Amazing **Power Blasts** willy nilly, ones that destroyed entire buildings would begin to tire your **Cosmic Power** out and trying to destroy a city block might see both exhausted, though your basic **Power Blast** would recover more quickly than your **Cosmic Power**.

Cosmetic Mutation (Free): At the Amazing tier you possess some minor feature outside of the range of normal human possibilities. Maybe you've got green hair, or purple skin.

At the Fantastic tier you possess some significant feature outside of the range of normal human possibilities. Maybe you've got wings, or fur. This won't give you any significant advantage other than appearance, unless purchased separately - the wings will be vestigial and not allow flight.

At the Mighty tier you possess a very noticeable set of features outside of the range of normal human possibilities. Maybe your flesh is orange and rock textured, maybe you're a frog-man. This still won't give you any significant advantage other than appearance, unless purchased separately - if you want to have durable skin look to Super Strength and if you want to jump around like a frog look to Fitness.

This can't change your size substantially outside of the normal range of human possibility, nothing larger than the Kingpin or Thing, though if taken with Super Strength it can allow you to be as large as the Hulk or even Mangog. You may choose to have any other powers you purchase to be tied to this mutation such as tying flight to your wings so that you only can fly when you have wings.

You may also pay 50 CP for a flexible tail which can be used for control whip-like motions, or even grasping objects, or 100 CP for an additional pair of fully functional arms.

For an additional 50 CP you may toggle this mutation on and off at will, reverting to a normal human form when desired.

+Aerial Maneuverability (50 CP): The price of this power is unaffected by other purchases, and is not discounted for red items.

Select a single power purchased in this jump, or an item purchased in this jump with a blue or red name, which grants flight. The flight from that power or item becomes substantially more maneuverable. With the **Flight** power this would grant you Angel like maneuverability when moving at low speeds, and similar to that of the Human Torch or Silver Surfer on his board at higher speeds; easily able to fly circles around all but the most agile fliers out there, dodging attacks at high speed, turning on a dime (at least at combat speeds). It will similarly improve flight from other powers or items which grant flight such as some forms of Elemental Mastery, Power Armor, Magic Amulet,

If you purchased the agility upgrade for Fantastic or Mighty Fitness you will match this level of agility in flight even without this purchase, though purchasing this on top of it will see a significant improvement to your agility in flight.

Animal Control (100 CP): At the Amazing level you possess the ability to communicate with and control a type of animals through telepathic means. Your range is short, even an apartment complex would be too large for your range to fully cover it, though you may create a bond with an individual animal which increases this range by at least an order of magnitude. These bonds will take time and effort to develop and interpersonal

interactions to maintain; though any animal (of the correct type) purchased for CP will have this bond automatically. The type of animals is limited to a single small closely related group of species such as falcons, whales, or at its absolute limit something on the scale of mantids, or a moderately sized subfamily of ants. The larger and more powerful an individual animal the harder it is to control and influence. Likewise the more individualistic and wilful an animal the harder it is to control. You might be able to command a hundred ants - though this won't help you to micromanage individuals - more easily than a single tiger, and a single tiger might press your limits. An animal you have a strong bond with will be easier to control and likely only need to be directed and not compelled. Sapient individuals are well beyond your ability to control through this power, and monstrous, alien, or fantastic versions will also escape your control.

At the Fantastic level your powers improve. You may select a broader category of animals such as birds of prey (despite falcons being more closely related to songbirds than eagles or hawks), non-avian dinosaurs, cartilaginous fish, spiders, or any ants. The range will also have increased to large enough to be greater than a mile, though it's still probably less than 2. The number you can control has also increased, perhaps a half-dozen tigers, or a whole colony of ants.

At the Mighty level you can control whole swathes of the animal kingdom. You can select a truly broad category of animals such as non-avian reptiles, birds (or even all flying vertebrates), mammals, insects, or all marine animals. Your range easily covers an entire city, and is likely over 10 miles, and the number you can control at once has increased significantly, multiple ant colonies, small armies of pack animals, or even dozens of apex predators. You even have a chance to control alien animals of your selected type, or monstrous and fantastic ones though these become more difficult. Sapient individuals remain outside of your reach.

You may buy additional types of animals (at your purchased tier) for 50 CP each.

Fitness (100 CP): At the Amazing tier you are what could be called peak human in your general physical fitness, though you don't necessarily have the skills to go along with it. This puts you at a level similar to Captain America in raw reflex speed, flexibility, strength, and endurance, though as noted you lack his training to make the best use of these capabilities. While it's possible for non-powered human individuals of this world - such as Man Mountain Marko and the Kingpin - to go behind you in raw strength or agility, your physical capabilities - assuming an equal level of skill in using them - surpass any real world human. This isn't even limited to just endurance and strength, your senses are all keen and sharp, though these do not surpass real world limits, they

would put you safely within the top percentile. Your general health and immune system is also bolstered, recovering somewhat faster from wounds and injuries than normal individuals, and being more resistant to poison and diseases. You can definitely still get sick but it will affect you less and you'll recover faster. Likewise you need somewhat less sleep than normal, and can go longer without food and water. With proper training you could match Captain America, and with the Swashbuckler perk you could match Daredevil's feats of agility such as running along power lines, fighting on tightropes, and generally edging out Captain America in speed and agility.

At the Fantastic tier you are physically superior to humans. Like a Kree or Inhuman you are stronger than even the likes of Captain America, though you won't match the likes of an Asgardian or Spider-Man you are able to swing around I-beams, even throwing one as a weapon, and even as a child you'd have been stronger than a grown man. Your endurance and durability are likewise enhanced, capable of prolonged periods of high exertion, or regularly juggling a job, a particularly heavy full time college course load, and fighting crime, though push it too hard and you might find yourself falling asleep during your regular all-nighters, but you definitely need less sleep than regular - 4 hours a night would be plenty for full daily activity - and likewise go longer without food or water despite having what should be an increased metabolic demand (and being able to keep your figure while eating far more). Your reflexes and general dexterity are likewise improved though not to the extent of your strength; you won't be dodging bullets on your own, and without proper training you won't be keeping up with Captain America or even Hawkeye, but you in raw speed you are faster than even they would be. And while your senses don't see a noticeable improvement at this level, your general healthiness does. While you're not completely immune to disease, you handle them much better; a bad flu that is leaving people sick for a week plus and bedridden for days might see you being significantly weakened for 24 hours, but still able to go out and fight crime. Likewise you can hold your breath for superhuman lengths of time, and heal from wounds much more quickly though not mid combat; a broken arm might heal completely in a week.

At the Mighty tier you could count yourself physically among the Asgardians. While this won't make you as strong as Thor or the Hulk, you are as strong as Amazing Super Strength with just this, perhaps even edging it out in raw physical strength, and your ability to take blows is likely better than it would provide. Your endurance is enough to let you arm wrestle a physical equal for hours or even days on end, and go days or even weeks without sleep or rest, and if you even need to eat or drink is questionable. While you still apparently need to breathe, you are capable of breathing, talking, and hearing in space, and can hold your breath even longer than Fantastic Fitness, though do make sure

to get a good deep breathe before being flooded with knockout gas. Your reflexes and general dexterity again see only a small but noticeable increase, but even untrained you'd be a match for Hawkeye or Captain America, and while you would not - with just this - be able to match the agility of Spider-Man or the Beast, you'd be close to them in sheer speed and reflexes. While even Amazing Super Senses would be better than your senses, your senses are slightly above even peak human levels. And your healing speed and resistance to disease and poison continue to increase. While you still do not have a healing factor like would be common in individuals later in this universe, you could heal a broken arm in a day, are effectively immune to ordinary diseases, and putting you down with gas or poison would be like putting down multiple bull elephants. If you bought this tier you may alternatively choose to be a robot of some sort. If you do you will be a mechanical creature no longer able to meaningfully eat/drink, but no longer needing to, and possessing a power source capable of self-recharging and able to allow you similar levels of activity. You will be theoretically vulnerable to attacks that target machines, but you will completely lack organic biology to target.

Regardless of what tier you purchased this at, you may pay an additional 50 CP for augmented agility and reflexes; this is unaffected by discounts, or tier of this ability. At the Amazing level this would only bring you up to the Fantastic level of this ability. At the Fantastic level this would bring you up to the level of Spider-Man or Beast, able to bounce and spring around a room at high speed with increased jump distance, and easily climb even smooth walls. Your sense of balance is also such to easily allow you to deal with changes in which direction is up and down, acting when hanging upside down, and so forth. This would put you above Daredevil in raw talent and capabilities, enough to outperform him at leaping and climbing, but as long as you remain an amateur his skill would still give him an edge at dodging blows and speed. At Mighty this would place you yet higher, similar to the Human Cobra in Thor comics - as opposed to outside of them where his speed and agility are noticeably reduced - able to climb with increased ease, reflexes to dodge bullets or even Mjolnir without enhanced senses, able to squeeze and crawl through spaces smaller than your shoulders in every dimension somehow, and generally being faster and more agile than in his showings against Daredevil who was in a rare instance outmatched in agility and reflexes even despite the Human Cobra never being noted for skill or combat ability and relying primarily on raw physical capabilities.

If you really only care about agility and reflexes and bought the above add-on you can pay another additional 50 CP (likewise unaffected by discounts or tier based reductions) to increase your agility to that of the next tier (including the above assuming it was paid for). This has no effect if you already bought Mighty Fitness (Amazing would give you

the described effects of Fantastic with the first add-on, and Fantastic would give you the described effects of Mighty with the first add-on).

Flight (100 CP): At the Amazing level you are able to fly approximately at the speed of a car on the highway. It will take you some time to accelerate to this speed, but you will accelerate quicker than even a top class sprinter. The slower you go the easier it is to maneuver, but you'll still remain mostly maneuverable even at your top speeds.

At the Fantastic level you are able to reach speeds between mach 1 and mach 2, though this will take some time of pure acceleration, and in short distances you can expect to stay strictly subsonic, and in a fight a fair deal below that. Still you accelerate significantly faster than before, able to go 0 to 60 in mere seconds. As before the slower you go the easier it is to maneuver, and at top speeds turning or even stopping will be hard and time consuming. In the void of space, or a similar vacuum where you're experiencing microgravity, you are capable of much greater speeds, and generally maneuver as if moving at a vastly lower speed.

At the Mighty level you are capable of reaching hypersonic speeds. Your acceleration is also much quicker than at the Fantastic level. Your maneuverability is enhanced at all speeds, as well, though by top speeds you'll still have trouble turning or even stopping. In the void of space, or a similar vacuum where you're experiencing microgravity, you are capable of much greater speeds, and generally maneuver as if moving at a vastly lower speed, and can even obtain superluminal speed somehow.

In case it needed to be stated, if combined with super speed your speed will increase substantially. The exact amount depends upon the level of each. Amazing Super Speed will be less than an increase of 1 tier. Fantastic or Mighty will be more than an increase in 1 tier, though will not allow for superluminal speeds, and will suffer even greater maneuverability issues at max speeds.

Hex (100 CP): At the Amazing level you possess the ability to with a gesture and a work of focus cause misfortune in the general location that you point towards. You have no true control of what happened, and precise targeting is impossible with the actual effect taking place somewhere within an area around where you focus, but where you point improbable and destructive events happen. It might be as light as an object falling over on its own, a machine might explode altogether, or you might even disrupt a mage's control of magical energies causing their spell to go awry. These hexes can disrupt ver powerful magic, destroy massive machines which cover walls of factories, but are limited

somewhat in scope; an entire large building will be outside of your ability to affect at once even with luck. This will not directly affect a living creature - you might short circuit powered armor but you couldn't cause a heart attack - and your ability to produce these hexes is extremely limited, you have one big hex, such as exploding a machine the size of a house, or maybe three small ones, such as a banister someone is leaning against crumbling, or breaking a beam in a roof, and no particular control over whether they're big or small before you're out of energy for hours; particularly small ones - such as just a pitcher of water being knocked over will only happen when you're not really exerting your will so don't worry too much there.

At the Fantastic level you have somewhat more control over your powers. The area of possible effect is now small enough that you can be assured that if you actually manage to point at a man-sized target they'll be caught up in the effect, and you possess greater control of the power you output, able to control whether you get a major hex or a small one. Your power also recovers more quickly. While you'd still run out after a major hex or two to three small ones, you'll recover again in about an hour perhaps less.

At the Mighty level your control over your powers and ability to use them repeatedly has increased further. You can now influence somewhat how they manifest - such as causing the wooden banister to spontaneously combust or break, or targeting a specific part of a robot. This control is not perfect, and will require strong focus and willpower, but can help you generate specific effects; this control does increase the . Your maximum scope has also increased; you might affect an entire skyscraper or castle, or even a large hill. And as such the size of what would be considered a major hex has increased, with what previously was a major one being able to be done two or three times, and smaller ones several times.

If taken at the Fantastic or higher level with Product of the Silver Age you will rarely be able to cause some of the more esoteric and beneficial effects that the Scarlet Witch would become capable of soon after this period. Things like shifting individuals who are out of phase with reality more fully into phase, or transmuting materials. At the Fantastic level this will be extremely rare and only controllable in the most vague sense - you won't accidentally destroy yourself in an attempt. At the Mighty level it will be substantially more common, though still not a regular feat and something that requires need and not mere desire, and much more controllable.

Danger Sense (150 CP): At the Amazing tier you possess a 6th sense which warns you of immediate danger to your physical wellbeing - such as someone about to shoot you. This sense is a somewhat vague stabbing sensation in your head, but gives you an idea of

the direction and level of danger. This greatly assists in not actually being where people are aiming, and knowing which blows you actually need to dodge, but this sense is not completely foolproof. Just like it is possible to overlook something or not hear something it is possible to miss a danger or to be surrounded by so much danger that it is effectively overwhelmed to usefulness because everything is deadly, and those who know of this power may be able to find ways to artificially trigger it, or blind it. For some reason you are also able to detect radio waves of a specific frequency. This frequency does not change, but if someone can figure out which it is they could contact you across it.

At the Fantastic tier this sense has improved. Where before it only warned of immediate danger to your physical wellbeing, now it can warn of malice directed towards you. This is a vaguer feeling, and can be hard to determine whether it's just momentary annoyance or calculating harm on a single meeting, but 'actively considering murder in the next few minutes' will be very clear. It will also give you a vague sense of when a topic is dangerous to speak about.

At the Mighty tier this sense now includes precognitive flashes of what could be. You might receive a flash of yourself being shot before entering a building with a planned ambush, or when talking to someone who is planning to kill you you might get an image of the car bomb they have ordered planted in your car, or if an ancient giant that will burn the world is released you might get an image of the giant doing so when it is released from a world away. The greater the danger to you the more likely to get a flash, but it will generally be when interacting with something related to it - such as talking to someone planning your death or approaching the site of an ambush - unless it's something massive at which point it can be when the danger is activated - such as when a nuclear missile is launched or an ancient giant is awakened.

Elasticity (150 CP): At the Amazing level you may select a single part or set of matching body parts which can stretch out to a distance of several yards, and move with inhuman flexibility. You could have fingers that stretch out as tentacles, arms which could stretch and reshape to a limited extent, or hair which could be used as tentacles like that of Medusa's. The chosen body part will be able to act with superhuman strength though well beneath the Amazing level of **Super Strength**; it will be strong enough, though, that through the proper use of leverage and its greater flexibility it could temporarily overpower such strength.

At the Fantastic level you are a closer match to Mr. Fantastic. Your entire body can deform and stretch, becoming flat enough to imitate a carpet, slide under a door, forming a rubber ball, deforming to catch an artillery round or survive smaller high explosive blasts, stretching out parts of your body hundreds of feet, and could match a Fantastic **Atlantean**'s strength on land - at least for a time - and constrain the Thing, or take blows; though eventually his brute strength would overcome in a direct, drawn out brawl. You are also able to turn yourself into simple shapes like a spring, bouncy ball, wheel, wall, or a parachute.

At the Mighty level you have few comparisons. You could stretch out perhaps a mile, and might be able to survive a nuclear explosion though it would likely knock you out, and you could probably take several blows from the Hulk or even wrestle him for a time. At this level you could deform your features or twist your body well enough to effectively disguise yourself as other people even those with very different builds and figures, though this won't give you the knowledge and ability to use highly altered limbs and trying to turn yourself into a quadruped as a biped will still be awkward to move. You will be able to turn yourself into somewhat more complicated shapes as well.

Gigantism (150 CP): You possess the ability to drastically increase your size.

At the Amazing tier you can grow to a specific size up to 5 times your normal scale, though you can change this specific size through a time consuming process. This growth does not seem to possess a regular fixed progression of strength, and is straining to maintain the greater the size you grow to. Instead at a little less than 2x scale you will have the highest proportionate strength, somewhat less than Amazing **Super Strength** and be able to maintain the size indefinitely. Beyond that point you will be stronger, but the increase will grow less and less, until it is following the square-cube law if even reaching that level of increase, and the strain on your body to grow to the size and maintain it will increase; with just this at 5x scale you will be extremely tiring to grow to, and strain your body heavily to maintain it, and will ultimately be devoting a large portion of your strength to supporting your own body with just this, but you'd still be able to lift a little more than at 2x scale even with that portion dedicated to your own bodyweight. With just this you would likely be unable to maintain 5x scale for even a minute at most.

At the Fantastic tier your growth is substantially faster, happening in under a second and you can change the height you grow to on the fly, though it greatly increases the strain to grow to a size other than that which you were initially prepared for, and repeatedly doing so may strain the atoms of your body forcing you to not change your size with this ability

for an extended period or risk severe self-harm or death. You are now capped at up to 15 times your normal scale, but will be proportionately strongest at 5x scale with increases beyond that being similar to increases beyond 2x at the Amazing level. 2x size will still be the easiest for you to maintain capable of being maintained indefinitely, though up to 5x will be fairly easy. With just this your strength at 5x scale will be significantly above that of Amazing **Super Strength** but well below that of Fantastic **Super Strength**; as you approach 15x scale you will reach Fantastic **Super Strength**, but fighting at or maintaining the size for long will be difficult, and it will not bring the defensive advantages leaving you bulletproof and heavily resistant to artillery strikes; though they will still be less deadly to you simply because you are larger. 15x scale at this tier is easier to maintain than 5x at the previous tier, though could only be maintained for 2 or 3 minutes with just this.

At the Mighty tier your growth is substantially more powerful, capable of bursting through planes and vehicles. Growing to different sizes is less straining with no chance of permanent injury, and seemingly no difficulty other than growing accustomed to your new size. You are able to grow up to 25x scale, though fighting at this size is a strain. You will now be able to maintain up to 5x scale indefinitely, and even up to 12x size with relative ease. At your maximum size, you will still be less than Mighty **Super Strength** in sheer lifting power, though you will be substantially beyond Fantastic; you might could hold the Hulk's arms pinned if you got your hand around him. Your max size is easier to maintain at this tier, though you likely couldn't fight for more than 5 or 6 minutes at it with just this.

If bought at the Mighty level you may pay an additional 300 CP to possess the powers of a **Stimuloid**. You no longer possess the ability to grow or shrink on command, instead you absorb the force of blows against you and grow from the absorbed energy, shrinking only slowly as the energy fades or is drained off of you by some other means. However you also no longer possess an upper limit on your growth, able to reach Mighty Super Strength, and potentially surpass it, though once you have reached Mighty Super Strength the growth of your power will slow. Still you need not fear growing to an extent that you collapse under your own weight; though Thor or the Hulk might be able to hit you so hard that you grow to an extent the Earth can no longer support your weight. Besides this increased to maximum size, the fact that you absorb impact force means that even a blow from Thor's Mjolnir will not harm you, though such power could knock you down, and something sufficiently beyond Thor might be able to overload your ability to absorb.

If taken with **Power Blast** your power blast will scale somewhat to your size up to the point of major diminishing returns (2x, 5x, or 12x depending upon tier purchased). At 2x

this will make a noticeable difference, roughly doubling the power. At 5x an Amazing **Power Blast** would still be weaker than a Fantastic one at regular scale, but at 12x it would be stronger; even at 12x a Fantastic **Power Blast** would be weaker than a Mighty one at regular scale.

Illusion Projection (150 CP): At the Amazing level you are able to project images and sounds into the minds of others. When you select this power you must choose whether you possess the ability to project these images through hypnotic eye contact, or a more generalized broadcasted projection. If you select eye contact you may only affect one target at a time, and affecting a new target will end the prior use, but while it takes a few moments of focus to initiate the images you are able to give them a sort of automated script which they will follow for a time and do not need to actively maintain this power afterwards. This effect will end after a few minutes, or at most an hour. If you select a more general broadcast everyone within the area - perhaps a football field - will be affected, though you can choose to only affect a smaller area and the individuals in it, but you must actively maintain concentration of the effect, and must remain engaged in controlling its elements. Either way while these illusions can include visual and auditory hallucinations and even olfactory ones and limited heat or cold, they possess no true substance and direct interaction with them will quickly reveal this. You also can't edit out sensory information - you might create an opaque smoke so that they could not see something but you couldn't simply make an illusion that the thing is not there.

At the Fantastic level this power now has enough impact on the minds of those within it that its illusions can seem to have physical substance. While a strong enough mind can combat this, you could bind someone with illusory chains, or make them feel they had been injured, and even if aware of your power this will not be easy to ignore. This won't cause actual injury, someone might feel their hand had been burned by illusory fire and even feel the burns after they pull away from the illusion but the moment the illusion is gone their hands would be fine, and trying to make them think they have died is a good way to break the illusion completely.

At the Mighty level your range has improved significantly. If you selected the eye contact version you no longer need eye contact to begin it but merely to look at a target and focus on them. With the projected version while the area you can project it in has not increased, it is no longer also your maximum range. You do not even need to be able to see a target, able to project images telepathically from miles away, if you have a clear idea of where your target is. The further away your target(s) the smaller the area you can effect however; at a range of miles you'd only be able to affect a single individual.

For an additional **100 CP** you do not need to choose eye contact or projection but possess both, able to use both simultaneously.

Invisibility (150 CP): At the Amazing level you possess the ability to turn yourself and your clothes invisible. This won't protect you from other senses than sight, but you will be invisible.

At the Fantastic level you are able to use this power on other objects or individuals. You may only turn one 'object' invisible at a time, though the size is limited to perhaps that of a car. But what counts as one object is somewhat varied. You and non-living things you are carrying would only be 1 object, as would a few closely clustered individuals as long as they remained crowded together. You can also use this power to turn something that is already invisible visible, this can even turn transparent but solid objects opaque (this will not turn the air opaque).

At the Mighty level you could turn an entire skyscraper - and everything inside of it - invisible. However you are no longer limited to a single contiguous 'object', and could turn multiple objects invisible though the more objects you turn invisible the smaller amount of things you can turn invisible - you could turn an entire skyscraper and everything in it invisible, but trying to turn each person inside of it invisible without turning anything else there invisible would probably be beyond you.

If you have also purchased Forcefield Projection you may purchase this for 50 CP less at the Amazing level but you may only use one of these two powers at once.

Power Blast (150 CP): At the Amazing tier you possess an ability to project a harmful beam of energy capable of blasting holes through walls, or metal from a body part of your choice from your hands, mouth, or eyes. This beam is strong enough to hurt the Thing, though it would not be enough to put him down, and he could walk forward through it. You could be compared to living artillery. You may choose if this beam is some sort of pure kinetic force, or heat as you use it; the writers tend to forget which way it works. Similarly it may possess recoil when you desire it to, and can be used to slow a fall, though will not be sufficient to stop one. It is possible to prevent you from using this blast by restraining the body part with something which would normally be easily destroyed by your power blast - a steel 'blindfold' or gloves for example - and you yourself are immune to harm from your power blast. If you'd prefer another form of destructive energy than 'force' or 'heat' such as 'electricity' 'sonic' or 'laser' you may choose to possess that instead of 'force', though it will not provide any significant advantage on its own.

At the Fantastic tier destroying massive boulders, small asteroids, and buildings is entirely possible with your blasts. Putting down the Thing in a single blast is still unlikely, but you could knock him flying and leave him dazed and stunned, and knocking him out with a blast would be possible if he was positioned badly and you hit well. You could hurt the Hulk and with sustained use cause him actual harm, though bringing down the Hulk or Thor would be unlikely. You could be compared to a living bomburst. The recoil is now sufficient that if you wished you could use it as a sort of rocket engine to fly, though speed would be limited compared to Flight, and maneuverability would be poor. Due to the increased power of your blasts it is harder to constrain them through restraints, but it is still possible to do so with things significantly beneath the power of the full blast. Alternatively you may choose to possess a lower scale disintegration beam, capable of completely destroying mundane objects, potentially even Iron Man and his armor, though adamantium, uru, or something like Thor or the Hulk would be able to survive it with minimal harm still; this does not come with the ability to use it as a rocket jet.

At the Mighty tier destroying mountains is entirely possible, matching up well with Thor's use of Mjolnir even when off the Earth, though not a match for Thor's Godblast. Destroying a city, or an environment feature such as a mountain in a single focused blast with a touch of build up is possible, and it could be felt across a continent, and even quicker blasts could bring down the likes of the Thing or Iron Man in a single blow. Felling the Hulk or Thor with a single attack would be feasible, though far from assured, and you could cause Galactus to feel pain and if he ignored you long enough might be a threat to him - but you would not match Thor's Godblast which caused him to claim a second such blow would kill him. You could be compared to a living volcanic eruption. Due to the increased power of your blasts it is harder to constrain them through restraints, but it is still possible to do so with things significantly beneath the power of the full blast, though finding something that can is a challenge even in this world maybe vibranium, uru, or adamantium. Alternatively you may choose a disintegration beam. While this still won't completely destroy Thor or adamantium, it will be able to slice through Mjolnir, Captain America's shield, adamantium, or even Thor and the Hulk and could prove instantly lethal in the right spot, and few things magic or otherwise will be able to withstand this blast, and entire vehicles can be disintegrated with relative ease.

Super Senses (150 CP): At the Amazing level you will find that your senses are increased to above human level across the board. You're still a far cry from Daredevil, but likethe Black Panther your senses compare well to a jungle predator's; you don't possess bat-like hearing, or quite dog-like olfaction, but between your senses of hearing

and scent you could track an invisible opponent with relative ease, and your night vision is enough to match any jungle cat's.

At the Fantastic level your senses have improved significantly. Your sense of touch is sufficient to feel the indentation and texture difference between inked and non-inked portions of paper - at least with 6s printing technology - your sense of hearing is enough to hear an individual's heartbeat in a room and potentially even follow someone by it though a large enough crowd will conceal this, pick up whispers across a crowded street, and identify someone's build by their voice. You also must make a decision at this level. You may choose to either possess further augmented base senses, or additional senses unlike those of an ordinary human. Whichever you choose you will have night vision and olfaction as in the Amazing level. If you choose enhanced senses, however, your hearing will be able to function at approximately two or three times the range it would be able to otherwise, your sense of smell will surpass a blood hound's, and you will possess vision which allows you to follow movement several times faster than an ordinary eye, focus to have your eyes act like a microscope or telescope, and your night vision improves to be more colorful and closer to vision in full daylight. If you choose additional senses you will be able to feel magnetic fields well enough to know which way is north, feel radiation with a sensitivity to play at being a living geiger counter, feel colors by touch, and possess radar sense like that of Daredevil's able to detect the presence of objects within a range long enough to reach to rooftops across a street, though capable of being somewhat obscured by objects such as rustling capes.

At the Mighty Tier your senses have advanced yet further. You must again make the choice between enhanced senses and additional senses. If you select enhanced senses you possess those on a level similar to those of Heimdall himself. Able to see distant planets or dimensions in real time by focusing your vision, to see individual molecules, or by planting your ear to the ground hear plants grow in distant deserts. Your senses are not perfect - Loki has snuck past him before though usually by changing into an animal which was allowed to pass and always from behind and not from outside where his focus as watchmen is - but they are on a level where you could find a specific voice from across a planet, or spy on individuals on distant planets. If you select additional senses your mundane senses will match those of enhanced senses at the Fantastic tier, but you will also possess the ability to feel various esoteric energies including temporal or spatial anomalies as well as telepathic signals or magic on a planetary scale, to see the entire electromagnetic spectrum from the longest to the shortest wavelengths, and a radar sense that could cover multiple city blocks.

If purchased at the Mighty tier an additional 150 CP may be paid to have both additional and enhanced senses, in which case your additional senses will likewise be improved - city wide radar sense, ability to feel esoteric energies from galaxies away, etc.

If you purchased additional senses at the Fantastic and Product of the Silver Age, many of the additional senses at the Mighty tier are examples of what you might occasionally show, though the range is higher on the Mighty tier (and it's more reliable).

Super Speed (150 CP): At the Amazing level you are approximately as fast as the Human Top in his first appearances; fast enough to outrace cars in the city, and to run circles around ordinary cops, though a highly athletic individual with extra long limbs - like Giant Man - could catch you fairly easily. Given time to actually accelerate in a straight line you could likely go above highway speeds, and even reach into the low hundreds of miles per hour, though this would be the equivalent of running at a dead sprint and would be difficult to maintain, or stop, and you'd not be turning effectively at this speed.

At the Fantastic level you are approximately as fast as Quicksilver in his early time as an Avenger. From standing he could outrun Hawkeye's arrows even over short distances, meaning that going from 0 to 100 (or more) miles per hour is a simple task for you, and in a straight line you can keep up with jets or Iron Man, reaching approximately mach 1 though again stopping and turning at this speed is going to be difficult. While this speed is mainly running and movement speed, even things like punching you can do several times faster than an ordinary human, and even a not particularly skilled fighter could through blows faster than Captain America and one who was equally skilled might throw a dozen for his every blow.

At the Mighty level your speed does not increase too much. While you can go faster, possibly reaching mach 2 even, it is the other things that you can do with your speed which has improved significantly. When you run, even well below your maximum speed you can cross over water, run straight up or down walls, create a shield of air pressure which can reflect Captain America's shield at dangerous speeds, or even by rapidly vibrating parts of your body fly. This air pressure or flight is relatively demanding on you and you won't be keeping them up for more than a few minutes at most at a time, but running, even at top speed, is no more tiring for you than a jog. This flight is more maneuverable, and capable of reaching higher speeds than even you can run, though as noted previously it is much more tiring, more akin to a dead sprint. Not all your benefits require you to be traveling at full speed, though; when running at a more combat speed, you will find your control and maneuverability enhanced, things like running literal

circles around Captain America, Goliath, and Black Panther at the same time is possible for you at least for a time; maybe try to avoid doing that in cluttered rooms.

Super Strength (150 CP): At the Amazing level you possess strength similar to that of Spider-Man. Lifting a car, or even a pickup truck, over your head is possible, and if you struck an ordinary human at full strength you could demolish them. Dealing damage to structures with your punches is definitely a possibility. This comes with a similar increase in your ability to take damage. While you aren't bulletproof, you can be blasted through walls and stand up again, or take punches from someone as strong as you with a fair bit more ease than an ordinary man would take a punch from an ordinary individual. For things like lifting 30 tons of rubble that are pinning you flat you'll want Great Responsibility.

At the Fantastic level you possess strength similar to that of the Thing. Able to lift up to 10 tons, as Reed Richards says, and by that we mean lift a 10 ton barbell in one hand and throw it like a javelin. Knocking down walls with a single punch is easy for you, even reinforced ones, pulling out support columns of secret lairs is easy, punching holes in battleships beneath you, though you won't be creating major changes to the local geography. Far beyond merely bullet proof, even direct hits from artillery only knock you down, and you could fight an equal for quite a long time before either of you fell, and even take blows from the Hulk.

At the Mighty level your strength rivals that of the Hulk and Thor, at least on Earth. The limits of your strength are unclear. You can throw apartment complexes, lift solid rocks the size of buildings, and while you won't be just bench pressing a mountain, if one was blown up and you were buried beneath it you could push yourself up out of it, though it might take you a little while. When you claim to be strong enough to shatter small mountains with your punches people might believe you, at the very least you can shatter mountain peaks, caves, canyons, and rocks the size of buildings; enough to definitely change the shape of mountain peaks with your fists, or create shallow fissures in the ground through the force of blows, or jump through dozens of feet of stone. Your durability is similarly immense, enough to survive fleeting contact with antimatter disintegration beams - though pushing through them would destroy you - or to survive explosions that destroy mountains and bury you under them. Without Mighty **Fitness** to match you will actually be just shy of them in strength, but the difference will be miniscule.

If you purchased both this power and **Fitness** at the Mighty level you may pay an additional 450 CP to gain the **Strength of a Billion Billion Beings**. This will increase

your strength to the level of Mangog. Strong enough to be seen as a threat to Odin himself, though Mangog was in this era simply an enchantment of Odin himself. Blasts that destroy mountains do you no harm, and would be of more use to make you lose your footing by aiming at the ground beneath you than to harm you, and being buried beneath them only slows you for a few instants. You could be struck with energy so great that the electricity passing through your body into the ground triggers an explosive volcanic-like eruption and be merely slowed by sinking into the sea of lava created. Your strength is such that even pushed to his absolute limits Thor would be hard pressed to slow you, and you could beat the son of Odin into a battered heap with neither skill nor difficulty, even punching hard enough to not merely stop the throw of Mjolnir, but to send it flying back at least as hard. You could burrow your way through stone almost as quickly as you could walk, as even the most solid stone holds no more meaningful resistance to you than the air. Your resilience and durability are such that the only weapon in Asgard's armory which threatens you is the Odinsword itself which if drawn means the end of the universe. They might be able to defeat you with magic, but even those whose battles can create stars with the intensity of their fury would be unable to stop you through sheer energy projection and force.

Atlantean (200 CP): Whether an atlantean, lemurian, or something else you are at home in the water.

At the Amazing level you gain **Fitness** as Amazing Fitness, along with the ability to freely breathe in the water as easily as the air, and to swim more like a fish than a human, moving through the water with ease. Your senses are also attuned to the water allowing you to see and hear underwater without difficulty, and even being able to see normally in the normally lightless depths of the sea. Similarly you seem to be unaffected by the pressure of the ocean, moving in the depths of the sea as easy as near its surface, and not suffering any sort of bends or issues when shifting from one to the other. Finally, you find that water revitalizes you, increasing your stamina when you are in it, or recharging it somewhat when exposed to it.

At the Fantastic level you gain the ability to fly, although the speed is not quite up to the Amazing level of **Flight**. Your **Fitness** has increased to the Fantastic level, though it will reduce to the Amazing level if you are removed from water too long; your ability to swim is further improved granting you speeds faster than the fastest boats or torpedoes. You also possess **Super Strength** which equal the Fantastic level as long as you remain in contact with water, though outside of it you will be noticeably below the Fantastic level to the point that a single shot from artillery could threaten you, although closer to it than the Amazing level; prolonged removal from water will reduce this further to potentially

below the Amazing level. In all cases heat can be used to dry you out substantially more quickly.

At the Mighty level your flight is improved to fully equal the Amazing level of **Flight**, though with your **Fitness** you will be noticeably more maneuverable than those without a maneuverability upgrade. Your **Fitness** increases to match the Mighty level as long as you remain in contact with water, though will quickly drop to Fantastic outside of it, though in and out of it you possess agility on par with the agility upgrade at the Fantastic tier though lack the special wall crawling capabilities, and when swimming at full speed you seem to be able to affect the current creating whirlpools powerful enough to keep the Hulk unsteady, or devastating tidal waves. Your **Super Strength** has improved, approximating the Mighty level, though as before this power will be noticeably below Mighty level when out of the water, though your sheer strength will still be above Fantastic level but being fired upon by heavy guns from multiple military ships could still bring you down in short order; as before prolonged removal from water will reduce this further though it will not dip below the Amazing level. While you may not be stronger than the Hulk when underwater, you could swim circles around him, match him blow for blow, and due to the revitalizing effect water has on you more easily recuperate from his blows than he could from yours and continue to fight longer even as you swim circles around him. Finally you possess the ability to command natural, non-sapient sea life as if through (mighty) **Animal Command**, though the range and number you can command at once is only at the level of Fantastic **Animal Command**.

If taken at the Mighty level with **Product of the Silver Age** you will be able to drain the vitality from undersea animals under your command to restore your own - killing them in the process- and possess the ability to call upon the senses and powers of any real world, natural, undersea animal such as the electrical current of the electric eel, and even in ways that don't quite make sense such as using underwater echolocation on land. If taken at the Fantastic level with **Product of the Silver Age** you might show these underwater animal abilities on occasion as described under its normal effects.

Density Control (200 CP): At the Amazing level you can become heavier - and stronger but slower - increasing your power (and durability) to match that of Fantastic **Fitness** while still moving mostly normally, or somewhat above Amazing **Superstrength** if you are willing to become quite slow and ponderous, or you may become lighter while retaining your strength. Once you change your density it takes a few seconds before you can do so again.

At the Fantastic level you can become capable of passing through materials, though energized materials can stop you, and energy will still hurt you even in this form, or dense enough to have super strength, equivalent to Amazing **Super Strength** while still moving mostly normally or increasing it to levels roughly halfway between Amazing and Fantastic by becoming ponderous and slow. At a phasing level of non-density you are able to float and glide. By increasing your density while phasing through a living creature you will force you both apart, and cause a great deal of pain and an odd feeling of coldness. This won't kill anyone, but it can cause them to black out, though it will backfire against things more durable than yourself.

At the Mighty level your resistance to energy is increased, allowing you to resist electricity and most mundane energy attacks while phasing, though ionic energy, magic, and other more exotic energy can still potentially affect you while you are phasing. You are also able to reach Fantastic level **Super Strength** while retaining full mobility, and even go beyond in durability, becoming 'diamond hard', which while not strong enough to take a full blow from Thor or the Hulk will see you faring a good deal better than even the Thing from such a blow. You are now able to reduce density of most of your body while maintaining normal density of other parts, allowing you to punch someone - without super strength - while most of your body is phased, or carry someone while floating/flying.

If you'd prefer to only possess the ability to reduce your density it will cost you 50 CP less for the Amazing tier (higher tiers possess their normal cost), or if you'd prefer to only be able to increase your density it will cost you 100 CP less for the Amazing tier (higher tiers possess their normal cost).

Elemental Mastery (200 CP): You possess the ability to project and potentially manipulate an element of your choosing such as fire, ice, magnetism, weather, or radiation. The more versatile your element the lower power you will possess, and vice versa. Whatever element you choose it will passively protect you from harm from it up to the level you are able to project and manipulate. Additional elements cost 100 CP each, and if bought with Elemental Form the cost of this power is reduced by 50 CP. These additional prices only apply to the Amazing Tier's price, and not the Fantastic or Mighty (and as such will not be included in calculating if Fantastic/Mighty are free or make other powers free).

At the Amazing level your power is similar to Iceman's able to project ranged attacks though not of particular power, create short lived constructs of your element, and armor himself with ice capable of standing up to blows less than Amazing Super Strength

though when it is shattered he's temporarily unable to use this power. With an element such as fire you could project blasts somewhat weaker than power blasts, and perhaps use your fire to enhance leaps (but not fly), or cover your body in flame to mildly reinforce your resistance to attacks. At this level you are unable to create lasting constructs or manipulate existing elements. If you purchased the armoring effect it will be strong enough to stop handgun bullets, though anti-tank weapons would be dangerous, and Amazing Super Strength would make quick work of it.

At the Fantastic level you possess at least a limited ability to manipulate existing examples of the element. Examples at this level would be the Human Torch, Radioactive Man, and the robotic duplicate of Magneto. With fire you could fly like Fantastic Flight, project fire blasts stronger than Amazing Power Blasts (his greatest showings, and the nova flames he never gets toused would be under Grimm Determination), extinguish a flaming room though flames to rival your blasts would be outside of your power, and armor yourself with your flames to withstand blows that could kill a normal man - though strength like the Thing's can shatter these flames and render you temporarily unable to use this power. The Radioactive Man was able to project a field of radiation which caused radiation poisoning and was intense enough to melt metal before it could contact him, and could even stop thrown Mjolnir (but not swung Mjolnir) with the sheer intensity of radiation projected, though lacked the ability to fly, and his projected powers were less destructive than Johnny Storm's flames unless he charged up for a dangerously uncontrolled, nuclear bomb like explosion which threatened his own life. The robotic duplicate of Magneto could fly by magnetically controlling his own metal suit, but could not create a forcefield, and could only magnetically manipulate objects already highly magnetic such as iron but could manipulate a large number of magnetic objects though not with fine control, or fly ships with magnetism. Electro's electrical blasts, ability to travel through electrical wires, and to trigger machines through filling them with electrical energy would be another example of this tier. You may choose to forgo the power to create and project your element for significantly increased ability to manipulate existing elements. If you purchased the armoring effect it will be capable of allowing you to survive - and remain conscious - from an Amazing Power Blast or heavy military artillery, or take multiple blows from Fantastic Super Strength.

At the Mighty level creating permanent constructs becomes possible if you have an appropriate element, and your powers are generally increased. Like Surtr you might be Johnny Storm writ large, able to create enough flames to melt a polar ice cap in a matter of (tens of) minutes, claiming to be hot enough to burn a galaxy (he failed to finish melting the polar ice cap so this statement is suspect), and create blasts of fire which

could realistically threaten Thor or the Hulk. Or maybe you're like Ymir able to create icy cold which could freeze miles around as a passive effect of your fight, and theoretically capable of causing a snowball Earth if allowed to act long term. Mjolnir's control of the weather is another example of this level, though you will not match what is demonstrated when striking Ego with a superstorm (at least without Journey Into Mystery). And Magneto's stronger showings fall in here, able to lift even humans with magnetic fields, manipulate well known and observed metal objects from low Earth orbit, creating magnetic forcefields able to take multiple blows from Thor (though it's straining to maintain), control several objects in individual ways, and puppeteer multiple metal statues. If you purchased the armoring effect it will be able to allow you to survive - and remain conscious - from high explosives or Fantastic Power Blasts, or take multiple blows from Mighty Super Strength.

If bought at the Mighty level you may pay an additional 550 CP to upgrade this to **Mastery of Elemental Atoms**. This will massively increase your finesse and range that you can manipulate. This makes you equal to the likes of the Metal Master, who was able to sculpt and reshape metal to his every thought, able to mentally control individual atoms, or at the absolute limits of his power rebuild structures he had destroyed all over the Earth at once. This won't increase the sheer power of your elemental mastery; you'd not necessarily be able to affect more metal at once than the Mighty level without this, but with Mighty Fire Mastery you could burn the north pole from the comfort of the Himalayas without burning what was in between, or create a fire at a microscopic scale to precisely increase the heat of an object or point you observed, though as this doesn't improve your senses aiming it may be a bit difficult. This also doesn't seem to allow you to manipulate atoms which are part of a living thing. Do try not to get outsmarted by the Hulk, though.

Forcefield Projection (200 CP): At the Amazing level you are able to project a forcefield in an area around you which is strong enough to survive a blow from the Thing, though he'd break it down in a few blows, it could withstand blows from Spider-Man for quite some time if you continuously reinforced it, and it would depend upon your fitness and stamina whether you could hold off an Amazing **Power Blast**, though maintaining it is actively straining even without an active need to reinforce you and keeping it active for more than a few minutes will be extremely difficult. This

forcefield starts around you and extends outwards, maintaining an even shape and is limited to about the size of a small building.

At the Fantastic level your forcefield is now strong enough to withstand the Thing for as long as you can maintain it, and even receive multiple blows from the Hulk, or stop a single blow from Thor's hammer - though you'd need to reinforce it to the max reproject it entirely afterwards. It is also no longer limited to merely projecting out from you in a field and you can instead project it from your hands or forehead and shape it such as creating a wall, a dome over someone else, a ceiling, or a donut, though overly complex shapes will be beyond you. At its largest you could block a city destroying explosion across an entire city block, and you could likewise match it against Fantastic **Power Blast** with your personal stamina determining who would win.

At the Mighty level your forcefield can withstand repeated blows from Mjolnir, or repeated nuclear bombs. It would take something like Blackbolt's scream, or one of Thor's off-world storms to potentially shatter it and even then you could project it again several times, leaving it a test of stamina against a Mighty **Power Blast**. It also no longer needs to be extended from you, but can simply be generated in an area you can see out to approximately the horizon. You can maintain this field at a lower level for longer periods, though even then it will be like jogging.

Shapeshifter (200 CP): At the Amazing level this allows you to change your shape somewhat like the mutant known as Changeling. While you are unable to perform any large scale changes to your body, such as growing additional limbs, or large scale changes to your mass, you can change your appearance within the range of human norms if human, or in a similar range if something inhuman. You might even be able to take on certain near human traits outside of the normal human range such as blue skin, pointed ears, an extra finger, or even looking like a skrull.

At the Fantastic level you are more in line with the most common showings of skrull shapeshifting. While this won't let you replicate Mr. Fantastic's stretching as one did in their first appearance, you can assume the appearance of rocks, plants, animals, or even machines. You won't take on their properties - as a rock you'd not be hard as a rock, as a tree you'd not be photosynthetic - and you must remain something close to your ordinary mass; no more than around double or half your normal mass. Also due to your special nature, you will find you may more perfectly copy the structures of your other alt-forms, allowing you to mix and match aspects of your alt-forms as long as they are roughly the same size.

At the Mighty level you are approaching a true metamorph. Your mass is no longer nearly as strictly limited as it was before. You can now easily replicate the feats of Fantastic Stretching, modify your density to mimic Amazing Density Control, and range in size from the maximum of Mighty Gigantism to the minimum of Amazing Shrinking (roughly 25x down to about 1/120th). Doing multiple of these at once will strain you and you will not be able to change at the speed of Gigantism or even Amazing Shrinking, having somewhat more trouble deforming with attacks than Stretching would. Your strength will also not scale as favorably as with Gigantism or Stretching; while you can still reach approximately Fantastic Super Strength, you will be larger than what would be required of Gigantism, and it will be more straining to do so via stretching yourself. You will be able to more easily maintain gigantic sizes. This level of this ability also allows you to freely mix and match elements from various alt-forms.

If bought at the Mighty level, you may pay an additional 600 CP to become an **Impossible Shapeshifter**. This makes you an equal to a full-fledged Poppupian like the Impossible Man. You can change into virtually anything just by thinking of it. Turn into complex machinery including interstellar spaceships, living diamond, plastic bags filled with water, kaiju, an asbestos coated buzzsaw on wheels, become too heavy for the Thing to budge you an inch, high explosives (which can go off without you being harmed), and more. Becoming a living chemical reaction - such as fire - is probably easily within your abilities if you chose, though your form can come with weaknesses. Still you could easily be a threat to the entire Earth, and completely replicating Fantastic Shrinking, Mighty Gigantism, Fantastic Stretching, or at least the density increase of Density Shifting is casually within your grasp. The maximum limit of your size range will require quite a bit of testing.

Shrinking (200 CP): At the Amazing level you are able to shrink down to a scale such that a normal human would be about the same size as a large ant. Your strength will decrease in natural proportion to your size; proportionate to your weight you will be stronger than you normally would be, but only because the square-cube law is working in your favor.

At the Fantastic level you are able to shrink down somewhat smaller, small enough to ride on the back of an average ant like it was a horse. More importantly you will find that your abilities are improved in several ways. First you are able to shrink substantially more quickly, at such a speed you could shrink to dodge blows. Secondly while you are substantially weaker you are stronger than you should be given how much your size has reduced; if you shrank to your minimum size you might be three times stronger than would be expected.

At the Mighty level you are able to shrink down to a size that starting from a human size you'd be smaller than some individual cells, though on the larger side for a cell. Your strength is reduced less than it was at the Fantastic level; you will maintain your full normal sized strength down to about 1/30th scale, and only begin reducing from there though at a similar rate to at the Fantastic level then.

If purchased at the Fantastic level or above you may pay an additional 50 CP to gain **Flight** and **Power Blast** one tier lower but only usable when you have shrunken to under 1/12th scale. This power blast will be reduced in potency based on your scale leaving it typically more of a nonlethal but pain inducing option; though if purchased at Mighty it will reduce in scale slower up to 1/30th scale leaving it significantly stronger at the maximum size to use it.

If purchased at the Fantastic level or above you may pay an additional 300 CP to be able to shrink down to subatomic sizes and enter the Microverse. You won't be able to shrink down to sizes in between Microverse and your normal minimum, but this will ensure that similar microscopic worlds exist in future jumps, and that you have an odd tendency to land on the surface of a planet when shrinking this way.

Spider-Powers (200 CP): At the Amazing level you gain the benefits of **Amazing Fitness** though your strength is equal to **Fantastic Fitness**. In addition to this general physique you possess the ability to walk and crawl on walls, not merely being able to climb them, but to actively walk on ceilings and cling to objects with the soles of your feet and palms of your hand. Finally you possess an extremely minor danger sense. It won't warn you as to the direction, or even intensity of danger, but you will get a tingling in your neck in response to being targeted by an attack. Unfortunately this tingling comes after the attack is initiated.

At the Fantastic level you gain the benefits of **Fantastic Fitness** with the Agility upgrade, and strength of **Amazing Super Strength** and your danger sense has improved to **Amazing Danger Sense**.

At the Mighty level you now possess the benefits of **Mighty Fitness** with the Agility upgrade. Your danger sense has improved to the level of **Fantastic Danger Sense**. You also gain a organic web-shooters and the ability to produce webbing from your body. This webbing would be quite as easily shaped as that of the **Web Shooters** item, but is as strong and can easily form strands to swing on, or blobs to catch enemies; just don't expect to be quickly forming a web hang-glider, parachute, or shields.

Telekinesis (200 CP): At the Amazing level you possess a weak telekinetic force roughly as strong as a human. This force is harder to control than your hand, lacking in fine control and can only focus it on a single object at once, but allowing you to extend your reach by a fair deal, or potentially deflect weapons that are coming towards you. Using this force requires a fair deal of concentration, and your range does remain limited, though can easily cover a large room.

At the Fantastic level your telekinesis is similar in power to Jean Grey's, capable of lifting small crowds, vehicles, or 10' tall robots. It will lack the raw impact force of **Super Strength** but could lift similar objects to Amazing **Super Strength**, though it would be moving them slower. It is also now able to manipulate multiple objects at once, though will still not match normal hand-eye coordination (though with **Uncanny Precision** you could pass objects through a maze at speed, thread a needle in a single try, even sew multiple outfits at once, matching or surpassing Jean's feats of finesse), and if you want to manipulate multiple objects in separate ways - as opposed to gathering them together and moving them at the same force - you will find that each object noticeably reduces the amount of force you can apply. Your range has also increased to perhaps a city block.

At the Mighty level your power has extended substantially. Your range is enough that you could lift an object and guide it into a landing on the moon or vice versa, though this wouldn't be quick and you would likely want to let gravity take over for a while. Your power is increased to the point that you could launch the Washington Monument as a high speed javelin, or lift the Pentagon and push it down, rivaling perhaps even surpassing Fantastic **Super Strength**.

Telepathy (200 CP): At the Amazing level you are only barely able to count as a telepath, being close to the telepathic powers shown by Magneto. You are able to feel other nearby telepaths with your telepathic power, send out mental messages to those who are already mentally receptive, pick up on particularly strong feelings of those nearby or get a vague idea of their surface thoughts, or even with outside assistance you could potentially astrally project. Even at this level your telepathic talents will help you to shield your mind against other telepaths, and resist mental control.

At the Fantastic level you are closer to Jean Gray when she was lent telepathic power by Professor Xavier. You are able to actively read the minds of those around you, send telepathic messages to others, and even form mental networks for easier telepathic communication within a group. You are also able to track mental impulses either following a specific mind or feeling the activities of telepathic and psychic forces nearby.

Finally you are able to influence minds. While this doesn't reach the level of complete mind control you may make little nudges here and there not reaching the point of fully formed thoughts. The range of your powers vary somewhat, proximity makes them easier to use in general, you might be able to read minds in a room, or a street, but if you have strongly identified a mind it might work across a city, and a network might work across a state.

At the Mighty level your powers have expanded quite a bit. No longer is reading minds something that requires most of your focus and attention, but you could in a fight use it to know where an enemy will strike before they do. You can block out people's memories, ranging from only certain ones to all of them (the latter is quicker and easier, but both take time and memories can be returned by being strongly reminded or head trauma), telepathically knock someone out (this is even more difficult and risks killing them if you mess up), or you could insert thoughts into the minds of others - though this runs the risk of them noticing that the thought is wrong - or with great difficulty modify how they think in general (though like memory suppression this can be undone even by accident). You are capable of astrally projecting yourself without outside help, though be careful astral projection is made of electromagnetic energy and the astral form can be disrupted by electrical attacks and potentially by electronic warfare or defenses against it. Finally you may use your sheer mental energy as a form of extra-sensory perception to draw information on the inner workings of machines, em spectrum, and exotic energies, though this is an active sense requiring your focus and effort to use. The ranges of your power still function much like the Fantastic though it is easier to do some things from afar. The new powers granted here - with the exception of astrally projecting - generally are harder to use and as such require you to be closer to reliably perform. Astrally projecting seems to have at least a planetary range.

For an additional **200 CP** if you bought the Fantastic or Mighty level, your powers can now function at much greater range crossing dimensional barriers or projecting across intergalactic distances. This will be more strained than if you were in the same room, and you need a way to focus on your target. You are unlikely to manage to influence minds from such distances at Fantastic, and even at Mighty you'd be limited to influences such as Fantastic could normally perform as opposed to shutting them off or more precise thought manipulation, though you could still easily read and communicate with minds from such distances.

Teleportation (200 CP): At the Amazing level you are able to teleport yourself, and non-living carried objects to a location you can clearly see with a limit of a few miles at maximum. This teleportation requires a few moments of concentration to use. You are

unable to teleport only part of an object, or to intentionally teleport something into a solid object.

At the Fantastic level you are able to carry other living creatures with you - though you must carry them - and you no longer need to be able to clearly see the target, merely have an exceedingly clear mental picture of the location such as by looking at a (recent/accurate) picture, or it being a location you know well. Finally the range has increased to planetary, allowing you to teleport anywhere on the Earth with a few moments of concentration.

At the Mighty level you are able to use this power to travel between dimensions or galaxies, though to do so will increase the time you need to focus from seconds to nearly a minute. You are also able to create freestanding portals that allow others to travel and to hold them open for several minutes at a time in effect connecting the two locations, and allowing objects or creatures you cannot carry to travel through; these portals do have a limit in size, but they can easily be twice as tall as a person and just as wide. Finally the clearness of the mental picture of your target needed is much less; a description could work, or merely a clear idea (such as the 3rd planet around the star Sol).

Elemental Form (250 CP): At the Amazing level your body is made of a common material which is naturally occurring on Earth in non-trace amounts and is no ‘stronger’ than steel. This material must be solid or semi-solid (mud is fine, water or a gas is not). While you still need to breathe and eat to maintain energy, as a living mass of non-biological materials you lack distinct organs, or most weak points. If a piece is removed from you, you may reattach it with minimal difficulty. Even if you can be harmed by attacks - and this level is far below preventing it - you are difficult to truly put down as you lack most biological weak points, and would require something that largely destroys or scatters your body. Depending upon how solid your form is you will also be increasingly malleable in your shape, and physically strong. At the extreme of metal, stone, or another completely solid material you’d be equal to Amazing Super Strength and at least as durable, though potentially more so, but you would be unable to change your shape or form. At the other extreme of something particulate like sand or semi-liquid (and particulate) like mud you’d be able to reshape your limbs into weapons, and slide under doors, but your strength would only be a little above ‘peak human’. Regardless of the material chosen you may resume a flesh and blood form.

At the Fantastic level your options extend. You may choose a wholly fluid, or even gaseous, material, and could be made of naturally occurring non-trace Earth materials as strong as diamond. If you select such a material this works much as the Amazing level

above, but you will be stronger with a gaseous form being as strong as a semi-liquid one as well as being more malleable as you can simply allow most attacks to harmlessly pass through you instead of knocking out chunks of your material, and a solid material would put you equal to Fantastic Super Strength and at least - likely more - durable. If you choose something available at the Amazing level instead you will find that you are able to incorporate other forms of the material into your body either to replace what is lost, or to temporarily increase your mass. Changing your shape will also become easier. For fully solid materials this means allowing mass to slowly bleed from one region to another, while for something like mud or sand you could create more complicated shapes, maintain non-human shapes more easily, solidify portions of yourself to hit enemies, or even possibly maintain your body in a semi-cohesive form while being carried out to sea. Your strength will likewise be improved with a solid form being at the Fantastic Super Strength level, while a semi-solid one being approximately halfway between Amazing and Fantastic when you solidify. Finally you will be able to slowly pull yourself together if broken apart; it may take a long time if carried away far enough, and being broken apart for more than a year will count as death, but even ‘unconscious’ from being scattered to a point you cannot maintain your consciousness your parts will move slowly back together.

At the Mighty level your options again extend. You may choose to be a form of ‘energy’ - such as light, electricity, or ‘antimatter’ - or a chemical reaction like living fire. If you select such a material this works much as the Amazing level above, though your form may give you some rather unique means of attack, survival, or movement - such as traveling as a beam of light. Alternatively you could select a fictional material which shows up during this period of comics such as uru metal, vibranium, plunderstone, or adamantium. Again this works as if at the Amazing level, though for materials stronger than those available to it your strength and durability will increase, with those stronger than diamond seeing a further increase, potentially nearing that of Mighty Strength with far greater durability. If you choose to be a form that you could have selected at Fantastic you will gain the same abilities that would have been granted to an Amazing form selected at Fantastic, though if you selected a solid form your strength will be near to that of Mighty Strength though still will lose out slightly. If you choose to be a form that could have been selected at Amazing you will gain additional control over your form, and ability to maintain that control despite changes. You will no longer need to fear being boiled, burned, or melted, as you will be able to maintain your form as different phases of matter - such as water, ice, or steam or remaining animate and mobile as glass even if normally you were sand - though you will not be able to wilfully change phases except (slowly) back to your original state. You will be able to absorb other examples of a

material into yourself to use for later, compacting down your size, and then growing to a larger size later on. And the specificity of your material is loosened, instead of being steel, you might simply be able to incorporate any form of metal into your being. Your control of shape is also significantly improved. Even as a solid you would be able to reshape portions of your body - at combat speeds - into various objects, or as something more malleable such as mud or sand you could easily transform into a whirling sandstorm, or nearly any shape. Your strength has increased further, as a solid you are near to that of Mighty Strength losing out only slightly, while as a semi-solid you would be closer to halfway between Fantastic and Mighty Strength - enough to go a few rounds with the Hulk, but don't turn into a sandstorm when he's clapping. Finally your ability to pull yourself together has become significantly quicker and easier, as has the ability to regain consciousness before being (nearly) complete.

If bought at the Mighty level with a material for your form that would normally require the Fantastic level you may pay 100 CP to upgrade the benefits to those of an Amazing level material. If bought at the Mighty level with a material for your form that would normally require the Mighty level you may pay 100 CP to upgrade the benefits to those of a Fantastic level material or 200 CP to upgrade to those of an Amazing level material.

Mind Control (250 CP): At the Amazing level you are able to hypnotize your targets through eye contact. You may only maintain control of one individual at a time, though you may implant suggestions into the particularly weak willed that they will follow on later occasions, and you must maintain concentration and focus to control a target, even then you must remain relatively close. A stronger will is capable of resisting this power, and things that go greatly against their nature or character will break it, as will pain even something like a slap, sufficient shock or surprise, or your own distraction. You can also only maintain control for so long, a few hours at most even for weak willed individuals, and it is strenuous to maintain.

At the Fantastic level you must make a choice. You may either possess the ability to hypnotize targets with eye contact as above, but you no longer must concentrate on your target and can take control of multiple individuals - albeit you can only bring them under one at a time - and no longer need to remain close to maintain control, though they will only obey your specific commands and you possess no telepathic control of their actions. This control is no longer strenuous for you to maintain only to apply, though it will fade after a time (dependent upon the target's willpower from minutes to hours). Alternatively you may still be limited to controlling one individual at a time, but do not need eye contact to initiate it, and may telepathically control and command them from afar. If you take this option you still must maintain focus to control your target, but pain and shock

will be less able to break it; a hard fought battle might shatter it still, but a slap won't and that's only a might. This control is still strenuous to maintain.

At the Mighty level the choice has changed somewhat. If you selected the hypnotic command you no longer need to necessarily use your eyes. Instead some part of you is a sensory hazard. Maybe it's looking at you, hearing your voice, or your scent, but whichever it is merely observing you through the affected sense is potentially enough for an individual to be affected - reproductions of you such as photos or video or a telephone will not produce this effect. Either way you are able to casually affect entire crowds. Powerful wills, such as Daredevil, Doctor Doom, Namor, or Thor, will be able to resist this control completely still, but it will be harder to break once it is applied, a hard fought battle will only possibly break it, and you may be able to force individuals to perform acts they'd normally find reprehensible or of outright self-destruction and suicide. This control will still fade when they are removed from your vicinity. If you selected the telepathic control you are now able to apply your control from much further away, no longer needing proximity, but like the Puppet Master's radioactive clay merely needing a good idea of who your target is and roughly possessing a planetary range, though this will be much slower to apply. This control is again harder to break or resist, able to hold up through hard fights though they will weaken it, or force people to fight those they care deeply about.

If bought at the Fantastic or Mighty level you may pay an additional 150 CP to have both choices.

Untouchable (250 CP): At the Amazing level you are continuously surrounded by a protective forcefield. While Spider-Man or artillery could eventually power through it, anyone weaker than Spider-Man, or most man portable firearms could be used against you continuously to no effect. Even beings as powerful as the Thing will require multiple blows to overpower it. If the forcefield is overpowered it will reactivate after several minutes. You are able to consciously choose to allow certain things through the field, and it is gas permeable.

At the Fantastic level the forcefield has become significantly stronger, able to stand up to blows from the Hulk, though he or Thor could eventually batter it down, and I'd suggest avoiding explosions which can demolish city blocks or alter the landscape.

At the Mighty level the forcefield has become too powerful for Thor to overpower even with blows from Mjolnir, and can even be used to prevent magic from passing through the field - though magic can still shut down or open the field. The force field is no longer

automatically permeable to the air but maintains you without oxygen or food; you could survive for a decade buried under a mountain, and eventually walk your way out. You can even project this forcefield a short ways away from you to knock loose objects - such as a chair, or a telepath in a wheelchair - flying away, and it can simulate lower levels of super strength potentially allowing you to walk through a building albeit slowly.

Absorbing (300 CP): You possess the ability to take on the properties of something by touching it.

At the Amazing level you may only mimic the properties of solid materials, and may not take on supernatural qualities or even the super science properties of materials such as vibranium, adamantium, or plunder stone. Nor can you copy the superpowers of others unless they are directly the result of the material their body is made up of; you could perhaps copy the qualities of Asgardian flesh by touching Thor but they would not grant you his strength which goes far beyond an Asgardian's. Still you could take on the properties of diamond by touching diamond - though this wouldn't give you the super strength granted by **Elemental Body** merely the hardness and resilience of diamond. You may only absorb one material at a time, and you may only maintain a power for a limited duration without contact with the proper material.

At the Fantastic level you are able to mimic gasses and liquids as well as solids. In addition you can copy superscience and magical materials, though you will only copy their physical properties and not copy enchantments on an object, energy, raw magic, or the like. The duration you may hold a material's abilities has increased, but is still not permanent.

At the Mighty level you are the equal of the Silver Age Absorbing Man. You can mimic multiple materials at once, causing yourself to grow in size and power, though this is hard to control, and can result in explosions. You can even mimic things that aren't really materials such as magical energy, or the powers of those you touch. By touching Thor or the Hulk you could absorb their powers (strangely if the Hulk transforms back into Banner your own strength would fade), could mimic the enchantments of Mjolnir by touching it though you'd lack the knowledge of how to use them from just this, or you could absorb the Odinforce if you were shot with it becoming raw magical power and able to theoretically absorb and mimic spells. The duration you may hold a "material"'s power is still limited; after absorbing the Odinforce and being launched into space the Absorbing Man still eventually reverted to normal though it may have been weeks later.

Black Magic (300 CP): This power may not be purchased for red items which lack self-awareness.

At the Amazing level you have a low level understanding of the workings of magic, making you something of a neophyte. At this level you will not be able to do much with your own magical power and spells, perhaps being able to work some minor magic through rituals such as sending messages to the minds of others, preparing potions and vapors which can control the weak willed, or an illusion to change the appearance of a location for a time. This magic is a far cry from fighting a superhero, or even reliably beating thugs or cops, and with just this you won't have any spells you can cast at a speed to make them relevant in combat. However there are paths to power even with this. A genius could incorporate this magic into super tech to loosen physics still further for it, as Doctor Doom shows, often with relatively low magical power required. In a darker path it is possible to make pacts with magical beings to channel some of their power. At this level you won't be able to maintain these pacts from previous jumps, but will be able to make pacts so that willing magical entities can channel a portion of their mystical power through you; though be careful not to channel too much. Magical power in this world is also relatively easily lent; with a large enough group of sorcerers you might be able to pool your power in one of your number for greater effect, though at this level you are likely better suited to aiding a more capable sorcerer.

At the Fantastic level your power, skill, and understanding of magic has increased a fair bit. While you're still no Doctor Strange, you could rival many of the mortal mages - other than Klaalu and Mordru - who oppose him. Magic like disguising yourself or a location comes to you easily enough, hypnotic spells are possible, limited flight, transmuting objects, and you have some magic which is functional at combat speeds, though your magic is better for non-combat purposes than direct combat utility, and remains most functional through long, dragged out rituals, or pre-prepared potions with limited shelf lives; you might be able to temporarily make a minion or three as strong as an individual like the Ox or Man Mountain Marco, but you won't be doin that in the middle of a fight. Your ability to make pacts with other entities has also improved, and you may maintain pacts with entities from previous jumps assuming you possess someway to continue to pay them and serve their interests from future jumps. You will also be able to teach others the mystic ways, even in future jumps. Those with the talent and spark will be very few and far between, and most will never be able to go beyond the Amazing level, and absolutely none you teach in future jumps will be able to surpass the Fantastic level, but forming a loyal coven to empower you may be possible.

At the Mighty level your power, skill, and understanding of magic rivals that of Mordru or Doctor Strange. While you won't be matching power blasts, or the strength of Namor, your magic can provide a vast array of combat powers and utility. It remains better for less directly destructive purposes such as editing out recent memories from crowds, teleporting yourself and others, and a vast array of other powers. Only **Cosmic Power** might surpass your magic in sheer versatility and utility. One notable power you have available to you that lesser mages do not is that of astral projection, allowing you to send your spirit out to travel the world on its own, existing in a ghost-like state, through which you are able to work magic. This astral form can even travel between dimensions, though on some more mystical realms it will be wholly tangible. Your ability to make pacts with other entities has also improved, allowing you to forcibly channel some of the magical power of beings; Doctor Strange invokes the power of Dormammu in spells, and has used his powers as a mystic to summon servants of Satannish to give him information. While this won't see you get nearly as much power as a willing pact, you will find that if you've had a pact with an entity in the past you will still be able to channel a small portion of their power in the future, helping you to do spells that work with their themes, and you may do similar with magical entities you have learned sufficiently about even if you have never had a pact with them. Though when they are actively and directly opposing you they may block this with an effort of will.

If you purchased this and have also purchased **Fitness** at the Mighty tier you may pay an additional 200 CP to upgrade this to **Asgardian Sorcery**. As an immortal yours is the power of the universe and it shows in your sorceries. This grants them a great deal of additional power without relying on pacts, and allows you to use magic much more casually and for much more brute force purposes. At the Amazing tier this would give you access to a few spells which you could easily cast but with a limit of purposes; such as Balder's spell to hide himself and other Asgardians from the eyes of mortals. These spells will be quite few, though the power you can channel from friendly higher beings is substantially increased, as is the power you may lend to other sorcerous beings who know better how to use it. At Fantastic you will be closer to the Enchantress in power. You will know many spells, including those to travel between dimensions, and magical force enough to threaten weaker teams of Avengers; in raw magical power you could match any mortal mage, and likely surpass them, though your mastery will not have the breadth of Doctor Strange. You're unlikely to create particularly powerful superhuman minions with just this magic, but coupling it to superscience you could perhaps replicate Wonderman and (the villainous) Powerman. At Mighty this would make you an equal to Karnilla the Norn Queen or Loki himself. Loki was able to transmute structures of entire towns and cities with single spells, and powerful enough that merely in a spirit form

which was substantially weakened he was able to overcome Doctor Strange's magic in Doctor Strange's own house even with his magic amulet, effortlessly force the Hulk back into Bruce Banner, and even fight the Silver Surfer - though the battle was still undecided when Loki decided that the Surfer was strong enough to be a useful weapon against Thor if magically empowered further. On that note magically empowering beings is not beyond you. Whether it's simply filling them with your power to enhance existing traits - making a psychic's powers substantially stronger - or permanently granting them new traits, though the later will take much more energy from you as well as time and resources; Karnilla empowered the Wrecker by mistake, and Loki created the Absorbing Man who remains one of Thor's greatest foes.

If purchased at the Mighty tier along with the Asgardian Sorcery upgrade above and the **Product of the Silver Age** perk, you may pay an additional 500 CP and take the Jumper Sleep drawback for 0 CP to gain the **Jumper Power**. This power will make you further transcend mortality, increasing your magical might to equal Odin's own. This is the power to make your will manifest through sheer magical might, power enough to fight battles across galaxies which spawn new stars (though that was two beings each with half of this power using it in a sheer tug of war), to fuse together billions of beings in a spell that forces them to rethink their worst traits while all their hatred and bigotry forms a monster, to seal away a monster with the strength of billions of beings formed from their hatred and bigotry, to teleport entire planetary populations into a timeless realm where they will be safe as you fight potential planet destroying monsters, to repair cities with a wave of the hand, or to empower a normal woman to power fitting a goddess with might enough to fight alongside Thor. These feats may be tiring, even exhausting to you, and this power is not without limits; even post jump over expenditure of it will force you into a restorative sleep to regain it - though you will not die without this sleep merely need it to recharge this phenomenal well of power. This does not give you Odin's full skill and experience with this, though your skill is still substantial from purchasing Black Magic at the Mighty tier. Even so your equals in this world are few and far between. Hela, at this point the personification of death itself and without whom no one can die, is considered Odin's equal in her realm. Zeus is considered to be on the same level as Odin, but confesses lesser skill and wisdom, making him actually closer to you than Odin is. Mephisto comes close in feats - empowering beings to godlike powers, and freezing time across the entire Earth - though even he does not match them, and soon past the cut-off date would claim that with the boost to his power gained from acting in Hell he is Odin's equal, implying he is beneath it without that boost. Dormammu might be a peer; though his showings in this era are beneath those of Odin, closer to individuals using one half of

Odin's power he would soon after this period be stated to be considered a peer in power by Odin. Galactus is also considered a potential peer and threat to Odin himself.

Gargoyle's Touch (300 CP): At the Amazing level you possess the ability to turn things, including energy beams and rays, into a specific material by touching them with a specific palm. You may only select a solid, non-particulate common, real world, material; you may not select particularly rare or energetic materials. Object you transform will revert to normal after 1 hour. You may only transform objects a little larger than a human with a single touch, though you may transform contiguous objects such as touching a gun to petrify the wielder and their clothes as well, though this only extends so far; petrifying a car or a bike would not petrify its rider and an energy beam will not petrify the attacker. Finally by touching yourself you may transform yourself into a living example of the material much like with the (Amazing) **Elemental Form**.

At the Fantastic level you may now select liquid or particulate materials, or rarer real world materials such as weapons grade fissile materials. As long as they remain mostly contiguous they will not be harmed when they return to their original form assuming there is space - water can fit into containers an equal volume of human cannot. Transforming yourself into a material will see you possess abilities similar to (Fantastic) **Elemental Form**, though your ability to reshape your form will be more limited - merely that of (Amazing) **Elemental Form**, and you cannot reshape the hand that possesses the palm which's touch transforms things; as you can only maintain this form for 1 hour at a time not being whole at the end of that time would get quite messy.

At the Mighty level you can now select a fantastic material from the Marvel universe from before 1972 such as Uru, Vibranium, Plunder Stone, Adamantium, or whatever Cobalt in the marvel universe is. Touching yourself will likewise transform you into an example of the material, as if with (Mighty) **Elemental Form** but as before your ability to reshape your form will be limited to that of the (Amazing) level, and should try to be whole when you reform.

Super Science (300 CP): This power may not be purchased for red items which lack self-awareness.

At the Amazing level you possess a good, fundamental understanding of SUPER SCIENCE, though mostly lower end. You are unlikely to invent much yourself, but you can quickly come to terms with super technology, and are skilled at interfering with its functions. You can generally figure out how to operate human technology, even that created by the likes of Reed Richards within moments, and can come to a basic

understanding of most alien technology such as that of the Kree or Skrulls in this world; though the likes of Uatu the Watcher's technology or Galactus's will be beyond you with just this. While you are unlikely to create many examples of super technology yourself, you might manage to create gadgets which interfere with its function - a device that disrupts an anti-gravity machine, or blocks an esoteric energy. You'll need to encounter this tech prior, and it will only work against the specific tech in question. This also comes with knowledge to repair any technological items bought in this jump, or even make replacements if one was lost or destroyed, and make inferior copies.

At the Fantastic level you could be counted among super scientists, though you're more at the level of the likes of the Black Panther, or Trapster than at the level of Reed Richards, Doctor Doom, or Tony Stark. You may choose whether to be a generalist with wide ranging scientific skill, like the Black Panther, or to possess a specialty such as adhesives (like the Trapster) size-changing, or something else. Regardless of the choice you will be a skilled engineer and chemist in any field you care to mention, but a specialist will be worse, and generally not inventing super tech, outside of their field, while being able to more easily create more significant designs inside of their field. This will ensure you are able to create similar technological devices that defy the laws of physics in future jumps, though just like most comic book inventions they will be hard to replicate, much less mass produced. It will also be easier for you to produce inferior replicas of any technological items purchased in this jump, as well as similar devices; this will not be to the level of being a specialist in their design, but purchasing Powered Armor would make it easier for you to design inferior powered armor for you allies, or America's Shield would help you create shields made of super alloys. For an additional 100 CP you may purchase an additional specialty, or a specialty if you're a generalist, and another specialty per each additional 100 CP; earlier appearances of the Wizard might be an example of someone at this level as a generalist with a specialty in Anti-Gravity, and T'Challa may be a generalist who also has a specialty in mass production.

At the Mighty level you are impressing alien civilizations with your scientific creations, and could give the likes of Doctor Doom, Reed Richards, or Tony Stark a run for their money, though with just this you won't equal any of them (though maybe an equal of the Mandarin, though he may have a specialty in Teleportation devices); Doctor Doom mixes his with (Amazing) **Black Magic** to more easily create esoteric effects and simply an insane amount of resources, Reed Richards has **Big Brain** for a general boost, and Tony Stark has bought at least 1 additional specialty in addition to being a generalist. As with Fantastic you may choose to be a generalist (like Doom, Richards, or Stark) or to have a specialty - perhaps size changing to match Henry Pym, genetic manipulation like the

High Evolutionary, or mass production to more easily create replicable designs like Tony Stark's designs for SHIELD and prisons (though Tony likely has a specialty in Weapon Design as well). As with Fantastic you may pay an additional 100 CP each for additional specialties (including a 1st specialty if you were a generalist). A specialist at this tier will be able to match a Fantastic tier generalist even outside of their specialty given the same amount of time and resources put into a single invention, though a generalist will be somewhat behind a Fantastic tier specialist in their specialty given the same amount of time and resources put into a single invention; the **Big Brain** perk would generally speaking bridge this gap.

If purchased at the Fantastic or higher level and you also possess the **Product of the Silver Age** perk, you will find that you are occasionally able to produce non-replicable robots which are substantially more powerful than most tech you can invent, though prone to bugs.

Cosmic Power (450, requires Product of the Silver Age): This power may not be purchased for red items which lack self-awareness.

At the Amazing level you possess control of particles similar to that possessed by Blackbolt. This won't give you his ability to fly (for that buy **Flight**) or his mighty scream (for that buy mighty **Power Blast**), but you can harness ambient particles for power allowing you to temporarily increase your strength to near but noticeably falling short of the Thing's, focus it all into a single master blow which is strong enough to fell the Thing, create energy blasts strong enough to surpass an Amazing **Power Blast** if you put all your power into a single blast though generally speaking you will not be able to match such a power in endurance or output over the course of a fight, create weak force fields, and manipulate matter performing feats like parting seas, freezing paths through them, or limited transmutation of matter. You won't be creating any exotic materials this way, or affecting ones like vibranium or uru, and you'll be changing molecular bonds not atomic ones. The more fine-tuned your attempt to manipulate the more draining it would be; parting a sea or freezing a path across one might drain you, but so too might creating some simple toys from ambient elements by combining nearby molecules. Once drained you will have to wait some time before your powers return to you.

At the Fantastic level your power is closer to that of Ronan's Universal Weapon. No longer do you have to use your power to temporarily increase your strength to be near that of the Thing's, duplicating Amazing **Power Blasts** would be casual for your power, as would creating forcefields powerful enough that the Thing could not batter his way through them in a timely manner. You are also able to create energy such as gravitational

energy strong enough to force even the likes of the Thing to crawl upon the ground, or to materialize matter such as the Fantastic Four's costumes of unstable molecules. You can't directly alter living matter in this way, though it can be used to heal lesser injuries, and the qualities of the likes of vibranium, adamantium, and uru continue to be beyond you, as well as self-perpetuating effects. As before it is possible to drain these powers, but you could operate at the levels discussed above for some time before doing so, and your max output has increased far less than your supply of power.

At Mighty you're comparable to the Silver Surfer. Your strength is somewhat shy of the Thing's (or the Fantastic level of Super Strength), though you are more resistant to heat and cold, and may use your power to increase this further until you are able to physically dominate the Thing or take blows from the Hulk though they do still seem to hurt you. You no longer need to eat or drink, able to absorb ambient cosmic energies to maintain yourself at this level, and no longer need to breathe. You are also able to wield your cosmic power for a vast variety of effects. This can simulate most other powers available here at at least the Fantastic level - though it cannot replicate Black Magic or Super Science - and allows for the materialization of objects, including objects which can channel this energy in predetermined ways, rearranging matter, sometimes healing the badly wounded, and potentially other powers. This power does have limits on how much you can output at once so if you attempt to replicate too many powers simultaneously you will eventually run into difficulties, and it has difficulties affecting ghosts or mystical powers on a similar or greater level such as those of Loki or Mephisto.

If bought with Mighty Elemental Form to have an Antimatter form, and Mighty Super Senses you may upgrade this power to equal that of Uatu during this period; which is extremely unclear but does at least include the ability for self-sustained FTL flight, and banishing people into other dimensions. Given Galactus accepted him as a near equal he is likely more powerful than the Silver Surfer in other ways, but we have few examples of his non-technologically augmented ability and even when actively helping Reed Richards he was unable to hide the Earth from Galactus much less directly oppose him.

Alternatively (and incompatible with Uatu) you may pay an additional 400 CP and take the Purple Planet Eater drawback for no additional CP, you may upgrade it to equal Galactus's own cosmic powers. The ability to create clones of the Fantastic Four from the void between galaxies, materialize asteroids to weaponize them, bestow phenomenal cosmic power to others, fight living planets, create barriers in space which allow everyone else through but could contain the Silver Surfer indefinitely, and requiring something on the level of Thor's godblast to seriously harm you. To maintain these powers you will need to feed on energy even in future jumps, but post-jump you won't

starve entirely due to lack of feeding, merely find yourself being reduced to the lower level of Cosmic Power.

Mimicry (500 CP): This power may not be purchased for red items which lack self-awareness.

You possess the power to copy - or mimic - the powers of other individuals.

At the Amazing level you are limited to copying one individual's power(s) at a time. You are only able to copy their inherent powers, not technological augmentations, skills, or any supernatural powers, and you must be in close proximity with the individual to copy their power - a hundred feet at most and able to observe them - and must remain within a - somewhat longer - range to maintain the power. There is a limit to the maximum amount of power you could copy - an individual such as Thor or the Hulk would be a strain at this level with just this - and shifting powers especially in quick succession will increase this strain; if you possess other sources of superhuman stamina or power it might be able to fuel this ability for longer use. If you overstrain your ability to copy powers you may find that it is temporarily lost. Also attempting to copy powers that are themselves merely copies can cause your power to fail and short out for a time.

At the Fantastic level you are no longer limited to only copying one individual's power(s) at a time. You also may now copy specific skills - though not knowledge or general intelligence - such as a boxer's skill at boxing as among the powers that you copy. The range at which you may initially copy powers is increased slightly, and the range at which you may maintain them is at least a mile and possibly multiple. There is still a limit to the maximum amount of power you could copy, though Thor and the Hulk would be within it and you might manage to copy the Silver Surfer's powers though it would be a serious strain and you would lose a battle of endurance against any of the three; you could feasibly copy the entire X-Men or Avengers simultaneously, though you'd only be able to actually use 2 or 3 of their power simultaneously and a sustained battle which forced you to switch which powers you used regularly would see you running out of power. Copying an entity noticeably short of Thor or Hulk could see you maintain their powers as long as they could.

At the Mighty level you no longer need to remain close to individuals to retain their copied powers. Eventually you may forget or lose powers if you switch away from them, but you could easily keep a library of powers to match an entire team of Avengers or the X-Men of this age; and maybe both at once. You are also now able to copy supernatural and magical powers, as well as technological augmentations or even items - you could

copy Hawkeye's arrows or Captain America's shield though this would form such objects not give you the durability of Captain America's shield.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, though you may choose to forgo that item to take a 50 CP general item for free, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin.

You may purchase an item multiple times, and, unless the item already costs less than 50 CP, additional copies are discounted (50%) if they were not already.

You may purchase multiple copies of items. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here. Alternatively you may choose to have any purchased personal items built into your body as cybernetic enhancements (or just built into your body if you're a robot), if you do so you may only import other cybernetics into these items, and any items combined with them must also be built into your body as cybernetics.

You may buy Powers for items with blue and red names as described in the Powers section.

Costume (1 Free, 25 CP per additional): This is a simple costume to fit your heroic or villainous persona. It could be a simple jumpsuit without even a mask, or a uniform such as might be worn by AIM or Hydra, or something more flamboyant like Thor's costume. Whatever it is it possesses no special qualities and is ultimately just clothes, though it is easier to clean than you'd normally expect, and does seem to be tailor made for you. If lost, damaged, or destroyed will be repaired or replaced within 24 hours.

Goofy Helmet (25 CP; 1 free to Jumpers): This is a ridiculous helmet or crown in classic Jack Kirby style. Whatever it is, it looks at least as ridiculous and gaudy as Thor's helmet, though that is merely the minimum. Maybe it merely has wings, maybe huge awkward horns a la Loki, or maybe it towers three times the height of your head and is shaped to resemble a klein bottle. The upward limit is that it cannot be particularly useful - horns won't be functional as weapons, and it won't have any technological functionality - and it has to be a three dimensional object so no tesseracts.

All American Motorcycle (50 CP): An ordinary motorcycle made in America. Well it looks ordinary at least. It does seem to have some special qualities. This motorcycle is excellent at going off-road, and more than that actually seems to be a rather acrobatic vehicle, able to be coaxed into jumps and tricks with ease; if you were a good driver you'd be able to drive from rooftop to rooftop without ramps, or drive through a

graveyard and leap the cycle to hit Hydra agents in the head - it might be hard to land it properly after doing a flying tackle upon a crowd, though. But that's alright, because when you're off of the cycle its fuel becomes highly explosive, allowing a simple spark - or bullet - near its fuel tank to turn it into an explosive.

The motorcycle will repair itself if damaged, refuel itself over time when not in use, and if lost or destroyed will be returned to you as good as new within a week.

Armored Costume (50 CP): Maybe you want something more protective than simple fabric. Your outfit is now made of an armored material stacking up well against both kevlar and chainmail. It's not completely bulletproof but can handle handgun bullets, and most assault rifle and smg rounds, though a heavy sniper rifle or a proper machine gun emplacement you'll want more than this, and sustained damage can eventually weaken it. Similarly it's strong enough to stop most animal bites, stabs, or cuts at least from normal animals and people, though sustained damage will weaken this, and superhuman foes might tear straight through it. The gloves are also protective to prevent you from breaking your hand when you punch at full strength, even when hitting something like a brick wall or the Hulk. It will repair itself over time, taking a few hours for minor damage, up to 24 hours to repair if completely destroyed (it will likewise be replaced within 24 hours if simply lost).

Cigar Case (50 CP): Contains cigars of Nick Fury's brand. Only most of them aren't really cigars but chemical containers holding useful chemicals such as fire extinguishing carbon dioxide, or freezing point lowering tri-sodium. Some are normal cigars, just make sure you keep track of which is which.

Resupplies daily.

Compressed Food Rations (50 CP): Deenergized into a powder and sealed for safe keeping, when exposed to air these rations will ignite briefly as they take in energy from the air to resume their proper form, nice and hot. This fire, though brief, could be used to ignite easily flammable objects.

You get enough for 1 person 3 square meals each day, each piece of food fitting in a small plastic package. Each additional purchase increases the amount of food gained by an order of magnitude.

Generic Energy Weapon (50 CP): This is a handheld, or hand-mounted device capable of blowing holes in ordinary walls, or firing off enough energy and force to knock out an ordinary human with a direct hit. Repeated shots after knocking an individual out can be lethal. Don't expect to take out Spider-Man in a single shot at least without it being somewhere particularly effective, even Captain America might not go down in a single shot though you'd have a better chance, and by the level of the Thing it's merely an annoyance and not a threat.

Remote Control (50 CP): This is not a tv remote, it's a fair deal larger than that. Maybe even a control panel built into a chair or throne, though it can be a bit of a bulky two hand control set. What it does, though, is that it can control any vehicle you purchased for CP via radio, capable of broadcasting across the planet with ease assuming it's not jammed or blocked by shielding. Controlling a vehicle this way is similar to leaving it with a skeleton crew, and may lose some functionality if it would normally have a large crew.

This remote control can easily be programmed to control other vehicles that are built to receive on its frequency and be remote controlled but (re)designing them to be remote controlled is up to you. Still no matter how many vehicles are set to be controlled by it, the device never seems to need to change frequency or to accidentally control the wrong vehicle.

Secure Briefcase (50 CP): This is a simple attache case. Well at least it seems to be. It's actually a booby trapped attache case armed with an electrical shock or some sort of knock-out gas. Whatever the trap is, it is non-lethal but capable of knocking out an ordinary human who attempts to open it without knowing the proper trick, and maybe even some superhuman threats, and for some reason this trap doesn't even take up space in the case.

For an additional 150 CP these non-lethal countermeasures can be replaced by a multiple kiloton nuclear explosive either set to explode immediately, or with a delay in case you want to use it to bomb places without accidentally blowing up the person who delivered it. If the briefcase explodes due to this it will be replaced after 1 month.

Spy Ray Lens (50 CP): These large goggles project focused Roentgen rays to make objects partially transparent allowing you to see their insides or what's on the other side. Somehow it seems to be good at focusing on the layer you want to see, so you can look through a wall without just getting an eyeful of the wiring inside, or look at a person's skeleton like you're X-raying them. It does have its limits - lead will block it, and thick enough objects as well.

Unstable Molecule Costume (50 CP): Unstable molecules, Marvel's great answer to why superpowers don't damage or destroy clothes and they don't interfere with powers. Except for all the individuals who shouldn't be able to get unstable molecules where this is still the case. Or all the times characters use their powers just fine in their civilian clothes.

Still, while most powers in this world actually seem to not need unstable molecules to adapt to them, they can be useful to you. This is a costume similar to the basic above, but it will always fit you no matter how your form changes, will never interfere with your powers (if they require skin to skin contact touching them with a hand gloved with this won't stop them from working), and your powers will never damage them.

And just to be clear you can import in armor, or powered armor, into this (even if bought here) if you want this quality applied to it.

Wheelchair (50 CP): This is a wheelchair. You want more than that? Fine, it's an all terrain electrically powered wheelchair like the one that Professor Xavier used when spelunking in the Balkans alone. It possesses tools for lowering itself down pits hundreds of feet in depth, tracks for moving over all sorts of terrain, hydraulic arms which will shoot out to catch itself if a pit suddenly opens up beneath it, and potentially more of the like.

Hover Throne (100 CP): An all terrain wheelchair isn't stylish enough of a means of transportation for you? Well fine, this is a floating throne. It is capable of low altitude flight - or short term flight from higher altitude though it will start losing altitude after a brief time. It comes with grasping mechanical claws which can extend out from it, an energy weapon on the level of a Generic Energy Weapon, the ability to electrify all or part of it with the press of a button, and is capable of speeds sufficient to outpace most men running. It is also designed to be able to support the hedonistically obese or those with M.O.D.O.K. like craniums and as such could probably carry 4 or 5 people if they were willing to squeeze in on each other, or fit two people seated side by side on it.

You may discount up to 200 CP worth of powers for this item.

S.H.I.E.L.D. Issue Handgun (100 CP): This is an ordinary handgun that might be issued to a S.H.I.E.L.D. officer. That said that means it's not exactly ordinary by ordinary standards. Its basic rounds hit with a force befitting a high powered rifle instead of a handgun, and it possesses a second barrel which shoots high powered rocket pellets capable of blowing a hole in the side of a battleship. Its ammo replenishes when used, not quite fast enough to fire continuously, though given a few minutes it'll be reloaded of its

basic rounds. The high explosives take longer, you get a few shots at a time, but they take over an hour to replenish each so make sure you're using them when you need them.

Vibrating Pendant (100 CP): Made of the fabulous Plunderstone, or as it would later be called antarctic vibranium or anti-metal, this pendant causes nearby metal to simply break apart harmlessly on an atomic level, turning it into nothing more than powder and dust. For most metal bringing them within a few feet of the pendant will see them breaking apart within moments, though some metals, such as vibranium and adamantium may take longer, and mystical metals may resist completely such as Thor's Mjolnir.

For an additional 100 CP you may have this placed within a vibra-ray gun capable of producing an energy ray which carries this anti-metal effect, and even can be used on wide-spread to sweep across a building destroying it, or disarming large swathes of infantry from substantial range - longer than most smg or assault rifles.

LMD (200 CP): This visually perfect replica of you, is actually a robot. As such it possesses low end superhuman strength and durability (due to being a robot), enough to overpower Captain America in raw strength, though can be programmed to play dead from anything that would kill a human. Acts mostly like you, though it won't be able to deal with high difficulty situations like heated combat or highly demanding spy ops.

For an additional 300 CP this is upgraded to Doombot quality, capable of completely passing for you, and almost totally copying your powers. Everything - including competence - is maybe at 95% your real capabilities including out of jump powers.

Either way this robot is replaced in a week if destroyed.

Power Stimulator (200 CP): This gun looks sized more for a vehicle emplacement than human use, though a person could feasible heft and carry it. Not that it has recoil to be concerned about, or that it shoots damaging projectiles. Instead it projects a force that restores lost powers. It takes about a month to recharge, and power of sufficient scope and might would require multiple charges to be fully restored. But it's powerful enough to re-empower the entire Fantastic Four or the likes of the Silver Surfer in a single sitting.

Viewing Device (200+ CP; special discounts): Whether Reed Richards's or Tony Stark's machines for long range viewing, Dr. Strange's magical orb of Agamotto (and once called the Eye of Agamotto), Odin's various viewing devices, Namor's mutant fish, or any of numerous villainous ones, viewing devices are very common in this world. For the basic price you possess a device capable of viewing any location on the same planet

which has not somehow been protected - either by jamming, shielding, or magical wards - and providing you with real time audio and video of the location.

For an extra 50 CP the device, like those of Tony Stark, the Kree, and the Mandarin, can be used to project an image of yourself, or another individual, to the viewed location as well as their voice.

For a separate extra 50 CP the device's audio and video sensitivity will not be those of an ordinary human, but yours, allowing you to view with your own enhanced senses.

For 100 extra CP this device, like those of Odin or the Watcher, is no longer limited to a single world in range, but can view distant galaxies or other dimensions in real time. While it is still possible to protect an area from this viewer it will become significantly harder, though not impossible.

For a final extra 100 CP requiring the Odin/Watcher level upgrade, these viewing devices will be fully equal to the Watcher's able to sense all manners of esoteric and exotic energies and anomalies, and possess automated systems to help them pinpoint where major events are about to happen within the regions they are observing, being at least equal to upgraded Mighty Super Senses. It becomes even harder to block as well; though again not impossible but even the likes of Doctor Doom or Loki would likely need to devote themselves to creating a specialized tool just for it.

If you purchased any of America's Other S.H.I.E.L.D., Science Central, Spaceship, A Kingdom of Your Own, the upgraded version of Empire of Crime, Isolated Base, Villain Sub, Cosplay Planet, or World of War you may purchase this item at a discount, but upgrade prices will not be discounted and it will be incorporated into the discounting item (or one of the structures which makes it up in the case of a Kingdom of Your Own or Empire of Crime) and unable to function if removed. If purchased with Fantastic (or Mighty) Black Magic, the upgraded A Kingdom of Your Own, Cosplay Planet, World of War, or the World Ship option of the Spaceship the Odin level upgrade is free. If purchased with the Watcher species the item is discounted, or free if incorporated into an appropriate item, and all upgrades are discounted.

Mar-Vellous Accoutrements (300 CP, discounted if Fantastic Cosmic Power is bought for it): You possess the combat kit of a Kree captain. This includes a jet belt, a battlesuit, and a uni-beam. And like a certain legendary war hero's, yours have been modified in a few, simple ways to make them significantly more useful than the norm.

The Jet Belt is designed to provide jet assisted leaps, but the modifications have made it powerful enough to allow for flight under Earth's low gravity similar to Amazing **Flight**, though as you reach the upper atmosphere, or in space, your top speed will increase significantly.

The Battlesuit is open mouthed and not fully body covering but protects you from atmospheric contaminants as long as the suit's helmet and torso remain intact (and if imported into a more revealing style will continue to work as long as it has part of the helmet and some body covering and they remain intact). Beyond this, the suit absorbs vibrations helping you to survive impacts, and high acceleration. A normal human could survive being hit hard enough to force them into a human shaped indentation into the ground by a biodroid wearing this suit, or handle the gs of a space battleship's acceleration, and no matter how powerful the blow you receive is the suit's absorption of vibrations will cut its raw impact force by at least 10%.

Finally the uni-beam is the weapon of the Kree soldier. This weapon is meant to serve in a variety of roles and purposes. It is capable of putting forth a beam which approximates a normal blast from an Amazing **Power Blast**, but (after modifications) is easier to spread wide at the cost of power, or to narrow to focus its strength so that it could burn a hole even in a powerful Kree Sentry strong enough to overpower the Thing and resist the Human Torch's flames. In addition to this damaging, laser-like energy beam, it can fire blacklight beams that create an area of darkness in their path which even induce a lingering blindness at least in humans, bursts of blinding light, or can induce magnetic charges with its beam to make something magnetically attractive or repulsive. A final ability from its modifications is that it can even be set to reverse effect to pull back that which it has destroyed, repairing it completely if used quickly enough after its initial firing, though this won't undo damage to living creatures. You can choose to have this weapon as a gun, a wrist weapon, or a warhammer though it won't be a universal weapon unless bought with Fantastic Cosmic Power.

Psionic Helmet (300 CP): This is a simple metal helmet. It can fasten onto armor you wear, though somewhat loosely. When worn it protects your mind from external intrusion. Even the most powerful telepaths in the world could not penetrate your mind while it is worn. No external mental assault can reach your mind. Be careful, though, as this doesn't protect you from sensory hazards so you could still be hypnotized, merely mental forces.

Surfboard (300 CP): This is a surfboard of a color of your choice. Though given it lacks the fins on the bottom that you'd expect on a surfboard maybe it'd be better to just say it's a board, though it is still able to surf through the air and space - as well as on the surface of the water. This surfboard obeys your mental commands, moving as you will it, even reforming from destruction at your mental command. While always a highly maneuverable flier, its durability and speed seems to scale to your own, growing faster and more resilient the greater your power is. As an ordinary human it would be maneuverable, but rather slow - its speed capping out at only a little faster than sprinting - and a strong man could break it, however if you were a match for the Silver Surfer it would be capable of reaching hypersonic speeds in atmosphere, and ftl speeds in the vacuum of space, and be strong enough that even the Hulk would have to put effort into breaking it.

You may discount up to 200 CP worth of powers for this item.

Villain Sub (300 CP): This is no average Atlantean submarine, but a match for Krang's personal warship. This amphibious sub is able to sprout mechanical legs to serve as a walker, and can fly - albeit relatively slowly - and hover, though is fastest and most maneuverable in the water. It possesses various energy weapons, capable of threatening the likes of Namor or Iron Man, though ultimately Namor could survive multiple shots and tear it apart, and Iron Man's repulsors could overpower its weapons, but they still make it a strong contender against most surface battleships. What makes it terrifying are its two special weapons. The first is the Fleet Destroyer, a missile carrying a fission bomb capable of destroying an entire undersea fleet, and double check its weapons. The second is an unnamed device which is capable of, when secured to the sea floor near the coast, cause tidal waves which rise up to the height of the Empire State Building itself.

If you'd prefer you may have the Plunderer's submarine instead. It lacks flight, or even the ability to move over the ground as a walker, and its weapons are closer to those of a standard submarine instead of a battleship's, with depth charges and torpedoes. What it does have is its own special pieces of technology. The first is a directional forcefield able to withstand the Sub-Mariner's attacks even underwater, though it might run out of power before he ran out of stamina, still the field can hold against any normal warship's weapons, at least from one direction. The second is a vibra-weapon which destroys metal in its path with a range to reach miles away, and a sweep and scope to destroy entire buildings at once, or wipe out city blocks with a casual sweep of the weapon.

You can discount up to 400 CP of power for this item, but Flight cannot be discounted for it.

Makluan Rings (350 CP): Originally the power source of an alien spaceship, these ten rings each possess potent powers.

One ring is able to fire black-light, a streaking bolt of darkness which will leave the target unable to see for a time. One ring is capable of firing a freezing gas capable of coating a man in ice. One ring is capable of firing a gout of flame hot enough to damage, though not destroy, Iron Man's armor. One ring is capable of firing a powerful impact force capable of damaging Iron Man's armor and contending with his repulsor beams. One ring is capable of projecting an electromagnetic forcefield around a target, capable of briefly halting the Hulk, or holding Iron Man or the Thing for a longer period. One ring possesses a gas solidifier, capable of turning gasses solid. One ring possesses a disintegration ray implied to be able to destroy Iron Man's armor, though insufficient to do serious harm to the Hulk. One ring possesses a hypno-ring able to remodel weak wills. One ring projects high frequency waves capable of interfering with radio waves, or other forms of wave based communication and control, even being able to be used for electronic warfare against powered armor potentially shutting it down.

The final ring projects ultra-sonic waves which the Mandarin used to control his machines, and which you will be able to use as a universal remote control for any machine you have purchased for CP, or any machine designed to be controlled by this ring.

Cosplay Planet (800 CP): This is an alien planet that for some reason has decided to copy the tropes and behaviors of a period and culture of Earth no later than World War II, such as a gangster planet based on the US north-east during prohibition, a cowboy planet based on the American west in the mid 19th century, a medieval world based on Europe during the 11th century, or maybe something different like a world pretending to be Tang dynasty China. Unlike the skrull gangster world do not expect anachronistic technology, or a sonic disruptor that can knock planets out of their orbit from other galaxies.

If you bought a 600 CP item in this jump which possesses an optional upgrade by purchasing this item it will be upgraded for free; in the case of the Spaceship this will grant you the Time Machine upgrade, or a discount on the World Ship upgrade. If bought with Kingdom of Your Own and you merge the items you can proliferate this super tech throughout the society potentially in a secret manner (or openly if you'd prefer) applying the effect to the entire planet.

By default the species inhabiting this world are equivalent to humans, if you bought another race you may make them your race. If you'd like you may pay 200 CP to make them skrulls even if you are not a skrull.

Jump Psychotron (1000 CP): The limits and powers of the Kree psychotron are hard to pinpoint. Supposedly it could make any Kree technology at will, but we only see it create a mandroid, before it is destroyed. This is your equivalent. This device, roughly the size of a truck, can materialize any technological devices you know how to make. It is self-powered, seeming to draw its own energy from the aether, but it only can produce so much at a time, and after materializing something approximating the mass of a small house, it will need to wait for nearly an hour before being used again, so building a moon-sized spacestation, or even a large spaceship, will take some time.

If taken with **Product of the Silver Age** this can produce magical objects you know how to make as well.

World of War (1200 CP): Oh well I guess you really want some weapons on your planet. This world lacks the quirky cosplay of the Cosplay Planet, and is only approximately the size of Pluto, but the entire planet is a high tech fortress. It possesses weapons sufficient to raze Earth's civilization in a quick manner, or to travel the galaxy enslaving lesser species; it won't stand up to a Skrull or Kree warfleet, or the full might of such an empire, but it could probably win against one of their planets. And the world itself is capable of casual interstellar travel at FTL speeds. Go forth and conquer.

By default the species inhabiting this world are equivalent to humans, if you bought another race you may make them your race.

If you bought a 600 CP item in this jump which possesses an optional upgrade by purchasing this item it will be upgraded for free; in the case of the Spaceship this will grant you one of the Time Machine upgrade, or the World Ship upgrade.

Drop-In Items

Thing-Grade Trench Coat (100 CP): This is a trench coat with an accompanying hat, gloves, boots, and even an ascot. Only your face is left at all visible when wearing this fully, at least if you follow the basic humanoid body plan, and, as long as you are basically humanoid and not too far outside of human size range, it seems to cause cognitive dissonance which prevents passerby from noticing your 'oddities' or how odd it is to be walking around in a trenchcoat in all types of weather. If someone stops to talk to you this effect will be broken, but you might manage to buy something from a rather zoned out cashier without them noticing. This will work for other clothes wearing races. It does also have an accompanying rubber mask if you feel the need for an extra layer of human disguise, but that will not shift from a human-like appearance.

Pet Tiger (200 CP): And a saber toothed one at that. Or well it doesn't have to be. But this is a large, apex predator such as a tiger, lion, dinosaur, or even something as small as a large wolf. It won't be anything that flies, but it is particularly intelligent, swift, and powerful for its species, and with a knack and instinct for battle which is unparalleled in its kind; almost like it was the Captain America of its kind.

You may choose an aquatic creature instead of a land one, in which case it will be able to survive in salt and freshwater even if it really shouldn't be able to.

If you want a flying beast you can combine it with the **Personal Flying Machine**'s animal option; this will allow something more dangerous than a horse. Alternatively you simply may purchase the **Flight** power for it.

You may discount up to 400 CP worth of powers for this item.

Knightly Blade (400 CP): This is a magic sword which when drawn from its scabbard manifests armor about your body and provides you with the skills of a medieval knight as if their spirit was possessing you.

The armor will help make it a bit harder for you to die as well, as it will always be at least a little more resilient and tougher than you, no matter how tough you become, gaining a slightly stronger version of all your resistance, durability, and immunities.

The sword itself is a magical weapon capable of cutting through most mundane materials, and even other magical weapons and shields, with ease; though something like vibranium much less uru or adamantium would give it pause. It is also effective against magical barriers, able to cut through weaker ones with ease, and capable of damaging stronger

ones. The sword's true strength however is that when you wield it your life is protected. Unlike the Ebon Blade it lacks a connected Ebon Dagger, and its protection is somewhat less specific, but it will ensure that you do not die from any non-magical source, and even among magical ones it will need to be at least an equal for this weapon. This will not prevent you from being badly wounded, turned to stone, put into a fate worse than death, or even disarmed and then killed; just that while you hold it in your hand you won't die no matter how bad the wounds you receive except by a stronger magic.

You may also choose 1 vehicle or mount purchased in this jump that the sword can summon with a flourish, causing the mount (or vehicle) to teleport to your side.

Finally through a short magical ritual you may transport yourself to this blade across space, dimensions, or even time itself if it is somehow temporally displaced from you such as through time travel. This process is painful and involves traversing maddening alien dimensions, so should not be used lightly unless you can handle such a harrowing trip.

Contact Network (600 CP): You possess a network of contacts over a major region of each jump who are willing to help you in minor ways and provide you with information. Size of network scales to setting; in something like Silver Age Marvel which is focused primarily on a single major country but extends to an entire world and only occasionally multiple galaxies and various assorted alternate dimensions, it'd cover a major country, but in something like Star Wars or Star Trek it might cover the Empire or the Federation with only minor touches outside of those polities. Most of this network will be lower end individuals - similar to Rick Jones's teen brigade - able to pass on their work as eyes and ears and occasionally provide low amounts of unskilled labor, but it will include some mundane experts in various fields and at least one guy in a position of political influence. These are contacts, not servants, while they may volunteer small amounts of labor or maybe put a good word in with the right ear, mostly they will simply feed you information.

For an additional 200 CP this contact network now contains some more exceptional individuals, if you're someone morally acceptable to them you might have Reed Richards's or Tony Stark's personal number, or even be able to call up the President like Captain America and Nick Fury. Either way your contact network contains some of the most influential individuals in the world and the true tops of certain fields. On occasion you will be able to call upon these individuals for a minor deus ex machina level of help - call on a scientist for a one-use piece of supertech, or have the President send in the army to your location without having to deal with any red tape. You can call this level of help

in at least once a jump, and rarely you may even manage to call this in more than once a jump.

Relic of War Items

Spy Chic (100 CP): While this period of comics will see the S.H.I.E.L.D. bodysuit come into being, at the beginning of things they wore something rather more practical. This is a suit, but nearly every piece of the suit doubles as a useful tool for a spy. The suit jacket, vest, and pants are steel weave, and capable of blocking submachine guns at point blank range with no damage to the wearer. The shirt becomes a high powered explosive if torn and then exposed to an open flame or sufficient heat. The tie is a radio communicator that can self-destruct by tugging a single, off-colored thread. Shirt buttons can be swallowed to provide a 5 minute supply of oxygen each. The belt performs the most elegant of tricks, holding up your pants so they don't fall down. The hat helps to keep the sun out of your eyes, but also on the front brim of the hat is a mirror that works like a periscope to let you see through a tube in the top of the hat and out the back, almost as good as having eyes in the back of your head.

S.H.I.E.L.D. Car (200 CP): This car is made from the same alloys as the outer hulls of space shuttles rendering it extremely heat resistant, and a far tougher car than you would expect with armor which compares favorably to a tank's. In addition to its armor it comes equipped with sidewinder missiles, the ability to transform into a flying hover car, and an artillery grade cannon in the trunk which unfortunately requires the car to be parked to set up or fire.

Alternatively you may trade the weapons and flight capability to have it instead be built from a transparent material rendering it almost invisible from afar or if underwater. This will come with a special specter suit to wear when driving it which will render you equally invisible when you drive it, and it will retain the same durability.

If an invisible car doesn't appeal to you either you have a third and final option. A S.H.I.E.L.D. Motorcycle. Still a very sturdy bike, it comes equipped with anti-grav tech allowing it to turn into a flying bike, as well as possessing missiles which can be launched from the front or back, and a molecular scrambler which will turn it - but not its rider - invisible.

Whatever your choice if the vehicle is damaged or destroyed it will be repaired/replaced within 24 hours, and it will automatically resupply its weapons and fuel over time when not in use.

You may discount up to 200 CP worth of powers for this item.

America's Shield (400 CP): This is a round shield made of some unidentified, but unbreakable alloy which adamantium is compared to by being called almost as tough. Beyond being unbreakable it seems, for you and you alone, to nearly negate the impact force of attacks against it so that even a normal human could block the hammer of Thor without as much as a sore shoulder, though you'd still need to brace themselves properly. Beyond its toughness it possesses a series of advantages for you. First while theoretically it straps onto your arm, the artists often forget to draw these straps when it's actually worn, and it doesn't seem to need them removed to be taken off your arm and thrown, or redone to attach it to your arm again, instead if just seems to affix itself to your arm if you place your arm in roughly the right place; almost like it's held there by magnets. Second it seems to help guide your arm with it, whether that's to block attacks or your aim when you are throwing it, a little thing to shift and improve your positioning; if you add fancy devices to it that change its balance - like some transistorized magnets to allow you to control it - this will throw off this effect. Third it ricochets with impossible ease, bouncing from targets and with practice you could learn to rebound shots with it to hit a second target after the first, or a third, or a fourth; again if you do something like put some Stark industry magnets to remote control it this can throw off this perfect balance. Finally it contains an emergency communication device in its inner side which allows you to send secure radio communications with a world-wide range; and unlike the other special advantages this one applies to others as well as you.

And if something does destroy this shield - like say some random lasers - then it will be restored to you as good as new within 24 hours with no explanation and its destruction will be forgotten by all.

America's Other S.H.I.E.L.D. (600 CP): That is the original S.H.I.E.L.D. helicarrier. Unlike in future eras this helicarrier doesn't seem doomed to be crashed to show the seriousness of the situation, having survived the entire period, despite several supervillain attacks upon it. This is an aircraft carrier which is capable of flying up into the upper atmosphere and low Earth orbit, as well as maintaining flight continuously through its solar engines and inertialess drive generators. It possesses a defense refactory capable of automatically resupplying its weapons at a steady rate, a chemistry lab, an electronic research lab, a world map and file center with a highly sophisticated tracking dome which possesses radar and aerial surveillance technology which can track aircrafts, missiles, individuals, or spy on locations. The deck above contains conference rooms, a cipher code chamber, communications room, advanced weapons lab. Above that are living quarters, the solar engine and inertialess drive generator, crew quarters, luxurious VIP quarters, and aircraft hanger.

This helicarrier comes with an expert crew of spies, crack pilots, and scientists. It comes with a full complement of weapons, munitions, and fighting craft. It also comes with food and water supplies which will resupply themselves steadily. Maybe there's hydroponics which the map left off.

If you wish you may also have a government mandate. This will make the NPC crew be government agents, and include government oversight, but will mean the helicarrier is integrated into a setting as part of a local government's law enforcement apparatus.

Powers bought for this item only apply to the helicarrier, not its crew, or the expanded organization if you pay for the upgrade below. You may discount up to 400 CP worth of powers for this item.

For an additional 200 CP this is not merely a helicarrier, but an entire organization with a similar scale and scope as S.H.I.E.L.D. in this era - primarily situated and acting in the United States - with several bases, safe houses, barber shops, and scores of agents. In effect it is a small but highly elite intelligence agency for a country on the scale of the United States of America.

Friendly Neighbor Items

Tracking Devices (100 CP): This is a dozen small tracking devices which will adhere to a surface if pressed or thrown into it. These come with a directi-finder belt that can follow them via radio, but can also be attuned to any superhuman senses that you possess and which would make sense such as Spider Sense, ESP, or even just to produce a sound outside of the normal range of human hearing. Any of these tracking devices will be replaced within a week if damaged/destroyed/lost.

Gimmick Weapon (200 CP): Select a single weapon from the list below. Regardless of the chosen weapon ammunition will replenish over time, and if damaged, destroyed, or lost it will be repaired/replaced within 24 hours.

- **Billy Club**: This foldable club, made to be thrown, doubles as a cane. An extendable cable allows it to act as a grappling hook or some sort of chain weapon, and it can change into a rifle, or a receiving microphone to help pick up voices from across a city. It is non-conductive, with a telescoping flexi-shield designed to provide cover from bullets. Finally it contains a pin that can be used as a lockpick, a tape recorder, and an internal storage compartment.
- **Power Lance**: This knightly lance possesses a variety of weapons built into it. In addition to a variety of moderately powerful beams (albeit shy of **Power Blast**s) - electrical, fiery, and impact based - it also possesses the ability to launch various other projectiles. It can function as a .45 caliber machine gun, and fire heated buzzsaw-like bladed discs at enemies you want dead. If you want your enemies alive it also can launch bolos, or extend tendrils which grab at things in its immediate vicinity and remain connected to the lance. Finally it can fire a sapper, a ring-like metal object which affixes to a struck object to drain it of electrical energy. It's not strong enough to immediately shut down Iron Man but even he would have to deal with it quickly. It has only 1 or 2 sappers, compared to half a dozen or so bolos and heated blades, and many, many bullets.
- **Trick Arrows**: Well you get a high quality bow as well, but it's the quiver and the arrows which you probably care more about. In addition to regular arrows, you have, from fastest recovering to slowest, arrows which stick to a surface with or without a cable stretches from the bow to the arrow and can be attached to another surface to provide a connecting line, net arrows, electroshock arrows strong enough to knock out ordinary people, sonic arrows which produce a maddening high pitched whine, gas arrows which release knock out gas or smokescreens when fired, explosive blast arrows, and metal dissolving arrows.

- **Web Shooters**: This is a pair of special metal bracers, with small levers extending up onto the palms. By pressing the middle and ring fingers together onto the lever a nozzle is opened releasing a stream of web fluid which quickly hardens into a sticky, web-like substance. By altering the pressure you are able to control the shape of the web released. It seems to actually respond more to intent than anything, as it can easily be formed into balls that can be thrown to burst on impact gluing the target to their surroundings, webs, a single strand to swing on, parachutes, shields, clothes hiding containers, and a vast array of shapes and forms. This web will fade on its own after a time varying based on the formula from under an hour to several hours, disappearing without a trace. This web is strong enough to trap Spider-Man himself, and even foes stronger than him, though it takes a few moments to fully solidify and those whose power reaches Spider-Man's strength or more can easily burst it before it fully sets if you're not careful, and don't expect it to hold the likes of Thor or the Hulk.

Super Gym (400 CP): The Avengers' gym, the Danger Room, S.H.I.E.L.D.'s training rooms, Murdock's secret gym, and now yours. This is a top of the line training gym with a mechanized obstacle course. There are no holograms, that's an 80s thing, so it isn't good for recreating specific battles or training for specific foes, but what it does have is training programs that scale to the use, never accidentally applying lethal force, but always being on a level to properly test and train one's superpowers, physical and combat abilities, and capabilities. No matter how skilled you become, this gym will be able to provide you with a mechanical obstacle course to test your athletics and combat capabilities and push them to their limits. No matter how strong you become it will possess weights to test and improve your strength. No matter what superpowers you possess it will have some means to train them assuming they can be trained at all.

Anonymous J-Men (600 CP): These are four superpowered beings who serve you as followers, not counting as companions unless imported as much. These followers possess powers and skills roughly on the levels of the original X-Men not counting Xavier, Cap's Quirky Quartet era of Avengers, or the Fantastic Four sans Reed Richards' super science. While not the most powerful individuals in the world, they are highly skilled and capable individuals who can be relied upon to perform a variety of tasks.

You may discount up to 200 CP worth of powers for this item. Powers bought for this item are either applied to a single member, or applied to all 4 members at 1 tier less than the power purchased.

For an additional 200 CP you will get more powerful superbeings. Their power is now closer to the level of the OG Avengers, a gathering of some of the mightiest superbeings on the Earth.

Science Adventurer Items

Signal Gun (100 CP): This is an emergency flare gun, with a restocking supply of flares. Its flares produce a shaped burst of flame, stylized after a simple symbol representing you. When you fire off one of these flares, those allies and companions which you are trying to signal will always see it if at all possible, just happening to look in the right direction at the right time. Moreover they will know your location with surprising precision and get an idea for just how urgent it is.

Fantasti-Car (200 CP): Or maybe a quinjet if you prefer? Either way this is a flying vehicle. While armored to an extent, it lacks the weapons of the S.H.I.E.L.D. Car, but makes up for it with its increased speed and size. Capable of low supersonic flight with enough fuel and power to take you anywhere in the world.

You can choose an open topped fantasti-car design, in which case it comes with 4 sections each of which can easily and comfortably hold an individual, even one the size of the Thing, and could hold two maybe even three in a pinch, with the central section being somewhat larger. These sections are capable of detaching and flying on their own.

Alternatively you can have a closed top, quinjet style design. Somewhat faster over a straight line, though still well shy of hypersonic. This design is more thoroughly armored, though will not stand up to military firepower, and holds slightly more individuals.

Science Central (400 CP): What's a scientist without a lab? Mister Fantastic has the top floors of the Four Freedoms Plaza, the Avengers have their mansion with its lab, Tony Stark has said mansion and several factories across the country, Henry Pym as his suburban home with its sometimes secret laboratory, and Bruce Banner has both military labs and secret ones.

Now you possess your own lab, and accompanying structure. You may choose to have this double as living quarters, being roughly equivalent to a mansion on the Fantastic Four's floors of Four Freedoms Plaza. Whatever the details, these will be very comfortable quarters, with plenty of room, and if damaged shy of total destruction in an inevitable fight with your enemies, or just from your companions acting like immature children with destructive superpowers, it will repair itself within a day replacing the damaged furniture and artwork, and even if destroyed will be repaired within a month. It also possesses running water, electricity (the lab has its own generator), a connection to the local communication network such as phonelines or internet if there is one, and restocking supplies of food.

Alternatively it can be a factory compound. This will be somewhat larger than the residential version, possessing the means to mass produce technological items, even up to lower end supertech. You'll have to provide the staff yourself, however. It will also repair itself more slowly than the residential option.

Regardless of your choice it comes with a few benefits. It contains a hanger of some sort, which seems to expand to fit any CP backed vehicles you possess, and the basic technology needed to maintain them. It also wouldn't be a lab if it didn't include a lab. As such it includes a large cutting edge lab designed for experimentation and creation of esoteric and exotic technology. This lab will keep itself stocked with basic resources, possesses its own power generator, and while it won't have anything unique it does seem to update its scientific equipment to fit new worlds you enter or new sciences you pioneer.

In future jumps this lab will insert itself somewhere appropriate into the world.

Shining Armor (600 CP): This is a suit of powered armor all your own. It will be roughly equal to the typical features of Iron Man's suit; flight jets capable of keeping up with military planes for short journeys at full speeds though without the power for long journeys, a variety of electronic sensors, strength less than the Things but closer to the Thing's than Spider-Man's, repulsor rays capable of holding objects in the air or inflicting harm equivalent to heavy weapons and artillery, all while being collapsible to fit in a briefcase. It won't have the equivalent to his more one of displays like heating coils capable of breaking whirlpools while underwater or drying out Namor, digging drills, or his early one ability to seemingly pull any gadget out of his armor; that would be what **Product of the Silver Age** is for. You may choose to have a custom suit that is roughly equivalent, or a copy of a roughly equivalent suit such as Doctor Doom's which trades the versatility of repulsor rays and flight for a variety of offensive weapons - including a finger that shoots pebbles which it then enlarges into boulders - and a repulsive field charged with an electrical shock powerful enough to potentially bring down the Thing, or one of the two Crimson Dynamo suits; one of which had the ability to explode electronics through electrical impulses, and a superior power supply, the other being merely a reskinned Iron Man suit with less gadgets shown.

Whatever the design of the suit, you will find that it is easily modified and upgraded by you, naturally seeming to accept new additions with an ease that indicates it is somehow larger on the inside than the outside; the exact amount of utility and gadgets you'll be able to add to it scales with your scientific brilliance.

For an additional 200 CP you can upgrade this suit to something clearly above the level of Iron Man's armor. This would be more in keeping with Kang's suit from his first appearance - trading strength and flight for defensive force fields that can casually block Thor, internalized tech to flush out Ant-Man and the Wasp, and gadgets capable of taking out Iron Man - the Titanium Man which possessed similar abilities to Iron Man's suit but substantially greater strength, and a disintegration ray which could nearly destroy Iron Man's suit in a single blast instead of repulsors which could only minimally damage it, or the Wizard's suit with his Power Gloves which gave him power enough to defeat the Human Torch, Thing, and Mr. Fantastic simultaneously, with strength equal or greater than the Thing, powerful blasts stronger than the Human Torch's, and flight which was more maneuverable than (if not as fast as) Iron Man's and which did not possess a limit to its duration. You need not precisely match one of these suits, but your armor will be noticeably better than Iron Man's, though not so much that a skilled and intelligent operator of Iron Man's suit couldn't feasibly win by being smarter and better.

Living Legend Items

Gnarled Cane (100 CP): This is an old wooden cane of a rather unpolished and rustic design. The sort you might see a wizard carry, or a particularly strange, lame doctor. This cane possesses a strange power, however. By striking it on the ground you can toggle on or off any/all of your powers and perks.

You may import a hand-held object into the cane. It will gain the cane shape as an alternate form which it transforms into when activated to toggle off perks or powers you possess.

Cloak of Levitation (200 CP): This is a cape, or cloak, which does more than make you cut a heroic figure. This cloak is practically a living thing. When worn it can carry you aloft to fly, and even when not worn it can animate to your mental command and move and fly on its own potentially even entangling foes. This cloak can be mentally commanded by you from across dimensions or any distance.

The speed of its flight, and strength of the cloak scale to your magical power. If you're a neophyte it will be rather slow, and have difficulting containing even ordinary individuals, but should you surpass Doctor Strange himself it will grow faster and stronger even than his cloak of levitation.

Book of Vishanti (400 CP): This timeworn book of black magic contains every counter-spell known to the mystic arts, and in fact is said to contain all knowledge of the occult known to mortal men in this jump, though this is a hyperbole. Besides secrets such as those known by only the likes of the Ancient One and Aged Genghis, it only contains white magic made to counter other magic or to protect, and nothing that can be used for hostile purposes. Still it will update in future jumps to contain a similar collection of protective magic. Only lost knowledge, that of supernatural forces other than mortals, and the rarest and most secret of arcane lore will escape its pages at least when it comes to magic made to protect, preserve, or fend off harm.

And because you're paying for this even if you don't have magical talent you can use this book's counter-spells; oh being a skilled mage will help, and allow you to access the spells that aren't just counter-spells, but you can still follow its instructions to create potions or cast spells to counter other magical effects. At least when you're holding it. Of course the writing is difficult to interpret and miscasting things is dangerous.

It is protected by powerful wards which would prevent any but the most powerful mortal sorcerers of this world from affecting it directly with magic, and many powerful

non-mortal ones, and can even be used as a shield to reflect hostile magic back at the source

Magical Artifact (600 CP): This is a magical artifact similar to Doctor Strange's Enchanted Amulet, which by the end of this era would be called the Eye of Agamotto, though the Orb of Agamotto was also called that in this time, and sometimes the Eye of Agamotto was merely a magical power his amulet could project.

For context Doctor Strange's amulet is able to burn away evil mystical forces with its light, can trace back magic or individuals to their source, follow ones that have left, observe memory images from the brains of others, force entities to reveal their true form, and probe the energies of others to detect such things as Evil or lies though Loki was able to passively obfuscate this, find dangerous (non-magical) objects, serve as a magical energy source to boost your magic or another's, and create magical shields.

For an additional 200 CP instead of a replica of Strange's amulet it would seem to be a copy of Mjolnir. This won't grant Thor-like strength, that didn't actually become a Mjolnir thing till *What If?* Volume 1, and didn't show the ability to grant physical strength until DeFalco's run in the late 80s (Beta Ray Bill was already almost as strong as Thor and remained almost as strong as Thor). Mjolnir does still possess many powers. Spun fast it can block magical bolts, energy beams, machine guns and more. It can be loosed to carry its wielder aloft in flight at great speeds. When thrown - and only thrown - it will return to the wielder, and they may even control to some extent its path when doing so. It is enchanted so that no living thing may lift it by strength of arm other than its proper wielder. It can trace magic, and energies back to their source. Can absorb and redirect energy on a scale to absorb blasts from a herald of Galactus who has had his power increased by Loki's sorcery. Can conjure and control rain, lightning, and storms. Can open portals to other dimensions, or by spinning it at twice the speed of light - something surprisingly possible for you - create time vortexes which can send you or others back or forward in time. Like the unupgraded form it is also a powerful magical power source which can be used to enhance your magic or that of others, or simply used as a powerful power source for machines and technology in general. It is also a powerful conduit for your life force, and by channeling it through it you can create a powerful blast of force; if you were the equal to Thor this could be a truly devastating God Blast, though the showing of such in this period would have benefit from both **Grimm Determination** and **Journey Into Mystery**, but such a blast was powerful enough to make Galactus flee for a 2nd blow would kill him.

Alien Presence Items:

Automatic Translator (100 CP): Easily fitting somewhere not immediately obvious such as in your ear or inserting under the skin, this device - so small and non-ostentatious that we never actually see one - automatically translates any words you hear, as well as any thing you speak even into previously unencountered languages. Guaranteed to be completely rust proof by Stan Lee himself.

Perfect Power Stone (200 CP): Power stones are a crystalline object used by skrulls to power devices. 10 perfect power stones can power an entire intergalactic fleet. You get 1 of them with this purchase. Still, this object serves as a massive scale power source, and yours recharges its power over 10 years.

Servo Robot (400 CP): Big, powerful, and nigh invulnerable robots are fairly common in this world, and especially seem to be used by alien forces. The Kree Sentry, the Punisher, Ultimo, and several nameless or unrememberable alien robots. And now you will have your own. This robot is powerful enough to overpower the Thing, Iron Man, and/or the Human Torch in a direct fight, even powerful enough to challenge Thor or the Hulk though either of those would eventually overpower them in raw power and strength. There is a sliding scale of power vs versatility, with one extreme being the Kree Sentry which possesses a variety of lower scale powers and abilities, along with durability enough to survive the Human Torch or Thing, and strength almost enough to fight the Thing, and the other being Ultimo who was almost as strong as Thor, possessed a powerful beam weapon which could hurt Thor and significantly damage Stark's Iron Man suit with a glancing blow, but otherwise possessed no impactful technology.

You may further customize them with 400 CP of discounted powers.

Spaceship (600 CP): Whether from the future, or an alien civilization, this is a spaceship containing powerful technology well beyond that of the Earth. It possesses a massively FTL hyperdrive, and a cloaking field that can render it invisible to the visible spectrum of light though Infrared, Ultraviolet, Radar, and similar will still be able to detect it. One of the more powerful alien warships, its shields are powerful enough to resist a direct assault from Iron Man, or even a blow or two from Thor or the Hulk, and its energy weapons can easily overpower Iron Man's repulsor or glass a small forest in seconds; it could possibly with time and unopposed destroy the moon.

A slave-like follower crew is optional.

If purchased with Mighty Cosmic Power you may choose to have this ship to instead be a copy of Galactus's World Ship. This is a ship large enough to dwarf planets, including gas giants like Jupiter, though it's not shown to be larger than stars. Still it comes full of powerful alien technology, and is a ship worthy of one who not merely wields but is the master of the Power Cosmic. It does also come with Galactus's universe spanning spherical landing ship. If you do not have Mighty Cosmic Power and still wish to possess a copy of Galactus's ship it will cost you an additional +400 CP.

For an additional +200 CP it is also a functional time machine like Kang's ship, allowing it to transport itself and its occupants through time as well as space. If you incorporated a Viewing Device with the upgrade to view other galaxies or dimensions it will now be able to view the past or (possible) future as well.

Noble Devil Items:

Iron Mask (100 CP): Not just a mask, but a full helmet. Surprisingly comfortable for a metal helmet, making it something you could wear all day long without difficulty. A control set in a multifaceted ring, made to blend perfectly against your hand or handwear by magic herbs, is the only means of removing this mask short of actively cutting through it or destroying it.

Token of Authority (200 CP): This is a rather ordinary object such as a crown, scepter, large signet ring, or a pre-modern melee weapon. Whatever it is it is extremely durable, and if a weapon - or a scepter - could be used with superhuman strength without it breaking, though be careful of actual attempts to break it. It is otherwise unspectacular as a weapon assuming it is one. What makes it special is that it seems to be a symbol of authority and power. Displaying it in your possession seems to increase your charisma, and the perceived legitimacy of your rule, to those who you have a real claim of rulership over. Even others who you give it to will see these benefits over those who you rule, though unlike some such objects in Asgard or Atlantis.

All the Wealth of the Seas (400 CP): Well that may be a bit of an exaggeration, but this is a fabulous amount of treasure seemingly from sunken ships and stolen buried pirate loot. This is roughly worth $100,000,000 in 60s money, or roughly $1,000,000,000 in modern money.

If you've spent some of this treasure, it will be replenished at the start of the next jump.

A Kingdom of Your Own (600 CP): This is a kingdom which you are the recognized, legal monarch of. The kingdom is mostly loyal to you, like Latveria to Doom, Wakanda to T'Challa, or Asgard to Odin, though this won't ensure all members of the kingdom are loyal to you. This kingdom is similar to Latveria in size and general resources, without Doom's technology and control. Like Latveria its resources will be mundane, though if you purchased a species you may have all its inhabitants also share that species.

This kingdom will insert into future jumps where appropriate.

For an additional 200 CP it will possess some element of the fantastic; perhaps it is a subterranean realm, maybe it's underwater, possibly it's in another dimension. It will also have some combination of potentially valuable resources, super tech, and superhuman inhabitants. The more of all of these three the smaller it will be; so you won't be replicating Asgard or Karnilla's kingdom of the Norns, but you might be able to have a

city of demigods, or something similar to Wakanda. If you purchased a species and have its inhabitants be part of that species that will not count against its size.

Costumed Crook Items:

Personal Flying Machine (100 CP): Rocket broomsticks, powered gliders, jet platforms, hover bikes, anti-gravity wings… There are a lot of small scale personal flight vehicles in this world. And now you have one as well of your own design within certain limitations. Whatever your choice it will be designed to carry only a single occupant - though it may still be able to fly carrying more - either sitting astride it like a horse or bike or standing on it like a goblin glider, be completely open topped, unarmored, and it will have a sliding scale between maneuverability and speed. On the one end it may be able to hover completely motionless in the air, and maneuver almost freely in 3 dimensions, but will be no faster than you are at a light jog. On the other extreme it will be able to go several times faster than you can sprint, but will be hard to maneuver or steer, unable to maintain altitude if it ever stops or even slows beyond a certain speed, and possess only one directional thrust requiring you to physically turn it to change its direction by moving the vehicle.

If you'd like instead of being a machine, you may have this be an animal. It won't be any more intelligent, or dangerous, than a horse. Its speed and maneuverability remains the same. Either way you will get a supply of fuel or food for it in your warehouse or other property, and if damaged it will repair itself over time, and replace itself within 1 year if destroyed.

While no CP worth of powers are discounted for this item, if you purchase **Flight** for it having chosen a slow but high maneuverability choice will grant it the 50 CP **Aerial Maneuverability** upgrade, having chosen a high speed but low maneuverability choice will grant it speed 1 category higher, but it will retain its rather poor maneuverability, and having chosen something more middle of the road will see it having **Flight** somewhere between the purchased tier and 1 tier above.

Villain Weapon (200 CP): Select a single weapon from the list below. Regardless of the chosen weapon ammunition will replenish over time, and if damaged, destroyed, or lost it will be repaired/replaced within 24 hours.

- **Glue Gun**: This is a weapon similar to the Trapster's glue-gun. Rather larger than Spider-Man's web shooters it consists of a gun, connected by a tube to a cannister of glue on your body. This glue is stronger than Spider-Man's webbing and sets faster, though there a dial that allows you to switch between differing strengths and speeds of hardening if you want to leave a sticky trap behind or something that an opponent can escape from (or simply conserve glue). Unfortunately while

its increased size gives it a much greater capacity than Web-Shooters it lacks the impressive finesse which they would grant. The glue does potentially hold a lot longer than Spider-Man's webbing, though it will eventually begin to lose strength.

- **Mechanical Tentacles**: Four mechanical tentacles on a girdle. These tentacles end in 3 pronged claws which can be used to grasp objects and individuals, and are strong enough that in concert they could overpower Spider-Man. When you wear this arness you can control these tentacles mentally as if they were part of your body.

- **Power Lance**: This knightly lance possesses a variety of weapons built into it. In addition to a variety of moderately powerful beams (albeit shy of **Power Blast**s) - electrical, fiery, and impact based - it also possesses the ability to launch various other projectiles. It can function as a .45 caliber machine gun, and fire heated buzzsaw-like bladed discs at enemies you want dead. If you want your enemies alive it also can launch bolos, or extend tendrils which grab at things in its immediate vicinity and remain connected to the lance. Finally it can fire a sapper, a ring-like metal object which affixes to a struck object to drain it of electrical energy. It's not strong enough to immediately shut down Iron Man but even he would have to deal with it quickly. It has only 1 or 2 sappers, compared to half a dozen or so bolos and heated blades, and many, many bullets.
- **Reaper's Scythe**: Worn over a hand, this weapon extends on a pole from the arm, and then turns to a curved blade. It possesses the ability to spin its blade at high speeds as a rotating shield, fire a burst of force from the end of the pole capable of blowing holes in walls, or stunning even individuals such as Hawkeye, release electrical shocks, contains an emergency supply of knockout gas, and can place individuals into a state of suspended animation in which they are indistinguishable to standard medical examination (though a full autopsy would possibly figure it out) but are still aware. This state of suspended animation will kill the subject after several hours, though the scythe can lift it again with a touch.
- **Swordsman's Sword**: This is an ordinary sword. Except for the buttons in the hilt which allow it to project knock out gas, flame, an electric beam, a force beam, and a disintegration beam. These are generally weaker than the equivalent beams of the **Makluan Rings** or **Shining Armor**.

Mind-Ripping Machine (400 CP): This is a machine that includes a slab to strap someone down onto, as well as a head piece to place over their heads, and a variety of controls and structure. It is capable of - rather painfully - extracting the knowledge, memories, and even thoughts of one put in it, either recording the information or even transferring it directly into the mind of another wearing a second head piece. If you seek a certain type of information it can be programmed to primarily extract what is relevant to your query. Be careful as this extraction process is not good for the health of the individual, and too much at once could prove fatal.

Surface information is most easily accessed, but it is capable of reaching deep into the mind with time, perhaps even deeper than an accomplished and powerful telepath.

Doomsday Weapon (600 CP): The Overkill Horn, the Deathseed, the Ultimate Annihilator Ray… Many weapons of immense power exist in this world, any of which could destroy human civilization if not destroy the world itself. And now you have one. This is a doomsday device which if put in a position that would give it its full range would be capable of killing the majority of humanity on Earth, or destroying the Earth itself. Whatever it is it will be rather useless for anything less than indiscriminate slaughter, hard to use more than once, and its power will cap out at the ability to destroy a star though you may choose to merely have a planet-destroying weapon, or one which merely wipes out life such as a plague or even like the Overkill Horn a tool that will explode all nuclear bombs on a planet. This weapon will also have an unfortunate build-up time to its use, and have to be properly positioned to take effect - maybe you have to fly around the world spreading its plague in the air currents, or it has to be positioned at the right spot of a planet to bust it. This won't be too hard to use, as long as someone isn't trying to stop you. So maybe don't broadcast your intent. Or do if you want to hold the world for ransom.

For an additional 200 CP this is instead something on the scale of the Ultimate Nullifier or Odinsword. Like the above option this will be rather useless for smaller scale targets, but instead of wiping out life on a planet it works on the scale to destroy the entire universe; whether that's Earth, outerspace, and what's visible, or Earth, and all associated dimensions such as the Dark Dimension, Asgard, and more, though it'd not affect alternate timelines and the like. Ironically this is actually easier to use than the previous option, simply press the button and focus or draw the sword from the sheath, though you'll need some way to survive reality being destroyed.

Master of Crime Items:

Satan's Claw (100 CP): This is a single powered armor gauntlet. When worn it increases strength though with just the one hand and not the rest of your body, still it will give you impressive gripping strength, and its claws produce significant striking force. On its own it provides enough strength to crumple a handgun into a ball one handed. It can also be charged with energy. By default this is electricity, but can also serve as a focus for energies you produce, channeling them through it at slightly increased power and ease at manipulation.

Flying Fiesta (200 CP): This is a massive, oversized private jet. It will maintain itself, and refuel itself when not in use, and comes with an unremarkable follower crew. It also comes with amenities to put first class flights to shame, being built for throwing parties in it like a flying country club all its own, and will supply itself with the necessary food and drink for such parties.

In addition, once per month, you can fly it to an exotic and isolated location where a truly extravagant party has been prepared for you and your guests.

AIM Anti-Theft Control (400 CP): This control panel - built into a chair, building, vehicle, or what have you of your choice - which possesses a handful of buttons. But the individual buttons don't matter much. After all they all do the same thing: by pressing one and thinking about a CP backed item you possess you can cause it to instantly self-destruct. This also comes with information on how to treat other items in their construction so that you can self-destruct them by pressing a single button. You can also set conditions to activate this through manipulation of the control panel; unless the item has sensors to detect a condition these must be mostly overt physical traits - if the object is damaged to a certain threshold, if its function shuts down, if it is under so much pressure, if the temperature gets high enough - though if an object had an installed biometric reader of some sort it could be set up to self-destruct at an improper user but this won't give you the means to install such. You can also set it so the self-destruct is delayed to activate at a certain time if you do not cancel it. This self-destruct represents the object in question crumbling into powder which then dissipates entirely leaving no remnants or traces, it is not explosive unless you load it with explosives yourself.

Empire of Crime (600 CP): You are now the head of an expansive criminal organizaiton. This organization is sufficient to rule crime in a major region of the United States, or make you a major player in the crowded New York City crime scene. This criminal organization will possess significant reach and influence in the area, connections on an international level, and enforcers and agents who possess nearly superhuman skill or slightly superhuman powers; similar to those of the Kingpin or Big Man.

This organization will insert itself into future jumps and settings.

For an additional 200 CP this will upgrade your empire to something on the level of the Maggia, the most powerful international criminal organization which operates across the entire world. This will massively increase its reach and influence, as well as ensure that you possess the means to acquire enforcers and agents who, while far from a match for the Avengers, do at least rate as serious supervillains like the Scorpion or Rhino.

If bought with **America's Other S.H.I.E.L.D.** you may choose to merge them. If neither are upgraded this will give you an organization similar to A.I.M., though without M.O.D.O.K. or the Cosmic Cube, consisting of a major base or transitory headquarters, and expansive criminal influence or if either is upgraded it will be closer to HYDRA with seemingly endless hidden lairs, armies of mooks, and connections across the world.

Red Scare Items:

Luxuries of the Elite (100 CP): It is only right that the elite live in comfort and you will live in comfort. This is a supply of wine, fine food, cigarettes/cigars, comfortable robes, finely tailored suits and dresses, and the like. Nothing too important and not quite enough food and wine to live on just this alone, but it's all decadent and indulgent. It'd be worth a decent amount if you chose to sell them, and you get a steady supply of luxury goods delivered to you wherever you are; they seem tailored more to your use and enjoyment than to commercial value, though. Their important quality, however, is that they provide you with an air of genteel sophistication; those who know you well won't be affected, but it will help make a first impression as someone of the elite and of defining taste.

Neuro-Rod (200 CP): This is a small metal tube with a button on top of it. It comes with a box of small pieces of 'nuclear tape'. This nuclear tape will adhere to the nape of someone's neck and from there interface with their nervous system. By pressing the button on the neuro-rod while concentrating on a specific piece of nuclear tape you may cause pain and weakness to spread through the wearer of the tape; alternatively you may use it to cause pain in all wearers simultaneously.

To prevent the wearers from removing the tape each piece of nuclear tape comes with a small bomb built into it which will explode if the tape is removed. Alternatively, you may forgo the built in bombs to have the more canon accurate single small nuclear bomb which will detonate if any piece of nuclear tape is removed.

You get 10 pieces of nuclear tape a month, and if you choose to have a nuclear bomb it will replace itself at the start of a new jump or after 3 years if it is detonated.

Isolated Base (400 CP): For the heroes are the cozy suburban homes, and city center mansions. This is a base more fit for a villain. While it may not be as hospitable to live in, or as scientifically resource filled, this is a large compound in an isolated and hard to reach portion of the world, or in space.

If you select a space base, it could be a station, or built into an asteroid in orbit. Either way it will come with craft for take off and landing from the world it orbits which will maintain and refuel themselves.

If you select a remote but earthbound location, it will come with teleportation technology allowing you to transport yourself or your servants from it or, when you have a transport lock on their location, to it with relative ease. You won't be teleporting armies, or more than a few individuals at once, but it will be a convenient means of transport to or from

your lair. This could be the middle of nowhere, a desert island, or even built hidden underground though it will not be deep underground.

Either way they are built to be defensible with a variety of booby traps and defense systems built throughout them, and are large enough to house a hundred or so goons if needed. They will also possess running water, their own power generator, and automatically resupplying rations and air. It might not be comfortable, but you could live in this base for years if need be.

In future jumps it will insert into the setting.

If you want the Mandarin's or Magneto's labs combine this with **Science Central**.

Red Army (600 CP): This is a regiment from an army complete with (1960s) tanks, and support vehicles (about 20,000 troops), similar to what the Chinese army might have fielded at the time, though somewhat lacking in discipline and training. This army doesn't exist until you call it into existence during a jump at which point they will appear where you were when you called them, complete with fortified, but wood and bamboo, camps over the course of 24 hours. Lost troops will slowly replace themselves at about 2000 a year. Ammo and fuel will likewise automatically replenish, not fast enough to keep them fighting 24/7 but enough to let them fight for good spans of time.

For an additional 200 CP their competence isn't increased, but they replace their weapons and vehicles with low end supertech or magitech, as might be expected from alien forces or trolls warring on Asgard. This will see them with troll-forged weapons, ray guns, Kirby-style hover tanks with energy cannons, and the like. This will see a substantial increase in their overall power, enough to make them a major force on Earth or to be a serious threat the likes of Thor or the Avengers, even if they remain far from the most well-trained or disciplined troops, and their fortress will be made of magically reinforced stone or some minorly supertech alloy.

Companions:

In case it needs to be stated, companions cannot purchase companions.

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain an origin like you do, and gain a 100 CP stipend for powers. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

By paying the price to import one or more companions again you can increase their CP to 1000 CP and their stipend for powers to 200 CP (and allows them to trade it for 100 CP that can only be used on items). By paying the price to import one or more companions a 3rd time they may take the **Friendly Neighbor** or **Costumed Crook** origin as a 2nd origin for free.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For 50 CP you may recruit 1 canon character up to the power level of a member of the Fantastic Four other than Reed Richards, any character noticeably weaker than Tony Stark as Iron Man. For 100 CP you may recruit 1 canon character up to the power level of Thor/Dr Strange/the Silver Surfer etc. For 200 CP you may recruit 1 canon character up to the power of the likes of Odin and Galactus. For 400 CP you may recruit any 1 canon character, though in this period there are no entities firmly established to be more powerful than Odin, though there are ones who likely are such as Eternity.

This will ensure that removing Eternity or the Living Tribunal from this world does not disrupt either their or the world's metaphysical properties; though what if any they have are not actually explored yet in this era beyond that they are both connected to the multidimensional nature of local reality in some way.

Hitler Clone (1 Free, 50 CP for extras): This period has an absolute glut of Hitler clones, so many in fact we're having trouble giving them away. If you want to help out and reduce the number a bit, you can take one with you for free. He'll even be delivered to your warehouse under sedation if you wish. This is a clone of Hitler like the Hatemonger that the Fantastic Four fought, or the three different Hatemongers which

Nick Fury fought in 3 consecutive issues. If you'd prefer you can have a child-aged or even baby clone of Hitler.

Spineless Sycophant (50 CP): This lickspittle is unfailingly loyal to you no matter how badly you treat them. Unlike Toad they won't ever betray you, even if you do try to abandon them to their death regularly. They seem to exist purely to serve as your yesman and sycophant.

Never Shall Her Image Fade (100 CP): This individual is your soulmate, a perfect love for you who helps to complete you on an emotional level. It won't always be easy, but the two of you will be always able to stick it through, your love for each other only growing stronger with time, even as it makes you both grow as people. They have a background of your choice and 400 CP to spend.

> **+Fan Shipping (Special)**: Alternatively you may purchase this with a canon companion you have already purchased. They won't gain the CP above (or a background), but things will be arranged so that you are soulmates and help to complete each other on an emotional level, and gain the other benefits of this companion.

Toggles:

Want to change the rules of the jump a little? Here are some options. All toggles are Free.

Continuing Continuity: Been to the Marvel universe before? Well, if somehow you managed to be here before the start of the modern continuity, by taking this toggle you can keep your previous actions canon. Alternatively you can have them be canon for an alternate Earth, though reaching it is up to you as they were not exactly available during this period.

Earth-61What?: Multiple Earths were not a thing during this period. The parallel Earth with the Squadron Supreme was only introduced in February of 71, the jump's main content ends a few months before. Even then Marvel's current cosmology of alternate Earths would not come into being until Daredevils Vol 1 in the 80s. There was one alternate Earth story during this period, but that involved time travel re-writing reality to make the alternate Earth and cast it as being destroyed when the initial act of time travel was undone. With this toggle you can choose whether there are other alternate Earths and timelines out there or not.

Retcons Retcons Retcons: By default you are entering into the world as presented in the original comics written between August of 1961 and Jack Kirby leaving Marvel in 1970 (with a tail end of events to carry you over the full 10 years). This is without future retcons or introductions. Things that showed up later may or may not exist, you will have to discover by exploring these unexplored shadows, and things may or may not function as they'd later be presented to. If you'd prefer you can instate the current canon for these events with all the retcons, changes, and new adventures included. This will not change the abilities of any of your purchases in this jump which will still be based off of their original showings and capabilities.

Stay Length: By default you will be here from the start of Fantastic Four #1 till the events of Fantastic Four #115. 10 years of publication, though how long that is in actual time is unclear as sometimes it is referenced as 1 to 1, and sometimes years seem to be months. If you'd prefer you can leave as early as Fantastic Four #102, stay 10 years of time however many issues that ends up being, or stay until the end of the current cosmos and start of a new one during the second Secret Wars event. You may also choose to postpone your arrival till as late as Daredevil #1 when the world has mostly codified itself and the early installment weirdness has mostly passed.

Street Level: Marvel has a large range of power levels. From the likes of Captain America and Spider-Man all the way up to Galactus, Odin, weapons that can destroy multiple realities and dimensions simultaneously, and the Grandmaster being able to retroactively delete planets from history. By taking this toggle you choose to only have to deal with the street level portion, not having to deal with Skrull or Kree invasions, Avengers level threats, Ragnarok, or the like as long as you do not go out of your way to poke at such things - pick a fight with Dormammu or Galactus and this protection is lost. One way or another the heroes will deal with them without your intervention, and they will not spillover into your life. However while this does not have a CP cost it does come with some limitations. 1) You forgo the additional 300 CP usable only for powers and items. 2) You may not spend more than 400 CP on a single Power, buy any power at the Mighty level, or purchase any item which costs 600 CP before discounts. 3) This will not cover or include threats to you directly from drawbacks; a scaling enemy will still scale to you.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

However, only the first 6 drawbacks you take will grant you CP. You may take more, but additional drawbacks beyond 6 will not grant CP. Companions may take red colored drawbacks but only receive one-half the normal CP reward and may only take up to 4 drawbacks for points.

Average New York Experience (+100-+300 CP): New York City in the Marvel universe lives in interesting times. And now so do you. At the 100 CP level you will find yourself occasionally drawn into unsought superhero antics; supervillains will attack the bank you're in, or maybe take you hostage, and you might encounter aliens. You'll probably have to deal with something at least once a month, but nothing too constant. At the 200 CP level these will become significantly more common, with events happening often enough that you'll probably need a job that has flexible hours, and can expect to lose whole days on occasion to these events. At the 300 CP level you personally seem to rival New York City as a whole in how interesting your times are, or at least Thor and Dr. Strange. You can expect to have entire weeks which are completely consumed by these events, and while you will have breathers, holding an ordinary life will be nearly impossible. Don't expect to go a week without at least some comic book action imposing on your life.

Collectibles (+100 CP): The Collector has his eyes on your stuff, your companions, and you yourself. He will continuously seek to add you, or those things and people you care about and rely upon, to his collection, and somehow no matter what you do he keeps coming back with new alien technology or magical objects to challenge whatever powers were used to stop him. He won't truly scale to you, but he is extremely capable in finding objects of power from across the Marvel universe. At least he doesn't want to kill you, and doesn't show powers on the same scale as his later era peers such as the Grandmaster or even the Stranger.

DOOMed! (+100 CP): Doctor Doom has taken personal offense in your existence. Somehow he hates you even more than he hates Reed Richards, and with even more spite and pettiness. Somehow any time you kill him, destroy him, erase him from existence, capture him, banish him from reality, launch him into space, or what have you if it wasn't just a doombot, then he'll be back within a few hours to maybe a month at the longest. He might need a little more time to come back at you with a new plan, but he does seem to

have a way of creating new devices and weapons to threaten you with. He doesn't truly scale to you, but he is an innovative master of supertech.

If you're feeling more Tony Stark than Reed Richards, you may have this make the Mandarin hate you instead. He will be just as petty, spiteful, and incapable of being permanently dealt with.

Early Installment Silliness (+100 CP): Some of the early comics were rather silly. Just look at how skrulls were defeated the first time. Or some of the silly one off encounters the Fantastic Four had - Impossible Man being one of the more sensical of these. You'll find yourself encountering such silly things yourself. In fact the whole world seems less consistent, less serious, and more prone to ludicrous events happening. This won't make things easier on you, but who knows you might enjoy it.

Empty Headed (+100 CP): You're as frivolous and airheaded as Janet likes to play at being, with a tendency to be superficial and absent-minded. This also gives you a tendency to fall for dreamy people. You can expect to be romantically attracted to many people in your time here, especially those ill-suited for you, and even if you're in a committed relationship it won't stop you from flirting with them, or hitting on them, in front of your significant other.

Excessive Manliness (+100 CP): You were born for the frontline. Even if you're a leader, even if you're a normal person surrounded by superpowered beings and literal gods, you will always be on the front, always be the first to volunteer for suicide missions, and in general you will be excessively brave throwing yourself into danger without the caution to properly size it up first like Thor, Captain America, or Nick Fury at their most proud and foolhardy.

For some reason you also have a tendency to lose your shirt when you fight. It's almost like Jack Kirby just really likes to draw you shirtless.

Fainting Prone (+100 CP): You have a tendency to faint when you are surprised, learn shocking news, are exposed to danger, or if there's anything too exciting happening around you. It won't happen every time, but it can be an inconvenience, and if a villain makes a loud and flashy entrance - even if you've beaten them before - you can expect to possibly faint right away. Thankfully you do recover quickly.

Fan Mail (+100 CP): For some reason people really like mailing you, and you feel the need to answer each of them individually and personally. You can expect a bag of mail to arrive at least once a week containing dozens of letters to you, and to read each one of them and send some sort of reply. And despite the name, this might not all be fan mail. If you're a nobody it might just be random mail from individuals who know you in passing. If you do something people don't like you can expect it to be hate mail. But even if you find yourself somewhere that should be inaccessible the mail will still arrive and you will still feel the compulsion to answer it. Thankfully something will pick it up for you.

Grimm Demeanor (+100 CP/+200 CP): Your powers and jumper nature has made you a freak, permanently schismed from ordinary humanity. Oh other freaks might accept you, but you will always be separated from humanity and feel the loneliness that comes from that isolation. Of course this doesn't actually affect how others treat you, instead coming from your own point of view. While you may accept that certain individuals accept you, if a kid began talking about how awesome it was to meet you because you were their favorite hero or you were receiving so much fan mail it was causing the mailman medical issues you'd dismiss it as just the sort of excitement they'd get from a freak show because people could definitely not accept you for who and what you are. You are also now vulnerable to feelings of loneliness and isolation even if you were not previously.

For an additional 100 CP, incompatible with the Ruined Face or MODOJ drawbacks, you are now formlocked into an obviously inhuman form and while you may be able to temporarily disguise this, any disguises will not hold up to close scrutiny and you will be unable to change out of this form into other alt-forms or through other means of shapeshifting; this may be a suitably inhuman alt-form you already possess.

Companions may only take this drawback at the 200 CP level.

I Must Need Proffer Worldly Money (+100 CP): Any sources of replenishing food, any dwelling places from out of jump or purchased in this jump document, and any wealth you or companions possess from out of jump or purchased in this jump are all stripped from you. Any attempt to use out of jump powers to make money, or sell off out of jump items will likewise fail. And unlike Dr. Strange you will likewise find that while you can sell your services and the products of your in-jump powers, attempting to simply materialize money will fail for you even through in jump means.

I Needed that Time to Clear my Head (+100 CP): You have villainous gloating syndrome. Whenever you believe you have an advantage over an enemy you will pause to gloat loudly - and potentially publicly - about your motivations and your obvious superiority to them. You can eventually defeat an enemy despite this, but you can expect to stop and gloat at least once over each enemy before they've really been defeated, and maybe 2 or 3 times.

Jumper Makes the Gesture of Reproach (+100 CP): You are completely mute. You lose any ability to broadcast telepathically as well, and even text to voice devices will fail you. When it would benefit you to have your thoughts read they will be unreadable, though your enemies will still be able to read your mind. You can still use sign language or written communication, but any attempt to simulate verbal or telepathic communication on your part will fail.

Jumper the Missing Years (+100 CP): Your past in this world seems to be in flux, both from your origin, and from your time in this jump. While major events won't change, you'll find new events having happened in between them sometimes reframing them and your reasons, or having 'old' enemies return from them. It's almost as if some future writer was trying to fill in new stories happening to you during this period. These 'old' enemies and events around them tend to be edgier.

Love, the Marvel Way (+100 CP): Are you Reed Richards? It would seem not, and by Marvel rules this means you cannot have a happy love life. Your love life is a disaster. Expect to be unable to confess your love to those you like for reasons ranging from decent to extremely stupid, find yourself involved in love triangles, villains to abduct the person you like for reasons completely unrelated to you, and for complications to arise in any romantic relationship you find yourself in. And you will find yourself hopelessly in love during your time here. It's not impossible for you to make the relationship work, but it will be a lot of work and require you to overcome your own self-sabotage as well as all the shit this world throws your way. Thankfully this is the Silver Age and not the Bronze Age, so the world doesn't seem to just want to kill your love interest the moment things look like you'll find happiness together, but when we said you'd be unable to confess for reasons we meant it, you will find any excuse not to confess your love but to pine for them from nearby while cursing the cruel fates which made certain you couldn't tell them you like them.

Magnetic Repulsion (+100 CP): Magneto has developed a hatred for you which surpasses his hatred of the X-Men or even his desire for world domination under a regime based on racial superiority. He will bring all of his mastery of magnetism and its inconsistent limits to bear against you, along with the Brotherhood of Evil Mutants, and his inexplicable ability to make new allies sometimes literally whether via robotic engineering or genetic engineering or sometimes just getting cosmic beings to help him. And he brings his improbable ability to come back along with him, as nothing you do will keep him contained, banished, destroyed, killed, or erased for long. He will always come back quickly, though it may take him some time to come up with a new plan with which to threaten you.

Marvel Tradition (+100 CP): You will be living out Marvel's 2nd most common trope, after "I love this girl but I can never tell her". By which we mean you have a tendency to almost always end up fighting those who should be your allies when you first meet them. You'll still find excuses to fight them on later meetings, though it does become significantly less common after the first meeting.

Merely a Female (+100 CP): You a woman. And the casual sexism is dialed up to levels where Reed Richards on a bad day is the norm. No matter how capable or competent you are, expect to regularly be side-lined or ignored by your allies, friends, and even normally loyal and obedient companions and followers. And yes this does lock your gender to female for the jump.

And yes, if taken by a companion, this will make the jumper casually sexist against them and ignore or side-line them even when they'd be the most useful companion for the task.

Prince of Lies (+100 CP): Loki has discovered your chain and it has sparked a jealousy in his heart even greater than that he holds towards Thor. He will forgo his feud with his brother, and his nature of betrayal towards Asgard in favor of attempting to bring an end to you and your chain. And no matter how thoroughly you would seem to have destroyed, removed, captured, or erased him, he always seems to come back and to continuously seek out new allies, or magical powers with which to destroy you.

Ruined Face (+100 CP): Your face has been horribly scarred in a manner too terrible to put onto panel. No matter how you try to change your face this revolting, horrible scarring will remain, disgusting any who gaze upon it and filling them with revulsion. You can't even wear face-like masks, or else the shape will show through in a horrible fashion. Maybe you should find a metal helmet.

Saboteurs (+100 CP): Members of communist front organizations have infiltrated any group you lead or work with, and will have the ability to from time to time slip saboteurs into your ranks no matter how well screened they are. Maybe even some of your companions have been seduced by their evil ways to turn against you. If you're a communist they'll be Nazis instead.

Either way you can be certain to find that your devices are regularly sabotaged and your plans are regularly leaked to your enemies.

Suspected Traitor (+100 CP): People keep thinking you're a traitor. Whether it's to your employers, to your spouse, to your team, or to your country, someway or another you will fall, again and again, under suspicion as a traitor and be forced to find a way to clear your name.

If taken by a companion this drawback grants full CP (instead of ½), but also fully applies to their jumper, causing said jumper to regularly mistake the companion for a traitor.

The World's Smartest Wet Nurse (+100 CP/+200 CP): Your companions and followers are incompetent. If you're lucky they're merely passive to the point of uselessness, but most will be actively likely to fight among themselves or rush into situations they can't handle. You'll need to watch over them personally or else they'll be worse than useless.

For 200 CP this will instead apply to anyone who you ally with. And if you don't have multiple companions and/or followers you cannot take the 100 CP level.

We Can't Attack Him Until He Has Broken a Law (+100 CP): You, and your companions, cannot use violence, mind control, or attempts/threats to harm against another individual unless they have broken a law. And it has to have been a law when they did it and where they did it. This also prevents you from acting directly against established government bodies even if they do break international law. You can act against the instance of law breaking, but you cannot act to attempt to topple or remove the governing body. This does not apply to robots, aliens, monsters, or the like; they're fair game.

World Outside Our Window (+100 CP): Marvel has a policy about the setting remaining similar to the real world. No matter how much Don Heck wants them to, the Avengers can't just overthrow all the communist governments. Real life's status quo is God. Well now this applies to you, though more in its way. You are unable to create

significant deviations from canon; you can't get rid of major villains and any headlining heroes, you can't stop Sue and Reed from getting married, you can't overthrow the American government, etc. You can still change little things - you could easily be a new member of the X-Men or Avengers - but the setting's general status quo cannot be changed. Well at least not in a way you'd like. It's still possible for you to mess up the setting, or for one of your enemies to mess it up for you.

Circus Clown (+200 CP): You're something of a clown, or maybe an ass. You seem to possess a general inability to take things seriously outside of emergency situations, and a sense of humor which is best described as grating, as well as a general asinine behavior pattern, and lack of ability to effectively read the mood of others or at least act upon it. In effect, you're early Hawkeye on a bad day. Expect to go out of your way to make people around you dislike you.

Dooming Weak Spot (+200 CP): Like a certain Latverian tyrant you are incapable of understanding the hearts of others. This makes figuring out how a person will react, and manipulating their emotions extremely difficult as you fundamentally fail to grasp how emotions affect people… including yourself.

Filthy Casual (+200 CP): You haven't read the comics. In fact you're not familiar with the Marvel universe at all. You'll still have in-universe memories if you're not a drop-in, but you and companions have no out-of-universe knowledge of the Marvel universe. Optionally you may remember scraps of the least faithful adaptations of the comic books, but such memories will at best be a double-edged sword that might help you identify obvious heroes (Spider-Man and Ironman for example) but will also lead you to underestimate everyone and everything. This lack of memories extends to your companions, and will censor any media you may possess which would reveal metaknowledge about this universe (an updating library which has books from a universe you visit will be unaffected, a collection of Marvel comics will be suddenly blank).

Heart of Iron (+200 CP): Whether it's your heart, or something else, you seem to have suffered a deadly injury of some sort. Thankfully an electrically powered iron vest is able to keep you from dying from it, and you get said vest provided for free. Unfortunately you have to wear this vest at all times, and it needs to be recharged regularly; and the more active you are and more you actively use your powers from this jump and others the more quickly it will need to be recharged. Should it be removed, run out of charge, or be damaged you'll have to restore it to full functionality quickly or you'll die.

Jumperius Rex (+200 CP): You are a Jumper… of the Blood. You stand above any mere mortals, or even the kings of grand states. You aren't automatically evil, you may possess a sense of noblesse oblige, and a desire for the well-being of your people, but you cannot fathom someone being your equal, you might be able to admit that a sufficiently large group is beyond your ability to safely defeat alone, but the idea that some being is your equal is beyond your grasp, and you will broke no disrespect from man or machine. If someone contradicts you you will shout them down. If someone stands against you, you will break them. If an elevator does not immediately open when you hit the button you will rip the doors open, pull it down to your stop, and force everyone else out. Whether you're benevolent or not, you have become an impatient, and arrogant tyrant.

Hulking Charisma (+200 CP): All charisma, appearance, or perks that influence how people respond to you, your actions, and nature seem to have failed you; actual mind control still works, but those things that make people ignore certain actions on your part or make you simply irresistible to the opposite sex will not. Making things worse people have a tendency to assume the worst about you. Expect the media to be against you no matter what you do, and anything you do to be taken out of context to make you out to be bad. With individuals you can overcome this, convincing them that maybe you aren't just a monster, but the media and wider society as a whole will always have it out for you.

Jumpersleep (+200 CP): At least once a year, and more often if you actually do anything other than relax, you have to enter into a deep, life sustaining slumber for 24 hours. The more active you are and the more power you use the more often you will have to enter this sleep. You might survive being woken from it briefly, but it would leave you weakened significantly for at least a year, and you'd only be able to act briefly before needing to return to your slumber or die the true death.

MODOJ (+200 CP): Like Captain America's best villain, your proportions are quite abnormal. Your torso and limbs are shrunken and shriveled, leaving them at perhaps half the length they normally would be, and yet your head is larger than your entire body normally would be. Despite these proportions your neck won't just snap like a head and this won't kill you, but barring some mechanized assistance or superhuman abilities you won't be able to stand much less fight.

Mutant (+200 CP): You are a mutant, and will show up as such for any mutant detection systems or powers. Beyond this, non-powered individuals who discover your exceptional abilities - even if something as mundane as extreme skill - have an irrational dislike for you. This can be overcome through your actions, but you will have to show it through your actions and they must be sufficiently noble and self-sacrificing. Even saving a child

with your powers in a way that in no way risked you would be liable to cause a mob to chase you; but if you fought a supervillain to save someone it might convince them… maybe, don't be surprised if it still fails, though. Of course, it might be easier if you didn't have a tendency to refer to yourself as homo superior, and wax about how you are a superior race to ordinary humans, because you do that now, and even if you believe in helping people you will see yourself as better because you are a homo superior and they are merely homo sapiens and show no shame in letting other people know you feel that way. Other powered individuals are unaffected by this irrational dislike, though they might still get annoyed about your tendency to talk about how you're a superior being.

Shared Body (+200 CP): The Hulk, Thor, Captain Marvel… all of them have great power but unfortunately find themselves sharing their life with a puny unpowered individual. You are the same and perhaps closest to Captain Mar-Vell of the Kree as the one you share your body with does not share your mind in any way, and unlike Bruce Banner is fully in control of when they cede their body to you. You, unfortunately are not, as you can only maintain control for so long at a time before you inevitably lose it and will be unable to regain it (even if your other half is willing, for several minutes. To make things worse they are immune to anything you possess which might control their mind or influence their behavior. You can still talk to them, but hopefully you're not too used to relying on charisma perks since you'll actually have to give them convincing arguments to cede control. Oh and be sure to keep them alive, because if they die you do as well and they share none of your powers, perks, or abilities, being merely a normal person.

Silver Moper (+200 CP): You are categorically incapable of being happy. Live in a utopia where all woes are stripped from the people? You will live your entire life complaining about how the ease has made them indolent and lose their drive for adventure or desire to strive for more. Live on a world alive with adventure and people striving for more? You will complain about how greedy they are. It doesn't matter what your circumstances are, or how many of your goals you achieve, you will never be pleased, but only see the world as something to complain about.

Some Sort of Noble Sport (+200 CP): Your approach to battle is somewhat questionable. You treat it as something like a game or sport. This doesn't merely mean that you will seek it out as your favorite game and pastime, but you have a tendency to hold back and play by your own rules - even against opponents who have no rules or when your life or those of innocents is at risk. If you're sufficiently powerful expect to be fighting with most of your abilities restrained, and even if you're not well… you might abduct someone who beat you in a fight before only to fight them where you allow them their weapon and armor while you fight wholly unarmed and to actively join with them

against your allies if your allies interfere. And your sense of 'fair' play will only go up from there as you gain in power.

Thin Skinned (+200 CP): You get pissed off and annoyed easily and when you are you tend to get aggressive. Oh you probably won't kill someone, not unless you make a habit of killing them anyway, but if someone accidentally knocked you while pointing excitedly at a military parade? You'd probably threaten them with your super powers, though you'd most likely be able to hold back from doing so unless you honestly believed they could survive a good pounding from you. If someone gave you a hard time and you realized you'd lost your keys, you'd probably be so irritated by it, you'd just rip your door without thinking about the long term effects. If an angst-filled alien with god-like powers was talking to your girlfriend for psychological advice, you'd probably end up trying to hit him with the wall of a nearby apartment. Expect to get annoyed and angry easily, and to do stupid things when you're upset.

Visionary Programming (+200 CP): You are an unwitting sleeper agent for an enemy who has planted some commands deep inside of you. Things like betraying people at certain times, or reviving them if they're killed. While they won't have total control over you, only able to cause certain pre-programmed behaviors, you can expect them to never be permanently dealt with, and while these implanted behaviors will be far from a constant issue or even something you necessarily have to deal with every year (barring a short stay) they will crop up repeatedly across your time here and cause a bit of serious trouble each time.

Water Breather (+200 CP): Umm it appears you are no longer able to breathe air. The good news is you now breathe water like an atlantean. The bad news is you now need to breathe (water) even if you didn't need to breathe before, and suffocation can prove lethal to you. Maybe you can devise some fishbowl breathing helmet, just know that Reed Richards has made devices which can turn those off on a global scale before. Yes, he turned off the ability to wear a bowl of water on your head.

Your True Identity Must Not be Exposed (+200 CP): You and each of your companions must also maintain a double life as both a socially active member of public society and a costumed super being and you must do so without anyone outside of you and your companions discovering your dual identity. Failure to do so means you fail the jump. It does not count as discovered if you quickly gaslight the discoverer or wipe their memory, but you have 3 days to change their opinion.

Amnesia Prone (+300 CP): You have a tendency to lose your memory. You can expect to lose it several times during your time here. It'll be possible to regain it, but you're liable to lose it again. You'll probably have your memories more than half of the time, but even that's questionable, and attempts to plan ways to constrain or remind yourself during these amnesia bouts seem to fail, sometimes in ridiculous ways. To make things worse, this amnesia almost always seems to give some enemy the chance to take advantage of you and fool you into helping them for at least a time.

From the Hoary Hosts of Hoggoth I Call for a Bigger Fish (+300 CP): You have a most… unique… form of problem solving. Like the Ancient One, you have a tendency to call upon something even bigger and nastier to deal with your current problem, or otherwise dealing with a problem in a way that creates a larger problem down the line. While the specifics will vary your solutions will more often than not end up causing a larger problem than they fixed. While you can eventually actually fix a problem, expect to escalate it at least 4 or 5 times first. And unlike with the Ancient One who only seemed to do this with significant threats, this will apply to all problems and even nuisances in your life.

Hypnotists and Brainwashers (+300 CP): Congratulations you are not immune to mind control. In fact you are guaranteed to get mind controlled many times while you are here. And sometimes in rather surprisingly easy ways. Don't make eye contact with stage magicians; it's all they need to do to hypnotize even the likes of Doctor Doom or Reed Richards and now you… especially you. This also ensures that people try to mind control you fairly regularly, and while it won't guarantee you'll stay under their control it will guarantee they'll get some mileage out of controlling you before you break free and at least cause trouble for you.

Inconsistency (+300 CP): Whether due to being in the beginning of the Silver Age or writers being changed very quickly, it would seem that your powers, abilities, gear, and even supporting cast are all rather inconsistent with powers being forgotten, gear seemingly disappearing when not in use, or companions and followers just sort of wandering out of your life. This effect is slight on those things purchased here; you'll generally, though not always, have access to all of them, though you may miss some elements from time to time. But for things not from this world you'll find that you rarely have access to more than a small fraction of them at a time, with those abilities closer in tone and scope to what would be found among one of the (non-Thor) Avengers, X-Men, or Fantastic Four being the most likely to be available at any given moment, and the more something does not fit such characters in either scale or function the less likely it is to be available. Even when your gear, companions, followers, and the like aren't disappearing

completely you'll find certain functionality, or some of their gear and capabilities can be likewise affected.

Maximus Madness (+300 CP): You're crazy. You lack any consistent sense of morality, and would likely be best described as a craven, soulless, murdering fiend, if not for the fact that your behavior is too erratic even for that, often directly impeding your own self-interest. You're especially prone to turning against your companions. Expect to accomplish little save spreading misery.

Obviously Evil (+300 CP): It would seem a lust for power pervades the very atmosphere around you, and everyone can sense it. You somehow set off red flags to all those around you, warning them to distrust you and that you are not only a bad guy and a villain, but one who will inevitably betray your allies at the earliest opportunity. No matter what you do, or what methods you use, expect to have the moral, from mere children and cops all the way to the strongest of heroes, seeing you as a top priority villain to be dealt with, and those with no such moral compunctions still seeing you as a potential threat and danger. Now most superheroes respect the rule of law, so if you keep your nose clean enough they'll probably do nothing more than make themselves persistent nuisances to you, and cosmic beings such as Eternity and the Living Tribunal usually do not concern themselves with individual mortal villains unless you begin to threaten the balance of reality so won't be likely to hunt you out… but maybe it's best not to go poking around near them.

Parker Luck (+300 CP): Any time you do anything that puts yourself first, or even really just try and treat yourself, life will decide to kick you hard in the balls and make you suffer for it. Don't stop a thief from robbing people who just cheated you out of a life changing amount of money? He kills your uncle who raised you, sending you and your aunt spiraling into debt. Decide that you're terminally ill so you want to take a while off playing superhero? A supervillain hospitalizes your only friend and kidnaps your secretary. Stop by a bakery to buy a cake because you just want a sweet dessert? You'll get mugged or something. Decide to study for college courses instead of going out on patrol to fight crime? Your roommate's dad turns himself into a superpowered psychopath by huffing chemicals and bombs your apartment. Your life is going to be in shambles unless it can act with you in effect absentee, because any time you try and do even basic maintenance for it something will come along to ruin it to spite you for not putting superheroes first. And don't think about trying to make a real, sweeping societal change. Your luck doesn't like that any more than trying to have a functional life.

Popped Up (+300 CP): Your emotional maturity seems to have been reduced to that of an excitable child with no real concept of responsibility and a need for attention and excitement good or bad. If it wasn't clear you get bored really easily now, and can expect to act on childish impulses with no concern for long term consequences.

Purple Planet Eater (+300 CP): You have a need to regularly eat life-bearing planets on a regular basis or starve to death. Well you can eat ones that haven't developed life yet but they give a lot less energy and they do need liquid water and they do need to be potentially life bearing. In fact how much they sustain you seems to be directly tied to how well suited they are for life. The more power you exert the more often you need to eat planets, but even if you did absolutely nothing you'd still need to eat one verdant and life-filled planet a year.

Figuring out how to transmute a planet to energy you can consume is on you.

Vowed to Aid Any and All Human Life (+300 CP; incompatible with Maximus Madness): And you will keep it. Besides preventing you from intentionally killing a person unless they are currently in the act of killing multiple other people and it is your only way to prevent it, this means you have to go out of your way to save people whenever you find them in danger… even criminals or super villains. And you cannot stop at anything. Even if it means trading your freedom for theirs you will save everyone. Thankfully you don't have to protect non-humans, so are allowed to kill robots, aliens, gods, and the like or even let them die.

Why Does Head Always Hurt When Jumper Tries to Think (+300 CP): Your intelligence has taken a nose dive. No matter how smart you were before you're now no smarter than the Hulk in one of his stupider phases during this time. You won't be building a cardboard gun to fool an alien, but instead acting like a sub-human brute, and like the Hulk you have a splotchy and poor memory - you could forget who the Avengers were despite being a founding member - and thinking even at your low level causes headaches if you actually try to focus or do it for more than a few moments.

Brotherhood of Evil Jumpers (+400 CP): Marvel loved its evil counterpart teams: the Brotherhood of Evil Mutants, the Masters of Evil, and Paste-Pot Pete and the guys who lost to the Human Torch… I mean the Wizard and his Frightful Four. They even seem to have done it with you, as you're not the only Jumper in this world. Another Jumper, with the same number, and roughly same power level of jumps, and generally equally optimized build has arrived in this world with all their perks, powers, items, and

companions. Only one team may pass on the other failing the jump, and they will do anything and everything in their power to ensure they are the victors.

Promethean Flame (+400 CP): On a mountain peak on Earth there is a fire burning in a small shrine. If this fire ever goes out, or the shrine is destroyed or moved, you cease to exist and fail the jump. Moving the fire from the shrine also counts as it going out as does attempting to remove the shrine from this dimension. Your enemies have a way of discovering this flame, its location, and its purpose so maybe keep it well defended, and no matter how you attempt to make the place inaccessible they will have a persistent tendency to find a way to reach it anyway so invest in some good guards.

Tribunal (Special): Hear me, mortal! Because you have unwittingly unleashed upon the cosmos a menace which threatens the worlds beyond worlds your chain must be destroyed. Your arrival has created dark forces to rival you and the power of your chain. These beings do not scale merely to your personal power, but to the entire power of your chain, the strength of every companion, every item, every ounce of soft power, every narrative benefit, etc or in short the totality of all things you have brought with you and the very total essence of it. The more resources you possess the more each of them will. The greater the variety of what you can bring to bear the greater the variety of what they can. The more absolute your powers the more absolute their own. The Living Tribunal can destroy them all, and you yourself, by simply deleting your chain from existence, but after a plea from your benefactor has decided to give you a chance to set right what has gone wrong in the time remaining before it must act.

You will have months at most to deal with these entities, and there will be at least 1 entity for every jump (including this one) you have gone to. They are aware that you are a danger to them, and have reason to believe that they may survive the destruction of your chain - as well as a nature that would lead them to choose to attempt to survive till the end just to see you destroyed as well. And you must work quickly and to avoid them joining forces because while should you, and your companions, forces, and resources, be turned in totality against one of these foes your victory would be nearly certain, even merely a few of them working together would be almost as certain to destroy you, and you will also need to find them quickly.

Should you fail to wipe them all out in the time you have allotted the Living Tribunal will erase your chain, completely erasing your own existence.

You gain 50 CP for this drawback if you had only 1 previous jump, 100 if you had 2, 150 if you had 3, 200 CP if you had at least 4, 250 if you had at least 6, 300 if you had at least

9, 350 if you had at least 13, 400 if you had at least 18, 450 if you had at least 24, 500 if you had at least 35, 550 if you had at least 50, 600 if you had at least 7, 650 if you had at least 100, and 700 if you had at least 150. You can take this if you have no previous jumps, but will gain no CP for it; any difficulty it presents is likely outweighed by your ability to use it as an excuse to ask Dr. Strange for help.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, passing further than even the nexus of all-realities might allow you, continuing on to another world and another jump. Proceed to your next jump.

Endjump Scenario - From the Beginning till the "End"

Requires: **Stay Length** to be from Fantastic Four #1 until Secret Wars (2015). You must also take the **World Outside Your Window** drawback.

Incompatible: This scenario is incompatible with the **Earth #61What** and **Street Level** toggles.

Get ready to be rather active. It would seem that the heroes of Earth have become significantly less competent, as against many major threats which normally they would triumph over they will now come up short. This might not be a problem for you normally, depending upon your morality, except that you have to see to it that Earth does not get destroyed during your time here, or taken over by a supervillain, despot, alien, or extradimensional force.

Easy enough, right? You just have to be ready to take on all the biggest threats in Marvel canon. Well the good news is that **World Outside Your Window** will not prevent you from stopping bad futures or other storylines that would be undone at the end through reality warping or time travel, and you do have a week to undo any times the Earth is conquered. And it will allow you to substitute other solutions - you could beat up the Celestials into leaving the Earth and don't have to give them a group of new gods prepared by Gaea to showcase humanity's worthiness to live - though it will still cut off attempts to stop things too proactively - Korvac is still going to obtain nigh-omnipotence and Thanos will still get the Infinity Gauntlet so… have an answer to that.

When the first incursion on Earth 616 occurs **World Outside Your Window** will fade completely. Which is good, because you must stop the Incursions before the Illuminati would give up on preventing them and leave it to Thanos and his Cabal in canon. You must also put an end to the Beyonders causing the Incursions. These are beings where one alone was able to slaughter Celestials, and they would kill the Abstracts, and even the Living Tribunal. You must wipe them all out. And then you must ensure the Incursions can never happen again without allowing the current iteration of the cosmos to be destroyed.

Do all this and you will gain your Spark.

Notes:

Jump by Fafnir's Foe

I tried to only include things from when Fantastic Four #1 was published to the end of stories that had started by cover date of Fantastic Four #102 - Jack Kirby's last issue on the series (though he actually had several issues past it in Amazing Adventures starring the Inhumans, it was published in the month they announced he was leaving the company). This seemed to me the best date to end the Silver Age with. Reading through the comics really the start is arguably more distinct from the ones near the end than those immediately after. It takes until sometime in 64 to 66 depending upon title for most titles to really figure out what they're doing and to get a consistent feeling of continuity, powers, and characters. It's around 65 that most people stop having new powers appear and disappear; though Iron Man was the worst about this and it actually came back for him around 70, and the Silver Surfer got enough of it that I ended up making the perk that let you do that be required for his Cosmic Power. In this time it has changed from Silly Age Silliness to weaving a world between multiple titles. By the time that Kirby leaves, though, there is change in the air. Publisher mandate had forbidden multipart stories for about a year (not that this stopped all of them) destroying the method of storytelling which had defined Marvel at the height of the Silver Age. Nick Fury Agent of S.H.I.E.L.D., Doctor Strange, the X-Men, and Silver Surfer all end up ending around this time, with Nick Fury and Strange ending a full year earlier and the X-Men continuing to exist in reprints only; and Captain Marvel goes on a 2 year hiatus whose return certainly had nothing to do with being legally required to publish a Captain Marvel comic every 2 years or lose the trademark allowing DC to print the most popular superhero of the Golden Age (until DC killed them with a lawsuit) under that name. Add to this a shift at the start of 1970 from larger than life stories to where Iron Man, Captain America, and the Avengers are dealing with racism and social issues, with Kirby's books being the ones that through the first half of 1970 resist this change and stay larger than life space opera-esque adventures. Iron Man already lost a love interest in 1970, dying as a result of him pursuing a fight with an enemy. While she might have only appeared in a little over a dozen issues at the time and not have been as long term as Gwen Stacy, she is his main love interest at the time, and given the enemy was rescuing her from another mutual enemy, but Iron Man wouldn't stop and listen, it brings in a moral twist that is almost the very definition of the Bronze Age vs the Silver Age. The stories are getting more morally complex, and delving into political waters that are not as clear cut as 'Communism/Fascism bad'.

You also see a host of new characters. Conan, while not included because he's not a superhero comic, begins to be printed in 1970. Soon after you start getting characters like Luke Cage, Shang Shi, Werewolf by Night, and the Ghost Rider. And these don't really belong to the Silver Age, being current entertainment trends which came when it was in its embers and contributed strongly to killing it (Blacksploitation and Kung Fu fever), or explicitly banned by the CCA during it (Werewolf by Night and the Ghost Rider). While I could have pushed to include another year just to include 10 years, or pushed until the Death of Gwen Stacy, and simply not included these new characters, but adding new content would be increasingly adding Bronze Age content to a jump that is supposed to be about the Silver Age. That also includes things like the first story that takes place on an alternate Earth (a story in an Avengers annual was retconned into being one, but at the time it was time travel having replaced the Earth with a new one) as opposed to other dimensions in the same 'universe' (as always the Marvel multiverse is called the omniverse for a reason). Also Roy Thomas's Skrull-Kree War would remember that people can't talk in space without air, which nothing in the Silver Age did (Hulk actually bothers me there, as his 'weakness' was that he still needed to breathe like a normal man, but they forgot that for his space travel issues where it was brought up that Banner couldn't breathe because there wasn't air but Hulk was fine).

If you notice there's not as much from Thor or especially Spider-Man this isn't due to me hating them. Thor is my favorite and I intend to do a Thor jump, so while I included things like the Odinpower, and Mjolnir, I didn't stretch to include more obscure things from him; which honestly probably just means he got close to the same as everyone else. Spider-Man I read up through the Death of Gwen Stacy as a kid, and I just didn't feel like re-reading it when I got near the end, so I'm working on 20 year old memories which means that specific events from the run are less likely to show up and instead you get the more major players and stuff that stuck in memory.

I don't hate the Thing… he's just extremely easy drawback fodder; the fact that the perk for being the HERO is named after him probably should tell you that even if he's not my favorite (probably actually my least favorite of the Fantastic Four) dude has earned respect. There are heroes I did not end up liking. I like Hawkeye… in modern comics, but in the Silver Age he ranged from a raging asshole who makes Quicksilver look reasonable, to much more reasonable but notably misogynistic even compared to the other heroes (and worse as Goliath he's boring). And while I liked the Silver Surfer's stories, I can understand if the things saying Kirby listed Lee-Buscema's Silver Surfer being the main reason he left Marvel are correct (I saw enough versions that listed other things I don't know), because the character himself was insufferable.

I am uncertain if Stan Lee confused Solar Systems and Galaxies. Apparently there is a Sol Galaxy. Still the comics use galaxies.

I always had trouble figuring out where Namor was supposed to be power wise, and guidebooks only helped so much. Now I know that's because his powers have always been among the most inconsistent. In Fantastic Four he's weaker than Ben Grimm, in Avengers he's closer to the Hulk's strength than Ben Grimm is, in his own series he's closer to Iron Man so closer to Ben Grimm. In his own series he can command sea life. In the Fantastic Four he possesses the powers of marine life… like twice and other times he doesn't. In Avengers he can hear radio waves once. Thor at least has the excuse of holding back to avoid harming mortals (even if this doesn't work for a lot of the comics with human villains other than the Absorbing Man). Now to be fair a lot of this is pretty early, it wasn't until 64 to 65 that any of the lines - except maybe Spider-Man - got a sense of consistency; but where Thor's strength inconsistencies become about how much is he holding back or how much has he been explicitly depowered this time at least up through DeFalco's run (there's a few years gap in my reading when we get there), Namor's don't stop. I will actually chalk this up to his anti-villain/anti-hero status and his tendency to flip flop between hero and villain, the different ways the strength and abilities of each are depicted, and tendency of a villain to be 'strong enough to challenge' but his powers are all over the place.

Relic of War = Cap/Nick Fury. Mostly the heroes with roots in WWII.

Friendly Neighbor = Generic Hero. It's your core Hero-ing perks.

Science Adventurer = The Fantastic Four especially Reed Richards along with Iron Man and Henry Pym/Janet van Dyne. Beast's big brain ended up in that perk a bit too. Mostly the heroes who had roots in scientific adventure.

Living Myth = Thor and Doctor Strange. Hints of Loki.

Noble Demon = Namor, Doctor Doom, and even actually T'Challa.

Alien Presence = Captain Marvel, Skrulls, the Watcher, Silver Surfer.

Costumed Crook = General supervillain.

Master of Crime = Crimebosses, Kingpin, Neferia, even elements of Doctor Octopus (i.e. the Master Planner) and Hydra. The scheming mastermind types.

Red Scare = Mandarin, Red Skull, generic communist/fascist villain; evil for the sake of an ideology which has itself been reduced to 'I want to rule the world'; though the

Mandarin doesn't actually profess communist belief, he's merely Yellow Peril. Might include Magneto and his love of Nazi trappings - including racial superiority fueled ideology - as well.

Fitness vs Swashbuckler vs Born Fighter: Fitness puts your raw physical condition at or above human peak. In D&D terms Amazing Fitness gives the highest Str, Con, and Dex you can get as a human at char gen, with Fantastic granting higher scores like you might get with a racial bonus (in editions where humans don't get racial bonuses) maybe even a higher than usual racial bonus or the peak that a human can reach with level up bonuses, in 3.5 it'd be ~22-24 in each maybe higher or lower Dex based on if you took the upgrade (and a climb speed), and Mighty granting what you might reach with top end magical gear so in 3.5 ~30 in each stat, and again maybe lower or higher Dex based on if you took the upgrade.

Swashbuckler on the other hand puts your skills at human peak. In D&D terms this varies more by edition, but would be having a wide number of proficiency slots and good THAC0 in TSR editions, something like +8-+9 BAB and 11-12 ranks in all Str/Dex skills in 3.X (where 6th level with 9 ranks was intentionally made to be hitting world records), and a high proficiency bonus some special attack options and expertise in various Str/Dex skills in 5e.

Born Fighter comes with less frontloaded skill than Swashbuckler, and ultimately doesn't compare to Fitness at all. And it translates to D&D terms less well than Swashbuckler or Fitness, being more about your BAB/THAC0 increasing more quickly and being able to get above the normal level cap for skill, with a bonus to hit and AC against creatures that are physically superhuman. It doesn't really translate easily or perfectly into D&D terms.

On their own the two have somewhat similar effects but Fitness is hitting hard because you're strong, where Swashbuckler is hitting hard because you know how to throw a punch that's maximally effective; Fitness is jumping far because you've got really good legs and a good sense of balance, where Swashbuckler is knowing how to jump effectively, and having the training to land properly. Fitness is dodging an attack because you've got good reflexes, and Swashbuckler is dodging an attack because you know how to fight and recognize attack patterns. It's theoretically possible to reach near the level of swashbuckler through mundane training without any perks, though swashbuckler is heroic levels of skill which go somewhat above real world peaks. Similarly you could

feasibly reach physical levels near those of Amazing Fitness with a proper regime and diet, though again it's actually slightly above real world peak.

Meanwhile Born Fighter is about fighting instincts and making the right choice in a fight on a level which no amount of skill can allow for, with a benefit of mitigating the benefits of significantly superior strength or speed. Things like Cap's ability to judo throw the Hulk super hard because of his strength, ease at slipping out of his grasp, and dodging him with greater ease than characters who are ostensibly faster than Cap. Comparing to Swashbuckler it won't help you with the acrobatics at all, and in a fight will start you off at a worse level, but you could with dedicated training surpass Swashbuckler outside of trick shots and the like, and even at baseline might be better at fighting the Hulk.

For some more in depth comparisons… Captain America has Amazing Fitness, Born Fighter, America's Shield (which includes the trick shot part of Swashbuckler), and is as well trained as a person can normally get in acrobatics and combat… and then some due to Born Fighter. The Swordsman on the other hand has Swashbuckler and a demanding exercise regime, good diet, and is generally pretty fit, and when he fights Captain America he actually matches him or perhaps surpasses him in pure skill with their weapons of choice, but Cap ultimately outfights him, and he's implied to be acrobatically Hawkeye's equal who is capable of showing Cap up in acrobatic feats, but in pure jumping distance and feats of strength not so much. Daredevil has Amazing Fitness and Swashbuckler; he's capable of some serious tricks with his billy club, and unarmed he's actually very closely matched with Captain America being noticeably more agile, acrobatic, and faster than him, but in the end Cap edges him out in a direct fight, but Cap doesn't come close to actually matching him in acrobatics. Nick Fury has Born Fighter, but is merely extremely fit and well trained, he can almost keep up with the above, but without spy gadgets I'd not give him good odds of beating any of the above in a fist fight, he can almost keep up with Cap's acrobatics, and he can almost keep up in a fight with the above, and even take on mildly super powered combatants who lack great skill and tangle for a time with robots being especially good at avoiding attacks and using their own capabilities against them. I could also bring up Batroc who falls into less skilled as a fighter than Daredevil or the Swordsman, but physically a near match for Captain America and with superior acrobatic skills usually used to run away and still probably represented as Amazing Fitness + Swashbuckler.

Meanwhile Captain Marvel and the Inhumans are stated to have superhuman reflexes and agility, but lack the acrobatic training and skill of Captain America, and end up falling short of Captain America or Hawkeye there. This would represent Fantastic Fitness without Swashbuckler or proper acrobatic training. Meanwhile Spider-Man and the Beast

are demonstrably faster than Captain Marvel and the Inhumans, and are also able to outpace Hawkeye or Captain America in raw acrobatics and combat speed, but lose out in combat skill and lose out in combat speed to Daredevil though it ends up close and Daredevil is hard pressed to dodge. Thor who would have Mighty fitness and is a well trained fighter is acrobatically ahead of Captain Marvel and most of the Inhumans, capable of matching or surpassing Cap due to raw physical ability, but falls behind Beast and Spider-Man and Daredevil, while being someone they are hard pressed to dodge… well when he doesn't occasionally out combat speed Quicksilver or parry lasers because that's a thing Thor sometimes suddenly does; Thor may have Born Fighter (or the combat skills of Swashbuckler with a hammer specialty but lacking the acrobatics). And for a final 'what about Mighty+Agility bonus' the Human Cobra can dodge Thor better than… well pretty much anyone else, and managed to outspeed Daredevil in combat despite being not particularly skilled and relying just on his radioactive cobra blood. He's not about to match Quicksilver for raw speed, but he's got a lot better control.

The Pulsating Power of Everlasting Enchantment perk is inspired by a few sources. Largely Hulk based surprisingly. More specifically the Hulk had a bit of a crapshoot ability to resist forcefields, tractor beams, mind control, etc due to being just too powerful (Thor does too). This is actually less prominent than in some later runs, but it still just fails completely against Asgardians such that Loki casually teleports him between dimensions and can just turn him back into Banner, and even the Enchantress kills him with a single spell while he is the Hulk (Odin resurrects him on the same page). Now this could be that the Asgardians are just that strong (Loki is on a short list of individuals who is casually stronger as a mage than Dr. Strange along with Dormammu, Umar, and cosmic entities like Eternity/the Living Tribunal), but it still serves as justification there. Also comparing Hulk vs Silver Surfer and Thor vs Silver Surfer strengthened by Loki to levels of power that he has never possessed before. Both Hulk and Thor are able to overcome Cosmic Power blasts and break Silver Surfer's forcefields, but Thor does it with more ease, until the Silver Surfer explicitly brings in Loki's magical energy at which point Thor struggles about as much as the Hulk. Now Thor was in Asgard for a change, and while Thor is not explicitly stronger in Asgard (and actually in the Bronze Age they make him explicitly not stronger in Asgard) he is generally performatively stronger in Asgard, but Thor seems to be able to casually deal with these force fields with his strength in a way which causes the Hulk to strain. I'd still feel the perk was too much of a stretch, and wouldn't be including this if I didn't feel it was still a stretch, except there are times where Doctor Doom does stuff that Reed can't replicate because he incorporates magic, and while you don't get 'magic can't fix this because it was SUPER SCIENCE' during this period, you do occasionally get 'super science can't fix this because it was

MAGIC'. Doctor Strange vs Yandroth should be where it was inspired by, and is actually where the name and specific limits/effects come from. Ranging from the 'if you can't blow through a stone wall this won't help' come from as the high tech alloy doors stopped Doctor Strange's magical blasts … which have trouble blowing up boulders so little 'I'm not sure you could blast through super thick metal doors made by medieval blacksmiths' going on. Still he shrugged off mind destroying lasers by turning into Astral Form where Xavier's astral form was shocked back into his body by a mind destroying electromagnetic field, fools robotic sensors with magical mist and blinds it with a hex, and dispels a time warping field created by SCIENCE.

And just to clarify it… It won't make a neophyte mage, or even Doctor Strange, able to stand up against Galactus, but it is meant to help represent how super science has trouble undoing magical effects, and how the Silver Surfer does better against many enemies than Thor does, but Thor is able to hand him his ass and wound Galactus enough that big G runs away despite these attacks being things that the Surfer and Galactus would normally no sell completely. Which might be that Thor is just that powerful.

The Amazing/Fantastic/Mighty tiering comes from how Silver Age Marvel mostly had 3 power scales. You've got the Street Level guys (Spider-Man, Daredevil), and weaker team characters (Hawkeye, Scarlet Witch, the X-Men), then you've got the Fantastic Four and the more normal scale solo heroes (Iron Man, Namor, Captain Marvel), and then you've got Thor, the Hulk, and Silver Surfer all of whom are routinely told to be above the normal scale and scope. And then Doctor Strange exists over there in his own little magical corner. While there is some crossing over - a Spider-Man robot beat Thor once and Spider-Man, Daredevil, and half the X-Men ended up with Fantastic tier powers - generally speaking you have the Amazing Spider-Man, the Fantastic Four, and the Mighty Thor setting the general power tiers of the world. Spider-Man has Fantastic Fitness and Fantastic Spider-Powers but Fitness is a side power, and Spider-Powers is just Fitness plus a slew of Amazing powers. Daredevil has Fantastic Super Senses but Super Senses is a passive power that mostly makes your other powers better. Super Science as a major power typically a tier above what the character would be expected to have, because it's a 'do anything but not at this tier' style power.

Super Strength is sort of deliberately under valued. It's so common and easy to pick up at some level, and likely to be obsoleted, especially given the Hulk and Thor would go from smashing mountains in the Silver Age to smashing planets in the 90s, I had to charge less

for it since while something like Magic or Science gets more specific examples there's not a clear 'they have gotten better' like with Super Strength and Super Speed.

During the Silver Age Thor-Hulk fight Thor was too strong for him even without the hammer (Hulk had to resort to trying to destroy the disenchanted hammer, and even then with Thor dodging into his attacks Hulk had to get Namor for help), but in Tales to Astonish #73 Hulk got his power increased. Next time they fought I am aware of was in 1973 in the Avengers-Defenders War where they were evenly matched in strength for half an hour. While 73 is outside of the scope of the jump, given both have strength of Nuff Said (although Mangog is stronger than either) I went with equal. Strictly speaking… Thor explicitly holds back to only 1/3rd of his strength when dealing with mortals, though given the circumstances of the fight it's uncertain if he was against the Hulk and the Hulk explicitly got powered up after that though showings didn't seem to increase much. On environmental damage, Thor and Hulk are close when Thor is on Earth, but Thor's feats in Asgard are greater which is why Journey Into Mystery exists. Could compare their fights with Abomination (even if Abomination fought Thor 1 issue after the cutoff), which is unfortunately complicated by the fact that the Abomination was weakened after his first fight with the Hulk. He was losing the rematch, maybe, everything stated he was equal, but Hulk was the only one getting hits in… admittedly because he caught Abomination off balance, but he wasn't doing more than keeping Abomination off balance when the Stranger abducted him, while with the element of surprise the Abomination managed to get Thor to revert to Donald Blake but almost losing in the interim and when he didn't have it got taken down by Thor like a chump, and Thor showed he can 1 shot him with a single punch if he's not ready for it. Ultimately they're in the same ballpark, but in the Silver Age I'd give it to Thor; there's a reason the Hulk was called the strongest **mortal** in this period.

Super Science, Black Magic, and Omni-Power if bought to at least Fantastic can all replicate most lower cost powers to some extent such as about a tier below. Super Science tends to require the most up front time and resources, but do the best at long term replication. Omni-Power tends to get closest in power, though works better for physical effects than mental ones - not that it can't do mental ones; as noted in it at Mighty it is capable of getting close to Mighty Strength and casually surpasses Fantastic Power Blast (though fails to match Mighty). Black Magic is perhaps the most versatile, and best at mental effects, but has trouble replicating the raw force and power of Super Strength and Power Blasts - for example - at a tier below, and will generally be closer to 2 tiers below. With the Asgardian Sorcery add-on making it arguably the best at long term replication in the form of enchanting powers on individuals, and becomes easier to match such raw

power but even with Asgardian Sorcery does tend to fall shy of Omni-Power for raw power. Omni-Power and Black Magic also both do run off at least in part internal energy reserves and ability to absorb ambient energy so can run into stamina issues with excess use.

What a given character can do with Super Science may be the most inconsistent thing in this period other than Henry Pym. Spider-Man would be an example of Amazing, with his Web Shooters being a purchased item. Fantastic you start making super tech but generally won't be world-shaking unless you put a lot of time and resources into some singular super device. Mighty you start doing things like inventing holes into other universes, subatomic shrinking, and just general ridiculousness. Just to be clear you can purchase Mass Production as a specialty at Fantastic Super Science to make it easier to replicate and mass produce your inventions, they will generally be lower grade than you would make when making one-off inventions. With a specialty in Mass Production and Spy Gadgets you could make the personal gear for SHIELD at Fantastic and equip them. In general, though, replication of these items is hard because the Super Science perk isn't just about being a super skilled inventor, it's about being able to create tech which defies the laws of physics and is in many ways functionally a dedicated form of reality warping to allow your nonsense tech to work. The reference to robots is because pretty much every super scientist builds at least one super robot with immense power at least once, though only Doom seems able to repeat the feat regularly. Need to fight the Hulk? Banner can build a robot that does it. Reed makes an android? It's able to copy anyone nearby's powers.

Atlantean is slightly below Super Strength because Namor was slightly weaker than the Thing or the 2nd strongest mortal below only the Hulk depending upon the comic.

Whether Sue could project 1 or multiple force fields at a time is a bit inconsistent. Her ability to only turn 1 thing invisible at once came up a lot, and was implied to carry over to her forcefield (which itself counted as the one), and the limit of 1 came up with it some times. There were also other times she managed two in a scene. I went with 1 for Fantastic because it had come up as a limit, and it wasn't commented on when she made two which probably means it was an artist error/continuity error. As things continued she began to be able to turn grouped things invisible (such as multiple people who were close to each other) but still typically limited to 1 force field at a time and couldn't do both at once.

Antman's strength when shrunk is very variable. In one panel it will say he retains his full strength while shrunk, and two panels later, in the same fight, he is overpowered by

ordinary beetles. In another fight he says that and is punching bugs full strength and while pushing them back, he is barely doing so. He can be washed away by a water pistol, and blocked in by a glass box a human can lift in one hand, but he is strong enough to overpower a bug 1 on 1. All in all it might just be that ~~Stan Lee and/or Larry Lieber~~ Henry Pym has no concept of the square-cube law and what it'd mean for shrinking. But despite his statements to the contrary he is demonstrably not as physically strong in shrunken form (and has statements about that too) as in full sized form.

Given Giant Man at double height (and scale) says he weighs only 360 lbs I am fairly sure that ~~Stan Lee~~ Henry Pym has no concept of the square-cube law in general. His strength seems at most loosely connected to his size. Sometimes he's as strong as Spider-Man at 10-ft, sometimes at 25-ft, sometimes he has closer to Thing level strength at 25-ft, or can give people who Thor struggle with a good fight at 10-ft while a depowered Thor is still able to push the Thing to win a fight against him. Henry Pym is really the most inconsistent character of the Silver Age and that includes Mar-Vell, Namor, and the Hulk. Well ok, the Hulk might be more inconsistent, but at least his core power doesn't change (just how he changes, how much of Banner's mind he retains, how much he is aware of things done in the alternate identity, how he behaves, whether Hulk's power protects him from mind control, whether he gets stronger as a fight goes on, and more).

Mighty Mind Control's AoE version is based off of the Purple Man's only appearance in this period where Daredevil, and a random belligerent gym goer resisted his control through sheer willpower and… being abnormally ornery? So I gave a 'maybe 1 in 50' because… well it wasn't that common but at the same time in this period it was not 'only the strongest most heroic wills can resist'.

Cosmic Power is sort of vague because Blackbolt's power is sort of vague, Ronan's weapon is sort of vague, and the Silver Surfer's power is sort of vague. Just look at the Surfer's use of healing. One issue he can place someone in suspended animation, and heal them from something that no Earth medicine can heal because as long as any life remains in them he can heal people. Then he has to send his love interest back to his homeworld via spaceship because he can't heal her. Then literally the next issue he is able to revive someone hit by the Abomination because as long as any life remains he can heal them, but now it leaves him too tired to stand (though he was drugged at the time and recovering from being hit by an asteroid). On durability, ordinary artillery is treated on multiple occasions as a threat that he must actively dodge or block, he had to explicitly densify himself to be strong enough to fist fight the Thing, and both Thor and the Hulk hurt him with punches without going all out.

Also to explain the name, while Silver Surfer's power would by the end of the Silver Age come to be the Power Cosmic, he initially described it as just as cosmic power, and only consistently switched the words starting with issue 16 of his 18 issue run.

Hex was attempting to replicate Wanda's power in this period which ends right before her power started expanding massively. Even the mention of disrupting spells is actually from the issue after the cut off date, and it would be 3 after that her hex makes something happen other than making things go wrong. Amazing actually combines the worst aspects of her power from multiple periods; her early tendency to miss entirely with her sporadic at first but more common later on tendency to run out of power after 1 or at most 2 hex bolts. Fantastic is intended to cover her more normal showings; she still tends to run out of power quickly, but now can hit and she seems to be able to toggle between 'normal' and 'desperate' power levels which I normally just chock up to Great Responsibility… but the power needed something, and Wanda doesn't always have control over which she gets. Mighty is just better than her power in this period.

Mjolnir's most impressive use as a power source comes 2 issues after Kirby leaves Marvel, putting it right along when the last Inhumans story by Kirby was published. It's used to re-light a parallel reality which had no sun but a light ring which had died out - now only being empowered by flashes for days when nuclear bombs went off on our reality. Iron Man was able to, with the help of Mjolnir as a power source, illuminate it for countless years to come. And they didn't even need to leave Mjolnir there.

I toyed with just having 200 CP level of canon companion include Eternity, because… Any actual sense of scaling between the top dogs other than Odin and Galactus comes in the early Bronze Age, though if you include up until the Death of Gwen Stacy you might get Mephisto claiming that **while in Hell** he is Odin's equal. But Mephisto claims that in his place of power he is equal to Odin, Odin claims Galactus might equal him and Galactus stands above Thor but like Odin not so far above Thor can't stand a round or three against him, so they're all roughly on the same level. Which brings us to Eternity and Dormammu. I saw a lot of things hyping up Dormammu's 'fight' against Eternity and how he managed to wound Eternity. But reading it… Eternity appeared and said 'I'm annoyed you're trying to bind me when I was minding my own business', Dormammu threw his best stuff at Eternity to no noticeable effect, and Doctor Strange fled and after he looked back at the explosion both were gone. Dormammu shows up accidentally lost in a dimension he was trapped in, and Eternity next shows up with Nightmare binding him and when Strange attempts to free him with the help of a spell slinging Cain Marko because Nightmare was using Eternity's power to threaten the Earth, Eternity just effortlessly breaks the binds and says he was never in danger and was just seeing what

would happen. So barring some later retcon that Dormammu actually successfully did something to Eternity, Dormammu completely failed to hurt Eternity, Eternity just decided to go for a brief sabbatical because Strange and Dormammu woke him up. Dormammu himself actually varies a good bit; in his first confrontation with Strange he actually does much like Loki's (specifically significantly weakened) astral projection a few issues earlier. He holds a significant advantage in magical power over Doctor Strange, but not enough that Strange can't trick him. In the end Clea's interference is what wins it for Strange so he comes off as stronger than Loki's astral projection though not necessarily than Loki. He gets stronger from there, but if we're just talking about his showings in the Silver Age, I'd actually put him closer to Loki than to Odin, stronger than Loki, but not stronger than some amped Lokis we see and not a match for say Mephisto. Which tallies up with the Avengers Defenders War where he's definitely above Loki, but not close to what Odin has been shown to be capable of. Eternity on the other hand is presented consistently as overwhelmingly so powerful Dormammu almost destroyed himself trying to hurt Eternity so is probably stronger than Odin… Probably. The Living Tribunal and Gamemaster also deserve mention. While the Collector and Stranger show in this era, the Collector doesn't show any Elder of the Universe powers, and the Stranger is more Silver Surfer level (loses 1 v 1 there, has some advantages and disadvantages). The Living Tribunal can apparently destroy the earth with ease, but has difficulty fighting Nebulos and actually doesn't come off as too powerful in that first fight needing Doctor Strange to help him against the sort of enemy Thor would fight, still he's theoretically something rather high and powerful even in this age when his exact role and powers are much less defined than they will be. The Gamemaster apparently has the power to just will the Earth into retroactive oblivion, to through will alone manipulate time to retroactively create Justice League expies, grant Kang power to defeat the Avengers just by willing it - power which only works against the Avengers because he thus willed it - and going purely by showings shockingly might be the strongest entity during the Silver Age. All this is to say, use your own judgment on who, if anyone, stands above the level of Odin and costs you 400 CP, just remember if you choose to peg the Living Tribunal as below Odin you are assuming he doesn't have some of the powers he will later possess, and if you are pegging the Gamemaster as above he doesn't have some of the nerfs he later receives.

The ability to buy a Viewing Device at a discount with a Spaceship, or any other item, is not meant to imply said item doesn't already have sensors and spy devices. In fact the discount is because most of them have ones already or even make the unupgraded Viewing Device mostly redundant. That said what blocks the Spaceship's sensors may not block a Viewing Device (or even vice versa). And generally speaking the Odin-tier

upgrade for the Viewing Device will be superior to what those items already possess, with only the World Ship approaching it.

I was going to include some guidelines for building characters, but figuring out who all should have each perk is painful. So instead here's just some 'who inspired what perk/power':

Branding: Spider-Man and Spider-Foes.

Larger Than Life: Iirc Thor, Cap, and Daredevil.

Well Drawn: Sheer jumper vanity. Ok in all honesty there's a lot of good looking people in comics; and while the Super Scientist Heartthrob got the serious appearance perk, had to give a basic 'you look good' perk.

Face Behind the Mask: Madame Masque, Doctor Doom.

Kragoffian Conditioning: The Red Ghost, lesser extent Antman.

Swashbuckler: As it says Swordsman, Hawkeye (but not Clint as Goliath who actually is less acrobatically skilled than Pym as Giantman for some reason), and Daredevil. A lot of other characters might fit in but typically not at the full level of the perk; while Cap has the combat skill he lacks the acrobatics, Batroc actually is more acrobatic than any of the above except Daredevil and might be an example but wasn't a main inspiration.

The Word "Surrender" …: Most heroes.

As a Team…: The Fantastic Four, X-Men, some configurations of the Avengers… others are definitely not this.

Short-lived Death: Mostly the Hulk; while Thor and Iron Man got mentioned both were actually a big deal which had at least a comic dealing with it. The Hulk died twice where he was revived within a page. I still say Enchantress just killing him with a spell was a bit of bs (even if I can put it in the file of 'reasons Thor is just better than the Hulk').

Squaring Accounts: Primarily Jarvis, but elements of how Hulk's initial 6 issue run finished, and the Trapster getting out of jail by helping the Avengers.

Product of the Silver Age: Line wide trope for the first 3 years, and still occasionally showed up after that.

While Still No Lives…: Line wide trope at times, though most extreme example which inspired it - and included the line it got its name from - was an early Namor comic where he fought Warlord Krang who hit NYC with a tidal wave which did… nothing.

Really Got Soul: Rick Jones.

He Would Never Harm Me… Never: Betty Ross and damn it Janet. Marrying someone in the middle of a chemical induced psychotic break and then telling him it's legal and there's no getting out of it is not cool, Janet.

Stranger in a Strange Land: Actually mostly Captain Marvel, despite references to Ka-Zar. Little bit of the Hulk who doesn't really adapt but just is able to fit equally poorly in all situations, and Rick Jones who slot into military culture or superhero groups surprisingly well. Touch of the original Crimson Dynamo and Black Widow too.

There's Too Many of Them…: This is a quote from the Hulk when fighting the F4 and Avengers where they both got in each others' way to the point that Thor - who had at this time had all of 1 fight with the Hulk which was one of the Hulk's most humiliating showings against him even now (and Thor has 1 shot amped Hulk when serious) - was rendered useless because people kept getting in the way.

Incredible Stories: The Hulk and Rick Jones's tendency to just wander into other characters' plots and seem to get pulled into every important plot line in the Marvel universe at least once.

Mentor Worthy: Rick Jones. Dude has jumped into so many sidekick gigs that breaking into Nick Fury's apartment to ask to join SHIELD can't even be faulted as ridiculous; it'd have probably worked if another plot hadn't got in the way.

If You Call Straight A's Alright: Daredevil quote, and directly based on Daredevil, but is a general hero trope.

Action is His Reward: Spider-Man theme song quote, and directly based on Spider-Man and Daredevil, but is a general hero trope

Quips and Thwips: Spider-Man reference, but sometimes a Hawkeye and Daredevil trait as well.

Grimm Determination: It'd be so easy to name it after Spider-Man because *The Final Chapter* is indelibly linked with the concept in my mind, and it's very much something that's become iconic of Spider-Man, but really it's a concept that was fundamental to superheroes in general where the determination to save others could and would give them the strength to go well above and beyond their normal limits.

Instead I Shall Make Him Pay: Enemy talking about Daredevil, but a somewhat general superhero trait or enforcement of general supervillain behavior.

Uncanny Precision: Oddly enough primarily Cyclops, but to a lesser extent X-Men in general, and Thor.

Veteran: Cap, Nick Fury, Reed Richards (it's where he learned his judo), and the Thing (he was a WWII pilot). Judo is Reed, Nick Fury, and Cap. Vehicle operation is Thing, Nick Fury, and Cap. Everything else is Cap and Nick Fury.

American Original: Captain America.

Howling Commando: Nick Fury primarily, but lesser extent Cap and Henry Pym.

Born Fighter: Primarily Captain America. Nick Fury, Hawkeye, and Thor all inconsistently show elements of it. Falcon is actually the on page example for learning speed; though Cap's mastery of judo, karate, and who knows what else is a large part of it making it into the perk.

Don't Yield Back Shield: Primarily Nick Fury, lesser extent Cap.

Security Chief: Nick Fury. I had a capstone that was more Cap and Fury, but it overlapped too much with Grimm Determination and Lucky Opportunities. And this felt more unique in general.

Instinct Must Have Carried Me: Tony Stark quote/reference.

Instant Fame: Aliens who don't know whether the Earth is overrun by giant fire breathing ants are familiar with the Fantastic Four after only 2 or 3 adventures. Lesser extent Henry Pym, Tony Stark, and really early Thor.

Starkly Handsome: Reed Richards and Tony Stark are both repeatedly noted to be really handsome, and both have odd elements of beauty is never tarnished. Reed and Henry Pym are both apparently attractive to women half their age as well.

No Time to Say For Sure: Reed Richards. Lesser extent Bruce Banner shows some of it, but it's a Reed quote and a regular Reed thing.

The Eyes of the World are Watching: Iron Man; winning the cold war by out punching Soviet powered armor.

Big Brain: Reed Richards, some elements of Henry McCoy, and the Master and Xavier show elements of it.

Surfing the Starways: Silver Surfer, Uatu the Watcher most definitely not the navigating genius Galactus who can't find any life bearing worlds other than Earth in any nearby galaxies despite there being at least 3 nearby galaxy spanning empires, and 2 different life supporting worlds around Alpha Centauri.

Every Fiber…: Silver Surfer when meeting Doctor Doom. Silver Surfer strangely trusts the people that he goes 'you're evil I can tell you're evil just by being near you' every time except when they go 'I am evil and wish to condemn you to eternal suffering if you accept my deal… now would you like great treasure? Maybe women?' Like he meets Loki, goes 'you feel evil' and then fights Thor because Loki told him to after pointing out that everything about the situation tells him Thor can't be the bad guy Loki says (to be fair he does feel Loki's evil and then a guy attacks him… that Thor at the time orders not to).

Informed Purity: The Silver Surfer. I will not go on a rant about his hypocrisy here… already sort of did in the perk examples.

Counterfeit Crusader: Captain Mar-Vell. Ended up consuming the one that was going to exist for Daredevil's secret identity shenanigans/Iron Man/Spider-Man. Though the Henry Pym secret identity ridiculous didn't get folded in (Pym explodes out of his house as Giant Man, goes on dates in full costume and walks home that way, and he and Janet call each other by civilian names in the Avengers and when fighting crime and yet he had a secret identity till he retired… somehow).

I Have Studied the Earth: The alien societies that know precise details about the Earth for… some reason. Uatu.

Cosmic Enlightenment: Uatu and Captain Mar-Vell, especially once her gets Negative Zoned, with a touch of what the narration/Silver Surfer wants us to think he has but which he never particularly shows past the initial Galactus story and which even they give up on by the end of his solo series where he vows to become a villain.

Master of Medicine: Donald Blake… and Doctor Strange. Expect this background to be 'Doctor Strange and to an extent Thor' or 'Thor and to an extent Doctor Strange'.

Mystic Duelist: Primarily Doctor Strange, though Thor shows it some too in his battles against sorcery.

Strange Tales: Dr Strange. This is the Dr. Strange background. But would double for Thor as well.

Journey Into Mystery: I almost removed this one since Thor is inconsistent with it, or well his fight against the Destroyer shows him at his level usually not shown on Earth. But I liked the idea and even if Thor is inconsistent on it (due to the Destroyer fight), the Enchantress shows it as she casually killed Hulk in Asgard and has trouble with the mortal Avengers on Earth. But really it's the difference between Thor in Thor comics dealing with Asgardian or Space Opera threats and Thor in Avengers or Thor in Thor comics dealing with mortals. And it works; Thor on Earth is equal in strength with Hulk, Thor in space is stronger than the Abomination (at this period stated to be an equal match in strength with the Hulk) and can casually knock him out with a single punch with surprise on his side. Thor on Earth can be threatened by enemies who could rival big bombs, Thor in Asgard while depowered takes blasts from someone with half of the Odinforce, and Odin having a tug of power with someone who is a near-rival creates stars on panel (as opposed to just narration saying it could). Even in normal showings, Thor in stories away from earthly matters massively out-scales Thor in Avengers/Earth-bound stories with the exception of the first Destroyer. Some showings from the Hulk, Silver Surfer, and Doctor Strange too, though they do not consistently possess it.

Unexpected Tactics: Dr Strange primarily, but Thor shows some of it too.

The Pulsating Power of Everlasting Enchantment: Dr. Strange quote and reference. Primarily Doctor Strange, some elements of various other magic characters such as Thor.

Every Inch the Monarch: Mainly Namor, to a lesser extent Doctor Doom. People don't tend to mistake T'Challa for a king.

Absentee Monarch: Primarily the Black Panther, followed by Namor, and then some elements of this for Doom.

You Have Pledged: Mainly Doctor Doom, though some elements of Namor still managing to release that F4 movie after trying to murder them all to prove to Sue he was better than Reed.

He Lives by a Different Moral Code…: Quote is about Namor. Mainly about Namor. To a lesser extent Doctor Doom though he tends to end up breaking that moral code and its shield. Shows up a bit with Arkon and Ka-Zar too.

My Mind Must Be Equal…: Namor quote, but Doom talked about it, and T'Challa shows it.

Divine Right: Paragraph 1 is Namor, Doom, and T'Challa. Paragraph 3 is mostly Doom in the Annual. Paragraph 4 is all T'Challa since in the Silver Age he mentions making

Wakanda's tech with money from selling off parts of the mound and what he learned in Western universities. I like the later retcon that it was advanced for generations due to the vibranium and not just 'this is what I could do with western tech+vibranium'. But that came later.

Time to Escape: General supervillain.

Instant Teamwork Just Add Vengeance: Sinister Six, Masters of Evil, 3rd Masters of Evil, Lethal Legion, the Frightful Four… seriously this is just how villain team ups work.

We Have Loathed Each Other Too Long: Yon-Rogg is the one who actually did seem to just magically know that Captain Marvel had started pursuing his case. But elements in a lot of the arch-nemeses.

Jumper Must be Stopped: I forget which Daredevil villain he said must be stopped because he was becoming too popular with his daring crimes and people were celebrating the villain. The perk could be said to be based more on Daredevil's fears than what actually happened.

Only Because I Find You Useful: I forget who said this and actually directly inspired it. But it's a fairly common villain trope.

Lucky Opportunities: General villain trope.

Nose for Gain: I forget who said it; I think it was a Maggia guy. Either way general villain schemer.

ANON the Benevolent: Name is a reference to Namor's scheming cousin, though he was augmenting his charisma with mind control. But really is a general politician villain as seen in Spectacular Spider-Man, and Daredevil as well, and even the Atlantean high priest.

Recruitment Pool: General villain organization trope.

Completely Above Suspicion: Specific is an early S.H.I.E.L.D. comic where HYDRA had a scientist try and get Nick Fury removed for impeding his research, but again sort of a general trope.

I Merely Pull the Strings: Count Nefaria quote, and his general legal defense.

The More I Lose the More I Win: Mephisto quote, and while it really felt more like he was coping, it's not an unheard of trope even in this age, and one they did try to invoke even if it came off more villainous deus ex machina than anything else.

I Rule by Fear Alone: I think it's a Red Skull quote, Magneto has some similar though. Really applies to both of them, Russian and Chinese Communists, and the Mandarin.

Hitler's Assassin: The Red Skull.

Mandarin Karate: The Mandarin specializes in a type of karate that can shatter Iron Man's armor.

I Cannot Forget His Blood Flows Through Me: Lorna Dane quote about Magneto. Generally based on Magneto's hold over Lorna (who at this point was revealed not to be Magneto's daughter) with a touch of how Quicksilver and Scarlet Witch went back to him despite them not be retconned to be his kids for years after this point.

Unfair Advantages: Titanium Man, the Red Ghost, early Communist villains.

So Long as Evil Lives…: Red Skull quote before he waxes on about how he fights for bigotry and oppression. Also Red Skull plot armor (though he also very much has Lucky Opportunities). The m.o. and plot armor also applies to Magneto in this period.

… Maybe I'll eventually add the powers and items for this.

Tribunal's scaling to the totality of your chain does include drawbacks, so something like Maximus Madness would weaken the enemies based on how much it weakens you though not necessarily in the same way. Drawbacks that create enemies will not be mirrored in any way though; they don't reduce your capabilities after all, so maybe don't take this with the Brotherhood of Evil Jumpers. Not that taking them together would be advised. Just not an automatic 100% death sentence even for the right build. Oh and as a bonus for reading this, the enemies need not be completely destroyed, merely permanently depowered and neutralized as threats.

Changelog:

Version 1.0.0: Released.

Version 1.0.1: Tweaked Reset Survival slightly so that you do exist in the alternate universes. Overhauled drawbacks, reducing some, increasing the CP values of many, and adding several (3 of which are semi/non-scaling enemies). Increased the cost of getting Odin's power by 200 CP and Cosmic Power by 50 CP a tier as more valuable/easier drawbacks make CP easier to acquire and the power leap for either one is still rather severe. Added an end jump scenario. Added a table of contents.

Version 1.0.2: Dropped the cost of Product of the Silver Age by 100 CP, making it easier to get Cosmic Power (which may be a mistake) but putting it more in line with what it should cost on its own (effectively treating it as a discounted perk for all backgrounds instead of a General Perk for pricing). Added that the World Ship upgrade to Spaceship requires Mighty Tier Cosmic Power (the lack came from the period where Cosmic Power was going to only be able to be purchased at Mighty Tier) not just any tier of it, but also added an option to pay 400 CP for that upgrade. Fixed some formatting issues and that an example for purchasing powers listed Super Science as 350 CP/tier instead of 300. Added a means for companions to take certain drawbacks to gain more CP for themselves to allow you to form a more Defenders level team (even though the Defenders didn't form in this period), though tried to only allow drawbacks which would make companions worse at being companions. Reduced the price of While Still No Lives Have Been Lost by 100 CP. Added another upgrade option to the viewing device (because while the 50 CP your senses upgrade was meant to cover the Uatu's viewing device, Uatu doesn't actually show himself to be its equal in this period which is why the Watcher race does not require the combined mighty super senses), and added discounts by incorporating it into items, or having the Watcher race. Added Filthy Casual as a metaknowledge lacking drawback. Reduced the cost of the Makluan Rings by 50 CP.

Version 1.0.3: Slight reworking of the Powers' pricing per tier. Mostly it's an attempt to make the language more concise and clear, but there was a pair of slight tweaks (previously you could discount an Amazing power if it cost less than your highest Mighty power's total cost even if it did not cost less than the Mighty one did per tier).