



v1.0

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Introduction

The Incredible Hulk is a 2008 Marvel movie that can potentially be considered connected to the Marvel Cinematic Universe, but has in part been retconned. It was directed by Louis Leterrier from a screenplay by Zak Penn. It mainly revolves around Bruce Banner, aka The Hulk, running and hiding from the US military, most prominently General Thaddeus "Thunderbolt" Ross.

After an accident during research into furthering 'super soldier' projects, disguised as interest in the medical benefits of gamma radiation, Bruce Banner has become an incredibly powerful gamma mutant who periodically loses control of himself and goes on unstoppable rampages. The world is seemingly largely mundane otherwise, save for the occasional bouts of sci-fi tech and things like successful super soldier programs or brief alien contact. Though in reality the weirdness has more breadth and depth to it than anyone would yet predict.

By default the Jump starts on April 12th, 2010. When Bruce Banner would have an accident that causes a drop of his blood to get inside a bottle at the plant he was working in to hide from the US government in Brazil.

Gain 1000 CP

Starting Location: You may start anywhere that makes sense for your origin and time period, but if you want some suggestions, or to roll for whatever reason, options will be below.

1. **Bottling Plant. Rocinha, Brazil.**
2. **Grayburn College. New York City, New York.**
3. **Culver University. Willowdale, Virginia.**
4. **Remote Wilderness, Guatemala.**
5. **Chiapas, Mexico.**
6. **"Free Choice".**

Choose your gender, sex, and age.

Origin

- **Fugitive:** Whether literal or just a wanderer of some sort, you're moving around, hiding out, faking identities to hide your real one or because you don't have one at all. In all likelihood this means you've been exposed to and changed by something dangerous.
- **Military:** Whether as a grunt or a commissioned officer you're a member of some well established government military, or at least a paramilitary force. You probably have considerable resources to call upon to further your goals, whatever they may be.
- **Scientist:** A real doctor, medical or otherwise, possibly multiple fields. You're likely even the kind of genius that edges this world from the mundane to the supernatural.

Perks

100 CP perks are free for each origin. All perks are discounted to half price for their respective origin unless noted otherwise.

Fugitive

- **Travel Tips - 100 CP:** You know all the secrets to traveling under the radar, and have experience hiding out and forming new identities. As long as you don't make any serious mistakes or take big risks you could stay undetected by a dedicated team from the US government for over 5 years.
- **Urban Acrobat - 200:** You possess parkour skills that would put trained military teams to shame, you move through a crowded urban environment like a professional gymnast through an amateur parkour park. You've likely also picked up a few self defense tricks you can easily apply on the move.
- **Gamma Mutant - 400 CP (mandatory drawback Actual Fugitive for 0 CP):** You've been exposed to a deadly amount of gamma radiation and either hit the genetic lottery or had a real genius oversee the process. At this cost the mutation is relatively small and focused, only a slight general boost to your physiology, with just one specific trait such as intelligence, strength, or endurance being enhanced to a level almost comparable to

a full gamma mutant. This comes with an obvious physical mutation, and like all tiers renders you immune to the negative effects of most radiation and resistant to exotic energies in general. Your blood also carries gamma radiation and can be toxic with direct contact, but otherwise you're relatively safe to be around.

For **600 CP** this is expanded to the level of full gamma mutants. Similar to the Hulk himself when calm in this movie, in basically every physical measure you far surpass human limits. The ability increase is related to if not nearly proportional to the extent of the mutation, this is assuming you were a normal human before and have become an over 8ft (244cm) tall green humanoid bulky enough to make action heroes jealous. You can now easily run fast enough to overtake speeding cars, and jump hundreds of feet in a single bound.

You're strong enough to casually toss a forklift like a softball, sprint through thick steel and concrete walls like tissue paper, and use a large armored military vehicle like a baseball bat. Your durability is similar, anything you wouldn't term heavy artillery could barely scratch you, and even equipment meant to bring down buildings will likely only leave flesh wounds. Damage to your vital organs isn't necessarily lethal as long as it's not extreme and most wounds visibly close and recover within moments. You can decide how severe the physical mutations themselves are, the greater the extent the better the results, and any physical traits you possessed before can be exaggerated to great effect, such as exposed bones becoming spikes or a prominent rib cage becoming a breastplate.

For **800 CP** much like the Hulk himself your physical abilities will increase even further in response to your anger and distress, though in these movies this isn't nearly an infinite process. This is currently something like a berserker rage, making you strong enough to physically dominate the previous tier, at least for a few moments. In time you may learn to control this, calling upon the power to collapse buildings in mere moments like Bruce himself can later in the MCU. At all tiers these abilities won't necessarily proportionally increase with those you possess from elsewhere, but it will always at least give a noticeable bump, and any inhuman elements to your physiology can be further exaggerated with your mutations.

For an extra undiscounted **100 CP**(**free with the You Wouldn't Like Me When I'm Angry drawback**) at any tier this is a transformation that can be induced or reduced at any time with an act of will, retaining only the ability to recover from extreme injuries and potentially reactively transform in response to trauma.



Military

- **Talk the Talk - 100 CP:** You have the solid grounding in military decorum and procedures expected of anyone that's finished basic and gotten some experience under their belt. Most people could tell your background just from how you walk or word things, assuming you don't purposely suppress it.
- **Walk the Walk - 200 CP:** You're a lot more than just that though, you've been fully trained in matters of combat and tactics and likely have a great deal of experience. While you might not keep up with someone like Black Widow you could certainly kick the ass of more common soldiers and bodyguards without too much trouble. This includes training in firearms and knife fighting.
- **Reborn - 400 CP:** You've been treated with a knockoff super soldier serum, and while it doesn't quite stand up to the original that's not to say that it's ineffective. Your physiology has been enhanced to truly olympian levels, you could match the records in basically every category, and while that doesn't seem too impressive doing so simultaneously means your total ability will seem unreal compared to normal humans. Stuff like greatly outpacing well trained men in a dead sprint and then not even needing to catch your breath when you arrive. Or acting with the force of a powerlifter and the grace of a champion gymnast.

The most notable enhancement this has granted is to your recovery, you can survive and fully recover from any injury that a human possibly could with full medical care, even if what you receive is minimal, and you'll do it quickly and completely (except for lost limbs etc), no nerve damage and no months of physical therapy to get there.

For **0 CP** more you can instead be overdosed on this serum, this will cause you to more closely match the capabilities of the true super soldier serum, but also further mutate you. This gives you an unnaturally robust physiology, like dense wiry muscles, and an exaggerated, slightly deformed skeletal structure. You'll also be full of seemingly limitless energy, your physical performance will be as if the previous description had a constant but stable adrenaline rush, and you'll heal in a fraction of the time.

However this comes with side effects similar to those the true super soldier serum could produce. The physical mutations are the obvious ones, though they're likely not too extreme, and the energy this gives you will make you aggressive and rash. These aren't drawbacks that fade after the Jump ends, but nothing says you can't adjust to the mental state of this with practice, or transform out of the mutations, though that would reduce the physical benefits of this somewhat.



Scientist

- **Lab Procedure - 100 CP:** Plain and simple, you actually know your way around a lab, what does what and what it's called. You might not understand the overall thing another scientist is talking about, but you at least recognize the words, and if they explain the process you can probably follow their instructions and operate the equipment.
- **Good Learner - 200:** You not only pick up information quickly, but you hold onto it exceptionally well. This isn't necessarily anything like a perfect memory, but it's a really good one at least, and let's just say that if you do a lot of traveling becoming a polyglot is probably inevitable.
- **Doctorate - 400 CP:** You now have one, at least one, a full comprehensive understanding of one field of study, on the cutting edge of the mundane. Possibly edging a bit beyond it given where you are. This can be purchased multiple times, additional purchases have a discount (**100 CP** for Scientist).
- **Gamma Specialist - 600 CP:** Not necessarily gamma actually, though you'd certainly be a good one. There's a certain spark some geniuses in this setting have, the thing sets apart the real and unreal, the truly exceptional. You'll be pushing the boundaries on and redefining any field you're an expert in, and in this setting that means meddling with superscience. You'd be a truly singular mind if this world didn't hold the exceptional at every corner. This also comes with a free purchase of **Doctorate** that represents your foremost field of study, within that you'll be capable of inventing things like scifi cybernetics, prototype super soldier serums and similar right from the start.



Items

All items may be bought repeatedly. One **100 CP** item is free for each Origin. All items are discounted to half price for their respective Origin. All items can have a similar item freely imported into them. All items also come with instructions to potentially make more of them if possible. Replacements for any items can be ordered at least once a month if lost, stolen, broken, or destroyed, and once a week in the case of consumables such as ammunition, money and food.

General

- **Irradiated Soda - Free:** Why would you want this? It has quite a kick to it, certainly would make for a tasty way to die. Though I suppose if you're a **Gamma Mutant** it might be a fun way to show off, and make for a refreshing drink. Or a very inventive poisoning method otherwise. You can have a lifetime supply if you want, who's going to say no?

Fugitive

- **Stretchy Pants - 100 CP:** Not necessarily pants, or at least just pants, this is a simple set of clothes, sturdy but pretty typical with the exception that any parts you want are capable of stretching to accommodate a great amount of growth, assuming you need that for some reason.
- **Travel Kit - 200 CP:** A large bag full of all the bare essentials for travel. This means multiple sets of clothes, basic fake IDs, a large wad of cash, some food and water, toiletries. Almost takes the fun out of running away.
- **Secure Line - 400 CP:** This is actually more of a web address, a discreet messaging system you can access from any device connected to the internet and covertly message anyone you need to. Even if the US government is pooling resources for the smallest signs of you they won't pick up on these conversations as long as you make the barest nod to anonymity. This can also be used to arrange discreet shipping and comes with a high quality USB stick.

Military

- **Dress Up - 100 CP:** This is a set of military uniforms and modern body armor. Nothing too advanced but includes not just fatigues and ballistic armor but also a fancy dress uniform and SWAT armor. This will serve both as identification for whatever force you start with here and as decent practical clothing and honestly the bare minimum protection you should probably settle for. Even includes night vision goggles.
- **Gear Up - 200/400 CP:** Of course you can't forget the important part, a load out of basic weapons and operating equipment. An M4A1, tasteful sidearm, classic boot knife, some tear gas and even a knockout dart gun. Can be purchased twice to add some grenades, a brick of C4, and even a rocket launcher.
- **APC - 400/600 CP:** Not necessarily a literal one, though it easily can be. This is your choice of large military hardware. Armored transport, M1 Abrams tank, your favorite attack helicopter, even one of those weird sonic cannon things or anything roughly equivalent to these. Additionally purchases are discounted (**100 CP** for Military).

For **600 CP** this is the mobile command base used by General Ross in the movie, like a heavily armored spacious mobile home designed for military operations. It has all the equipment necessary to oversee your operations in the local area and keep in contact beyond that. Comes with one free **400 CP** vehicle that serves as its escort.

- **Weapons Plus - 600 CP:** No this is no gun or vehicle, but rather a large inconspicuous canister, inside is several doses of an experimental super soldier serum, as described by **Reborn**. Comes with the notes for using it effectively, which paired with a sample might theoretically be used to replicate or improve on it if you're smart.

Scientist

- **DATA - 100 CP:** You can start with some journals and very basic lab instruments, with the most advanced piece being a high end laptop with a secure connection to a private server for data storage. The actual basics for following the scientific method.
- **Smartypants - 200 CP:** Multiple sets of academic clothing and basic PPE for all sorts of fields, including classic lab coats. The most notable part is an ID badge that can get you into just about any non-military academic institution, with the info on it acting as a working account for their computer systems.
- **Workspace - 400 CP:** A well outfitted lab and/or workshop for a given field of study, with not only top end equipment for its more focused work, but closely related fields necessary to make use of it. Gamma research might include sealed radiation resistant rooms and observation chambers, specialized emitters for testing, and all the modern medical equipment you'd expect for a full screening or treatment if something went wrong. This can be found in a location of your choice, including any university.
- **Cure All - 600 CP:** Or at least that's what it could be, this is an advanced biotech lab, with either the highest quality equipment you can buy in this world or homemade equivalents. It can serve as the best in medical care but is primarily designed for research in biological augmentation and treating unnatural conditions. It comes with row upon row of gamma mutant blood in cold storage, as well as the facilities to produce more. The right person could use this to develop cures for basically every illness facing humanity, or with a different mindset, to create gamma mutants whenever you want. The

results would be somewhat unpredictable to start but with experimentation you could refine consistent treatments. This can be found in a location of your choice, including any university.

(Must take the drawback **Actual Fugitive** for **0 CP**)

Companions

All companion options may have **CP** donated to them at a 1:1 ratio, this **CP** is handed out across the board to all companions bought/imported in this Jump(unless for some reason you want to exclude someone). Unless otherwise noted a preexisting companion or follower may be freely imported into any companion option given. Any genders or other non-mechanical specifics given for a companion are example-only and can be freely changed by you if you wish.

- **Plain OC - 50/200 CP:** Import or create one companion. They get **300 CP** to spend in the Jump doc and an origin of your choice with freebies and discounts. Or instead up to 8 companions for **200 CP**.
- **Runaways - Free:** This is permission from me to take anyone who agrees with you after the Jump is over.
- **Lab Worker - 100/200 CP (Free/discounted Fugitive):** This is a close friend with a lot of experience in a field of your choice. She cares for you dearly and is in general a kind soul that wants to better the world. Though she could easily be influenced on what the best method for doing so is. She comes with the Scientist Origin, she knows proper **Lab Procedure** is a **Good Learner** and always brings her **DATA** and **Smartypants**. For **200 CP** she has a **Doctorate** and her own personal **Workspace**, she's no assistant, she's heading her own research.
- **Field Agent - 100/200 CP (Free/discounted Military):** Your direct subordinate, this woman is a hardened operative with years of field experience. The best of the best, ignoring super spies and the like, she likes working with you but her focus is always on the mission and she hates nothing more than leaving a job unfinished. She comes with the Military Origin, she can **Talk the Talk** and **Walk the Walk** and is ready to **Dress Up** and **Gear Up** at any time. For **200 CP** she's been **Reborn** with a dosage of your choice and comes with her own **APC**, ready to bring this to the next level.
- **Escaped Experiment - 100/200 CP (Free/discounted Scientist):** A **Gamma Mutant** on the run, and you know it's your fault one way or another, but she doesn't hold it against you. She just wants to live free, see you stay safe, and make some kind of life. She has the Fugitive Origin and is an **Actual Fugitive**. She has some good **Travel Tips** and is quite the **Urban Acrobat**, and always wears **Stretchy Pants**, which is good because her mutation leaves her an abnormally tall and well built woman with green hair and eyes, and strength that makes even the strongest men look like helpless kittens. For **200 CP** she's even bigger than you remembered, and the green is all over, and she could keep up with the Hulk himself, at least when he's calm. She also remembers to bring her **Travel Kit**.

Followers

- **Taskforce J - 200/400 CP (Discounted Military):** One soldier isn't enough to carry out missions on the scale you need, thankfully it turns out you're actually someone kind of important. This is an elite squad of around a dozen soldiers, they know how to **Talk the Talk** and **Walk the Walk**, and come with more than enough supplies to **Dress Up** and **Gear Up** on your command.

For **400 CP** that's just your best team out of a whole platoon of more typical soldiers, and they come with all the support personnel needed to keep things running, including at least the bare minimum number of operators for every vehicle you own. At either price a replacement for a soldier that's fallen or been sent home can arrive within a month.

- **Lab Accidents - 200/400 CP(Discounted with Actual Fugitive):** This is a group of **Gamma Mutants** living in secret from the government so far, though they'd certainly become **Actual Fugitives** if discovered. For one reason or another they've come to you for guidance, there's just a handful of them but they all carry an obvious physical mutation and a certain attribute far beyond human limits. They wear **Stretchy Pants** but otherwise are largely empty handed.

For **400 CP** they actually already had a leader who now defers to you. They're a big brute that could go toe to toe with the likes of the Hulk, at least when he's not enraged. At either price if any of them dies or permanently leaves you you'll usually come across someone new within a month.

Drawbacks

There is no drawback limit. Some drawbacks might be restricted to certain other purchases in the Jump doc. Companions may take drawbacks as long as they only affect them as an individual.

- **Timeline + 0 CP:** If you wish you can choose to start the Jump as early as when Bruce first had his accident, or as late as the events of Infinity War.
- **Is This Canon? + 0 CP:** I don't know, you tell me. What actor does Bruce most resemble, if any of them? Isn't the Stark Expo this year? What about Hulk 2003? It's up to you, you can also choose to treat this as a continuation or entry into any other MCU doc you. Fluff the timeline and background details however makes the most sense to you.
- **Mutated + 100 CP:** Whether you have powers or not you're noticeably disfigured in some way, and it's not pleasant. This doesn't guarantee only a mother could love you, but it's hard to completely hide and people will stare, for bad reasons.
- **Just a Monster + 200 CP:** You lose access to anything beyond the Body Mod you didn't buy here for the duration of the Jump, you'll only have the twisted experiments from this world to rely on for special powers.
- **Just a Man + 200 CP:** Scratch that it's actually the special stuff *from* this doc that you can't access until you leave, which includes any experiments on yourself failing to work.

- **Actual Fugitive + 200 CP:** You're most likely a **Gamma Mutant**, are protecting one, or can create them. Or at least the US government is solidly convinced that's true because they're devoting a large number of resources to hunting you down and capturing or killing you. This includes support from many other developed countries. They don't necessarily know your whereabouts right now, they might even be tracking you specifically, just people like you. But rest assured, they're good at this and should recklessly make any public appearances they'll find out and track you down, either way they'll succeed at this at least once after 5 years of the Jump's start.

If you have any special abilities they'll do their best to prepare accordingly, even bringing out knockoff super soldiers and sci-fi weapons that could even hurt the Hulk. You could theoretically turn yourself in, cut some kind of deal, they'd have you making superweapons for them or fighting with one of their kill squads, but they'd always hold threats over your head in case you're not living up to their expectations, and they'll be preparing for an escape attempt they consider inevitable.

- **Ross's Dream + 200 CP (requires Actual Fugitive):** The government has now finished the first stages of their super soldier program, the task forces they'll send after you and those like you will now be made up of super soldiers, and always have at least once home-grown **Gamma Mutant** with them, often on a level comparable to the Abomination.
- **You Wouldn't Like Me When I'm Angry + 300 CP:** For the duration of the Jump you'll be plagued by episodes of intense rage whenever you lose control of your emotions or experience notable stress. During these moments you'll be overwhelmed as if you were a child again, throwing a tantrum, but with no inhibitions and the feeling of invulnerability. Your memory of these events will be spotty and worst of all, any supernatural abilities you possess can only be accessed during these moments. You may learn to manage this during the Jump's duration, but you won't fully overcome it during your time here. This drawback may be retained and grant points in any and all Marvel Jumps you take after this one, as long as you take no breaks in between.
- **Monster Magnet + 200/400 CP:** Are these the victims of your own immoral experiments? Do they want to test themselves against you? Or maybe you just pissed them off? Either way at least one up to a handful of **400 CP Gamma Mutants** will be appearing in the area near you wreaking havoc and looking to take violent action against you specifically. This will happen about once a month during your time here.

For **400 CP** this will occur once a week instead, and once a month they'll be accompanied by a **600 CP Gamma Mutant** leading them.

Scenarios

This section is for scenarios that change the way the Jump functions and/or create unique situations and challenges that may offer potential rewards. Scenarios will list if they're not compatible where applicable.

- **Gauntlet Mode:** For the duration of this Jump you'll be following Gauntlet rules, stuck to Body Mod equivalent save for what you purchase here, and you'll be forfeiting the free base **1000 CP**.
- **Reward:** If you finish the Jump this way then you'll earn the respect of the faction you most closely align yourself with, which guarantees the option to recruit Bruce Banner and his compatriots or General Ross and his subordinates. As part of this you'll have the opportunity to gather a full price version of either **Taskforce J** or **Lab Accidents**, either brand new or in addition to one you already own.
- **Part What?:** Much like described in the **Is This Canon?** drawback you can treat this Jump as entry or exit to any other MCU Jump, and as long as they're done in a series you may retain this ability, canon inserting your experiences and backgrounds into each. Any contradictory details between them or blips in the timeline can be fanwanked responsibly, not like the MCU has perfect consistency.

Final Choices

After ten years in the setting you are required to choose one of these options:

- Go home
- Stick around
- Keep running

Notes:

- Where the **Lab Accidents** come from is up to you, the MCU isn't exactly dripping with deep Hulk lore, but it's a pretty common element to Hulk stories in general and isn't necessarily out of place so I went ahead and added it.
- The abilities of a **400 CP Gamma Mutant** are similar to the purely physical bio powers of MCU inhumans, or around that tier. My interpretation is that intelligence would give a normal person potential similar to Tony Stark or Bruce Banner, and that strength would make you like (Netflix) Jessica Jones or her mom depending on how obvious the mutation was.
- The appearance of the **100 CP** version of **Escaped Experiment** is inspired by Doc Samson from the comics, and the **200 CP** version obviously Jennifer Walters aka She-Hulk.
- The boost you'll get combining things like **Reborn** or **Gamma Mutant** has Abomination as the general baseline, he edged out a relatively calm Hulk as an overdosed **Reborn** that was also a **600 CP Gamma Mutant**, but an enraged Hulk still overcame him.
- **Gamma Mutants** can potentially grow beyond their price tier with training and exposure to more gamma, but this will be slow and it'll soft cap at the **800 CP** level. Any of them can also potentially learn the **100 CP** skill but without the innate talent it would be a difficult and extended endeavor, like Bruce's own journey.

Changelog:

v1.0

- v1.0 Finished initial version.