Sarah Kinney, one of the greatest geneticists on the planet, has successfully cloned Weapon X. She used Wolverines and her DNA to make a female clone of him, who the facility has called X-23. A decade later Sarah Kinney helped her daughter X-23 escape the facility so she could help rescue her niece Megan. After returning Sarah Kinney lost most of her access to X-23 and sought to free her forever from the Facility. She had no idea the future that awaits her daughter. You appear during X-23's 2nd escape from the Facility and take **1000 CP** to prepare yourself for the next 10 years.

Origin

Regardless of Origin you are a Mutant, but some perks grant you mutations and without those perks you have an unawakened mutation. You may choose your gender, age, & appearance for free. Any Origin may be Drop-In.

Scientist - Free
The ones who made Weapon I (Captain America), Weapon X (Wolverine), X-23 (Laura Kinney), & continue to push the boundaries of science.

X-Men - Free
The good guys, right?

X-23 - 100
A successful result of the Weapon Program, maybe one of Alchemax's clones, a Krakoan duplicate, etc.

Starting Location

You may pick your starting location for free, each location has their benefits and flaws.

1. Sierra Nevada. A certain Sarah Kinney has been doing work at a nearby facility.
2. San Francisco, California. Debbie and Megan Kinney live around here.

3. North Salem, New York. A school for “gifted” youth is nearby.
4. Kerguelen Islands. A desolate set of islands with absolutely nothing interesting about them…
5. Paris, France. City of love, assassins, and vampires.
6. Chandilar, Shi’ar Homeworld. This is not Earth, and there are so many bird people around.

Perks

Both 100 CP Perks are free for each Origin. All Perks are discounted to half price for their respective Origin. Note you can buy perks from any category, they are only discounted for your origin.

Scientist

Degree - 100
You have the knowledge and degree in a field of your choice: from Mutant Genetics to Shi’ar Starship Engineer. May purchase this repeatedly, and for those with the Scientist origin it is 50 from the second purchase on.

Looker - 100
So many people here are good looking individuals. You now may choose an appearance to have and as long as your species is capable of it you will always look like it. Your appearance never deteriorates regardless of lack of exercise or food, as long as you consume enough calories to prevent malnourishment. Any injuries will fully heal without scarring, as long as you can naturally heal that wound. Your hair and teeth will always be perfect no matter the situation you are in and regrow if lost. If you wish to change your appearance, gender, etc as long as it is possible for your species to look like it you can change it once every 10 years.

Protection - 100
You have figured out how to black box your creations and owned possessions. Any attempts to access restricted sections, manipulate, track, watch, observe, and so on will fail on your creations. You can do all of those things and grant access to others to do them also, but you can revoke that access at any time and they will never be able to figure out how to bypass your protection on your items. This applies to anything you personally design or create, and objects you own.

Alchemax - 200
“A monument that will live for centuries!” “Or at least till 2099.” You are incredibly skilled with the business and marketing side of science, and you have just the right skill to create a mega corporation. To prevent some future problems you can also recruit the right people to operate it well enough to see it survive that far into the future.

Compassion - 200
It was Tony Stark that cared enough to destroy something so groundbreaking as Nathaniel Essex’s collective database of all genetics just because it was the right thing to do. And when it was all over told Laura Kinney he peaked at the data before he destroyed it, not for his own use but to confirm that Sarah genetically was her mother. Like Tony Stark you will not forget the human element of science, whenever you are involved with research, development, design, or any part of the scientific process. Whenever you come across a scientific endeavor that has moral quandaries you will find a better way to get results without ruining peoples lives.

Magical Science - 200
Victor Von Doom is a once in history genius when it comes to combining Science and Magic, and now so are you. You have the talent and capability to merge esoteric energies with technology without the tech being negatively affected by this. While this does not give you knowledge, it does grant you the ability to quickly recognize problems when merging science with magic, and other types of energies, and then come up with solutions to said problems based on your knowledge. If you can not come up with solutions to problems you find, then your mind will consider known branches of science and magic to research that may grant the answers to your problems.

Genetics - 400
Sarah Kinney had a gift with genetics. If it deals with genetics you are the undisputed best at it, have improved results when modifying genetics, and no negative side effects. Examining the gene structure of humanity? You not only have completely learned what every part of it does, but you can use the knowledge you already possess to upgrade it without worrying about making mistakes.

Forge - 400
You have Forge's power of Intuitive Genius. It sounds and is pretty simple, you instinctively know and understand machines and technology. On its own it makes you an excellent mechanic, but combined with intelligence and knowledge it is potentially one of the greatest abilities an engineer could ask for.

Engineer Extraordinaire - 400
Stark is undeniably one of the greatest engineers on the planet, now you are at least his equal as an engineer. You can be considered a master at all forms of engineering from mechanical to programming, and yes this means everything that uses the term engineer. Your mastery of engineering lets you utilize modularity, efficiency, and miniaturization in all aspects of your creations. You can even reverse engineer any other engineer's work from genetic engineering to starship engineering. You can recreate it and make it better than it was before.

Prodigy - 600
Science takes an ever evolving path in this world: powered armor, spaceships, powerful alloys, unstable molecules, projectors to the past, & it never ends with the impossible technology that now you too can build. You can perfectly comprehend anything you learn and how it relates to your existing knowledge. You can learn anything you are capable of learning in a fraction of the time it takes others. You can learn a language in less than an hour, become the leading expert in a scientific field in a day, or become a martial arts grandmaster in a week. The ability only applies if you have data, teachers, or abilities to impart the knowledge to you. When learning without assistance you only learn as fast as a prodigy. When you do start hitting bumps along your path of learning you easily overcome them almost like you have infinite potential in everything you do. Even if you stop learning you do not lose capability with these skills or knowledge, you will still be able to utilize them perfectly 100 years from now.

Intellectual Pitfalls - 600
So many problems arise when you are trying to make the world a better place, now you see them before they arise. When you are working on a project you get a vague sense of the best path forward

and what avenues lead to dead ends. As you progress you get a clearer image of what paths of science will benefit you and what paths end only in failure. This is not all the perk grants you: you also do not have to worry about getting bored, losing track of time, forgetting about friends or family, your intellect will not negatively impact your relationships, your friendships will not suffer due to your mind, & those you are in a relationship with will appreciate the positive parts of it and you will work through any negatives that may arise.

Superior - 600
For nearly a century scientists have been trying to make humanity better. You can make that happen because you have the complete knowledge from the Celestial ship that En Sabah Nur found. With this knowledge and time you could make everyone one a Homo Superior on the same level as En Sabah Nur, but without his drawbacks. In the unlikely chance of a drawback during your work you can easily find a way to fix it, or if you want to fix the flawed work of someone else you can. You can pick and choose what parts of this knowledge to have in your head if you want.

X-Men

Flight - 100
One of the most common abilities among the X-Men, you just don't get anything to go along with the flying power. You get to pick your type of flight: gravitational, magnetic, telekinetic, magical, or energy.

Hope - 100
Your presence inspires others with the feelings of hope and to aspire to be better. You have a calming effect on people during turbulent times, and can even stop riots or crimes with a few words.

Cypher - 100
You have an intuitive gift with languages, patterns, and codes. You can learn to speak, read, and write any language fluently within a couple of hours. Your problem solving skills let you crack codes and solve puzzles with alarming speed.

Uncanny Friends - 200
Just being friends or family with a mutant can be deadly. You do not have to worry about this because any of your friends and family will not be targeted because of you. So no worrying about your loved ones being targeted by unscrupulous individuals like muggers, serial killers, or rapists. As for occurrences like those pesky alien and demonic invasions, your loved one will be overlooked as long as they are not actively engaged in fighting back. They will even quickly overcome any mental and physical trauma caused by being survivors of those situations.

Jubilee - 200
Nothing even seems to keep you down. No matter the trauma or incident you bounce back mentally from it. This mental fortitude to overcome adversity lets you help others overcome their mental roadblocks also.

Gambit - 200
You have a copy of Remy LeBeau’s powers. The ability to store potential energy in an object and convert it to kinetic energy, creating a “charged” object that will have explosive results upon impact.

Lucky - 400
Like Gambit you are one of the lucky ones, you can never die from a one hit kill attack or event. An attack that kills whatever it touches but nothing else would be completely ignored by you, but an attack that does major damage to an area and kills everyone else would still leave you gravely wounded. If such an attack was repeated before you were healed then it could kill you.

M-Day - 400
You were one of the ones who did not lose their powers or worse their lives on M-Day. Going forward conceptual attacks fail to kill you, rewriting reality or time to get rid of you does not work, and any power that attempts to change your mind, body, or soul against your will fails. This also prevents the loss, theft, suppression, or removal of any of your skills, perks, powers, etc that you have.

Teamwork - 400
You will find yourself having uncanny coordination when you are involved in a fight with multiple allies. You will not accidentally attack allies, you will be aware of your allies locations, will be able to coordinate attacks and strategies with minimal communication needed, and be an extremely valuable member of any team you are a part of. Your team and organization dynamics will improve at an exceptional rate, until every member of your team and organization has the best teamwork possible. Basically you, any teams, and organizations you work with will have superior teamwork and any hiccups along the way will be quickly overcome until all of you can work to the best of your abilities together in and out of combat.

Evolution - 600
You evolve naturally as time goes on, and pushing yourself beyond your limits will evolve you even quicker. Now for the best part unlike natural evolution you have complete control over yours; instead of one aspect improving a bit you can have everything improve a smidgen, you think external balls were a mistake well make them internal, or if the natural progression of your species has a physical trait you do not like then reject it.

Elixir - 600
You have Biokinesis, the ability to control the biological structures of yourself and others. This single power makes you a healer of the highest caliber. You can heal any physical wound, rewrite genetics, resurrect the dead, detect and manipulate life-force, & you could use this power to kill people as quickly with a heart attack or slowly with a tumor. You also gain the knowledge of Henry McCoy & Cecilia Reyes in medicine, anatomy, physiology, biology, and genetics so you can properly utilize your Biokinesis.

Power - 600
You have one Mutant or Mutate's powers from any comic with X-23 as a lead. This could be Emma Frost, Kimura, Hellion, Magik, Psylocke, Hope Summers, Jean Grey, Wanda Maximoff, Rogue, etc. You may purchase this more than once, and those that take the X-Men origin pay 300 for each purchase.

X-23

X-23 - 100
You have Laura Kinney's powers. This includes: Regenerative Healing Factor including regrowing lost limbs, resistance if not immunity to poison and drugs, immunity to disease, lifespan of at least a millennium, superhuman senses, superhuman agility, superhuman reflexes, superhuman durability, superhuman stamina, bone claws (up to six in locations of your choice), & mental resistance to psychic attacks.

Training - 100
You have received extensive training in all weapons, assassination techniques, tracking, acrobatics, parkour, & martial arts. This is pretty much the minimum to be able to fight in this world.

Enemy of the State - 100
Even heroes can be abducted or led into an ambush, but the greatest of heroes can escape anything. You can never be restrained and no maze, barrier, or trap can contain you. You can quickly figure out a plan to freedom using any items, perks, skills, abilities, or powers you possess.

The Sisters - 200
All of the perks you have from this jumpchain can be shared with up to 10 people. All perks, except this one, you take in this jump may be shared with up to 10 people you designate. This also prevents the loss, theft, suppression, or removal of all the perks you share for yourself and those you choose. Those you designate must have some trust in you to receive this, and in return you gain their eternal loyalty. You may add one perk you have from other jumps and add one person, every ten years or jump completed whichever happens first.

Take Control - 200
Laura spent many years fearing what she could do if she lost control or was triggered by someone. You never lose control, never accidentally hurt someone no matter the reason, and are in absolute control of every aspect of yourself. You now have an innate understanding of all your powers, all the different ways they can be used, and any limits of said powers. This absolute control over yourself includes being immune to corruption, changing or copying your memories, mental attacks, hacking, mind control, brain damage, & possession.

Immunity - 200
Your body rapidly develops antibodies to any illness you survive. You are the ultimate universal donor, and there is no chance of rejection with your samples. This also means you adapt to status effects, poisons, diseases, ailments, etc until you are immune. With enough time and exposure you could eventually become a walking Panacea that could cure everything.

Touched by the Supernatural - 400
On top of the normal villains and minions the X-Men face, Laura Kinney had to deal with numerous supernatural foes like vampires and demons with great success. Your exposure to the supernatural side has blessed you with the ability to half all damage and negative effects from magic, divine, demonic, supernatural, psionic, or Eldritch abilities. For example, if you were to be cursed its duration and intensity would be diminished by half what you would have received. This only applies to

negative effects and damage coming towards you, and any friend that wants to heal or help you will be unaffected by this. Lastly, any ability of yours is unaffected by this.

Touched by Light - 400
When Laura Kinney played host to the Enigma Force she defeated the Whirldemon King with the power of light, which marked her as the Enigma Force's future heir. The Enigma Force only works in its native universe, so instead you have the two abilities of the Enigma Force that were most beneficial to Laura Kinney. You can hurt any supernatural, demonic, divine, or mortal creature when you attack. Your body is also adapted to no longer need to breathe, you are immune to the vacuum of space, radiation, and the crushing pressure of celestial bodies.

Touched by Darkness - 400
Laura Kinney was bestowed a Hell-Mark which marks her as a candidate for becoming a Hell-Lord. The bearers of said marks were granted numerous powers, but at the cost of being tied to hell itself. Instead of being tied to hell you have the innate ability to conjure and control magical Hellfire. This includes an immunity to heat and cold.

Hexual Healing - 600
You have a perfected version of Weapon Hex's regeneration. You regenerate you as long as an atom of you remains and with no scarring afterwards. This regeneration affects your body, mind, and soul ensuring that any damage you take heals. This regeneration has a handy side effect of granting immunity to disease and poison. You have some control over your regeneration; so if you want to permanently stop something non vital from regenerating you can. You stop aging once the prime of your life is reached, or revert back to your prime. Your appearance never deteriorates regardless of lack of exercise or food. Since you no longer need to eat, drink, or breathe for living anymore, but may still do so for enjoyment. Your hair and teeth will always be perfect no matter the situation you are in and regrow if lost. Your mind is equally made immortal granting you a perfect memory, with instant recall, unlimited storage, perfect indexing, perfect comprehension, and you can not lose your memories if your head is destroyed or time altered.

Killer - 600
Mutants have been hunted and killed by powerful beings like Nimrod and organizations like Orchis for nearly their whole history. It is time you put an end to those threats, permanently. You can quickly analyze an opponent and find their weaknesses to hurt them, and remove the threat to you and those you care about. And if your enemies come back from the dead, if they have multiple bodies, or possess others each time you kill them it damages their mind and soul. You do have control of your killer capabilities, so you can never accidentally kill or be made to kill someone.

Wolverine - 600
"No one owns me! I'm not a thing. I'm Laura Kinney! I'm the daughter of Sarah. I'm the daughter of Logan. I'm Wolverine!" You are greater than the sum of your parts and while you may have started out as an experiment you are now something much greater. When fighting grave threats, powerful enemies, races against the clock, etc you unlock the potential that is within you. This means that as you fight for your life you will continue to improve rapidly until you can no longer improve or the enemy is defeated. When you are the final one standing against the great evil you will be able to push

your abilities to greater heights. Finally when you are trying to save your loved one you will discover new uses for your abilities.

Items

All Items may be bought repeatedly. All Items are discounted to half price for their respective Origin, this does include upgrades to items. Each Origin's 100 Item is free the first time, then it is only 50. Note you can buy items from any category, merely not discounted. Any changes or upgrades made to items bought here are yours and you keep them after the jump. You may import items to receive technology and upgrades from purchases in this section.

General

X-23 Media (Free)
You gain all media about the setting on an indestructible drive. This includes all comics, cartoons, wiki's, video games, movies, and fanfictions that include X-23.

Scientist

Tablet - 100
You have a state of the art tablet with a holographic interface. The tablet is nearly indestructible, will repair if damaged, is upgradeable, & and battery never runs out of power.

Office - 200
You are the new owner of a building. This facility can be based off of any single building in X-23 comics. This facility will have fully stocked resources that will never run out, but rare or unique resources will not. The materials that make up the base will repair themselves if damaged overnight. It will retain any upgrades you make to it as long as you do not make obvious external physical changes to the building, so no turning a warehouse into a skyscraper but improving the materials of the building is acceptable. You do not have to pay taxes or utilities on said building, and it will follow you in future jumps as a headquarters for your use.

Essex Database - 400
You have the complete database of Nathaniel Essex. The complete research into genetics, his designs for future mutants, his devices to facilitate his creations, and everything else he has ever written down.

X-Men

Unstable Molecules Suit - 100
An outfit designed to your specifications that is incredibly resilient to drastic changes in heat, cold, pressure, density, dirt, etc. Unstable molecules costumes are durable, self repairing, self cleans, mimic wearer's physical properties (turn invisible with user or does not be destroyed if wearer conjures fire), unstable molecules themselves are unhackable, and thanks to recent upgrades it can change its appearance allowing it to change coloring and markings or even make small alterations to the design. This also includes the knowledge and blueprints of how to make unstable molecule clothing. Each additional purchase of this grants you three complete outfits of your design.

Blackbird - 200
You get a copy of the Blackbird or you can create a ship that may not exceed 100 meters in any dimension with the same technology. The Blackbird by this point has been upgraded with so much technology that it is comparable to high tech Shi'ar vessels. All ship designs will come with everything you need: so no worries about forgetting something important like bathrooms, medbay, or power relays when making your ship. To protect your ship it is unhackable and any intelligence you add to the ship will be absolutely loyal to you. This vessel can scan, absorb, & incorporate any technology it comes across. If any technology is too large or too small to be incorporated, instead your ship will build an acceptable version in its place. Technology that can be absorbed does include new types of alloys, or anything that is improvable or upgradable on ships. This spaceship's primary power source has infinite energy and this will continue if it is replaced or improved. Any damage done to the ship will repair itself within hours, and in the event the whole ship is destroyed it will either appear in your warehouse or near you within a day. This ship can be summoned to your location, fastest travel time should still be taken into account. Finally it can only be operated by you or those you allow, this approval can be removed at any time.

Krakoan Clone - 400
You have a perfect clone of you ready to go in the off chance you kick the bucket. This 1-up triggers if you completely die with no chance of returning. This clone is a perfect copy of your body when you last updated it, which is done by interacting with a golden like egg that contains the clone. Unlike the original version you are not a clone with set backup memories, but instead wake up in the clone body with all of your memories. After you have used the cloning vat it takes 5 years for another clone to be ready to use. This can also be used for a companion 1-up, or giving a companion a new body.

X-23

Adamantium Weapon - 100
You have received an Adamantium weapon of your choice, but if you have bone claws from any jump you can import them to get adamantium upgrades. You will not be poisoned by the metal or suffer any negative side effects from having these inside you. This Adamantium weapon is nearly indestructible, will repair itself if it becomes damaged, and can be upgraded. If you need a hard metal then True Adamantium, like what was used in X-23's claws, will be used since once hardened is nearly indestructible. For those that want it bonded to their skeleton and/or bone claws then Adamantium Beta will be used, it is a special type of Adamantium that was molecularly changed to not inhibit the biological process of bone. For objects that need flexibility like bow strings or Gun Recoil Springs Carbonadium is the best choice, since it is an alloy of Adamantium that maintains flexibility after hardening. Adamantine is a magical version of Adamantium, a little bit added to each item will ensure it will retain enchantments and other magical upgrades. This will include all possible Isotopes and Allotropes of Adamantium as well, so if you need a see through version of True Adamantium one would be found. So whatever your needs are there is a type of adamantium that can be used for it, and the object imported or created will only be improved by this process not compromised by being made of Adamantium. If you import or make a ranged weapon only the weapon, not the ammunition, will gain all the benefits of this item. If lost or stolen it will return to you, or in the case of bone claws they will return to their resting spot in your body. If you make an object with this it can not exceed 10 meters in any dimension, and if you import an object it can exceed 100 meters in any dimension.

Muramasa Equipment - 200
The legendary Demon blacksmith Murasama himself has forged a piece of personal equipment for you. This can be a shield, sword, gun, or even armor. What makes his equipment so legendary besides the fact he is one of the greatest smiths to ever live, is his power of Soul Forging that puts a portion of the recipient's soul and emotions into the piece. This Soul Forging makes his weapons so deadly they can cut through Adamantium and reduces the healing speed of wounds. Soul Forged shields and armor gain incredible defense that even Murasma weapons can not pierce. Be careful with anything made by Murasama since anyone can use the equipment once it has been made.

Venom Symbiote - 400
You have a venom symbiote that has bonded with you. When bonded to a host, it can shapeshift to mimic any type of clothing whatsoever, as well as blending Venom in with his surroundings, rendering him invisible. The symbiote has augmented all of its host's physical abilities to superhuman level. Usage of the symbiote to store equipment through dimensional apertures is possible. The symbiote can cure impurities in the bodies while also boosting its host's regeneration. The list of what is possible with a Symbiote is near endless but do be aware there are weaknesses to them also. First symbiotes are extremely sensitive to sonic and thermal energy, but can develop a resistance to them with time. Second and more worrisome is symbiotes are susceptible to negative emotions of the host, if the host gets angry so does the symbiote who further corrupts the mind of the host to be more negative, and thus a downward spiral of negative emotions is easy to fall into.

Companions

Companion Creation / Import - 50 CP for one and up to 200 CP for eight
You may import or create a companion. They get 600 CP to spend on the options presented. These Companions can only take Drawbacks that directly affect them, and you can transfer CP from yourself to a Companion, at a 1:1 ratio. You are free to decide the personality, history and appearance of created Companions and they will accept their created companion status. Any transferred CP will apply to all companions, not just one.

Recruitment - 100
With each purchase of this you can attempt to recruit a known person from any X-23 Series. You have the full duration of your stay to do this.

Sisters - 200
You have a group of up to 10 people that are loyal to you. This group gets an origin, the basic kit of the origin, and 600 CP to spend on perks only with discounts applied. The make up of this group can be anything that is appropriate for their origin or perks: a harem, a group of hardened Veterans, or a mix of different genders and professions. You can transfer CP with a 2:1 ratio to this group. You are free to decide the personality, history and appearance of all of them and they will accept their created companion status. Any transferred CP will apply to all companions, not just one.

Drawbacks

Supplement - 0
You may use this in conjunction with another jump.

Continue - 0
If you have already traveled to a Marvel jump you may continue from where you last left off.

Crossover - 100
You can crossover this with another franchise of your choosing.

Stay Longer - 100
Stay 10 years longer. Can be taken as many times as you like, but only receive CP the first time.

Wanted by SHIELD - 100
SHIELD believes you to be a threat to the world. Maybe you can get this fixed with time, but expect to have problems on Earth until you get this resolved.

You are X-23 - 200
You become Laura Kinney in the jump as she escapes from the Facility for the second time. You have her powers for the duration of the jump, but unless you purchased the X-23 perk you do not keep them.

Shi'ar - 200
The Shi'ar empire will seek you out during your stay. They are not that nice, regardless of what Xavier thinks.

Old Woman Laura - 200
Doctor Doom will take an interest in you sometime during your stay and try to capture you.

X-2/3rds - 300
The Exiles, a group of time and reality traveling heroes, rogues, and villains will attempt to recruit you. This is rarely a good thing, either things have gone terribly wrong or the Exiles are about to do something stupid.

X-Force - 300
Welcome to X-Force, it never lasts long. During your stay Scott Summers will recruit you into X-Force and be expected to participate in clandestine missions until Emma and the other X-Men shut it down, again.

Messiah War - 300
During your time here you will travel to the future to protect Hope Summers. Once Hope is safe you will be returned to when and probably where you left.

Murderworld - 400

At some point during your stay you and 15 others, who are not your companions, will be transported by Arcade to Murderworld. Maybe you can find a way to get everyone out alive? Or will you just kill them all?

Trigger Scent - 500
During your stay in this jump a scent known to the facility and some of its backers can be used to send you into a berserker rage. If you have a perk that prevents loss of control or mental influence this bypasses it. After 5 years, if you have the above mentioned perks the trigger scent is destroyed. Otherwise after 5 years you will need to find a telepath to remove it.

The Brood - 500
How do these parasites keep returning? You will have to deal with at least 2 Brood attacks during your stay.

Dark Ages - 600
A Magical EMP caused by Stephen Strange will go off during your stay here. Aliens, Vampires, Werewolves, and Apocalypse are going to become harder to overcome without better technology.

Powers of X - 700
Sometime during your stay you will be transported to an alternate future, where the Man-Machine Supremacy has control of the world. There is a group of X-Men resisting the Man-Machine Supremacy but this future looks bleak. If you survive long enough to witness the events unfold in the future you will be returned to the past, where Moira and Xavier are talking.

Final Choices

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

1. End your Jumpchain game and return home
2. End your Jumpchain game and remain within the setting
3. Continue your Jumpchain game and move on to the next Jump

Notes:

- By Soulreaper31337, because Laura Kinney is my all time favorite comic character and the only jump with her is X-Men Evolution.
- Added the Superior, Elixir, & Killer perks after catching up the Fall of the House of X and Rise of the Powers of X.. En Sabah Nur was part of Krakoa for a while and yet none of his knowledge was passed on to benefit the rising mutant nation, so at least someone that takes this can correct that major oversight. Elixir being the only healer always struck me as stupid among mutants so a separate perk just giving biokinesis along with Henry McCoy & Cecilia Reyes medical knowledge to offset this oversight. Killer perk is self explanatory given the x-men history let alone what happened in the fall/rise of X arcs.
- Added the Protection, Magical Science, Engineer Extraordinaire, Cypher, Uncanny Friends, Teamwork, Enemy of the State, Immunity, and Touched by the Supernatural perks so that each level of the origins has 3 perks. The protection perk is a reminder of the mistakes some make, Doom is an important foe for Old Woman Laura, and Stark getting an engineer perk fits better for 400. I had a Reed perk idea, but anything related to his intelligence or knowledge is too OP. Cypher is a nod to some of the weaker characters that were flushed out and a good language perk, Uncanny Friends is obvious to any X-men readers because there has been a lot of mutant hate and collateral damage to go with it, and Teamwork is obvious. Enemy of the State is both an X-23 arc and a reflection of how often she gets out of

impossible situations, Immunity again is an X-23 arc, and finally Touched by the Supernatural is a nod to her crossovers with blade and the other monster hunter characters.

- Elixir is separate from powers so you can get the knowledge required to utilize it at a decent level, you can still take it in the powers section if you want instead.
- For the Powers perk some specific comics where X-23 is a major character are: X-23, NYX, X-Force, New X-Men, All New Wolverine, Uncanny X-Men, Infinity Warp, & Venomverse. There are quite a few more where she is a main character of a series or run for at least a while. Also for characters whose powers vary depending on era or series like Betsy Braddock you get the best version of her psionic powers and reality warping immunity, but no Captain Britain or Crimson Dawn powers. On the other hand for characters like Magik you would get her Stepping Discs, Soulsword that you completely control the form of and could even coat weapons with including claws if taken, top tier Magical potential, but not a copy of her limbo dimension; you instead would get a blank personal pocket dimension tied to your soul. As for Rogue you get her power/life force/memory absorption with full control and recall, along with a permanent copy of Carol Danvers powers. Emma Frost you would gain the omega+ telepathy, diamond form that self-resurrects and self-repairs, & and some minor telekinesis.
- The combination of Genetics, Superior, & Elixir perks would let you give others Mutation granting powers. To start out granting low level gamma level powers. With training and experience you could easily be granting Omega level powers. Just remember even Apocalypse loses to weaker foes, and he has nearly every power.
- The Sisters perk part of the loyalty is optional, and for it increasing in power it is whichever one comes first 10 years or a jump done. Also you do not lose anything you share with this perk it is a limited perk sharing with a small group of individuals you are close with. If an individual you share this perk with dies you regain that slot for sharing. If you take the power perk also, then you share the specific power(s) you took.
- Touched by Light perk allows you to hurt anything by bypassing its defenses, but not negating regeneration or preventing resurrection.
- If you have both Touched by Light and Touched by Darkness you may choose to have your fire be Holy fire or Hellfire at will.
- Hexual Healing does boost the healing of the Venom Symbiote if you are its host.
- Those that get the killer perk through the sisters perk, they can not use killer against you or each other. This is basically a jump backed assurance that you or those you grant Killer to can not use it against each other on accident or on purpose.
- For the Blackbird, the size requirement only applies if you are designing a ship. Since you are reading this you can also know if you are designing your own ship you can use the Forge, Engineer Extraordinaire, & Superior perks to further improve your ship design. You can import a ship of any size.
- Since someone asked, yes if you want each Unstable Molecules Suit includes underwear, shoes, etc of your design.
- Changed Adamantium Melee Weapon to Adamantium Weapon. Claws like Sabretooths and Lady Deathstrike's count as bone claws. Sadly it only affects the weapon, not ammunition. If your weapon has accessories, for example sheath for a blade or a scope and extended magazine for a gun, they count as being improved by this item. The physical makeup of your weapon will not be compromised by being Adamantium, it will only be improved. I have allowed up to 100m in every dimension for imports, so you can import mobile suit “weapons” or personal spaceship “weapons” but that is the hard limit.
- For the Sisters companion, they all get one origin together and all perks apply to all of them. You can take less than 10 if you desire.
- Current Ideas to flush out items: Regen Serum, Lab, & Forges Adamantium cache and notes for Scientists. For the X-men Wolverines Private Island, Danger Room, & Wolverine’s Armor. Spicy Takeout, Home, & Hunt for Wolverine Iron Man Armor for X-23
- Since I added a lot of perks I'll re-open commenting for a week or so, if i get around to adding the items i want i will do the same.