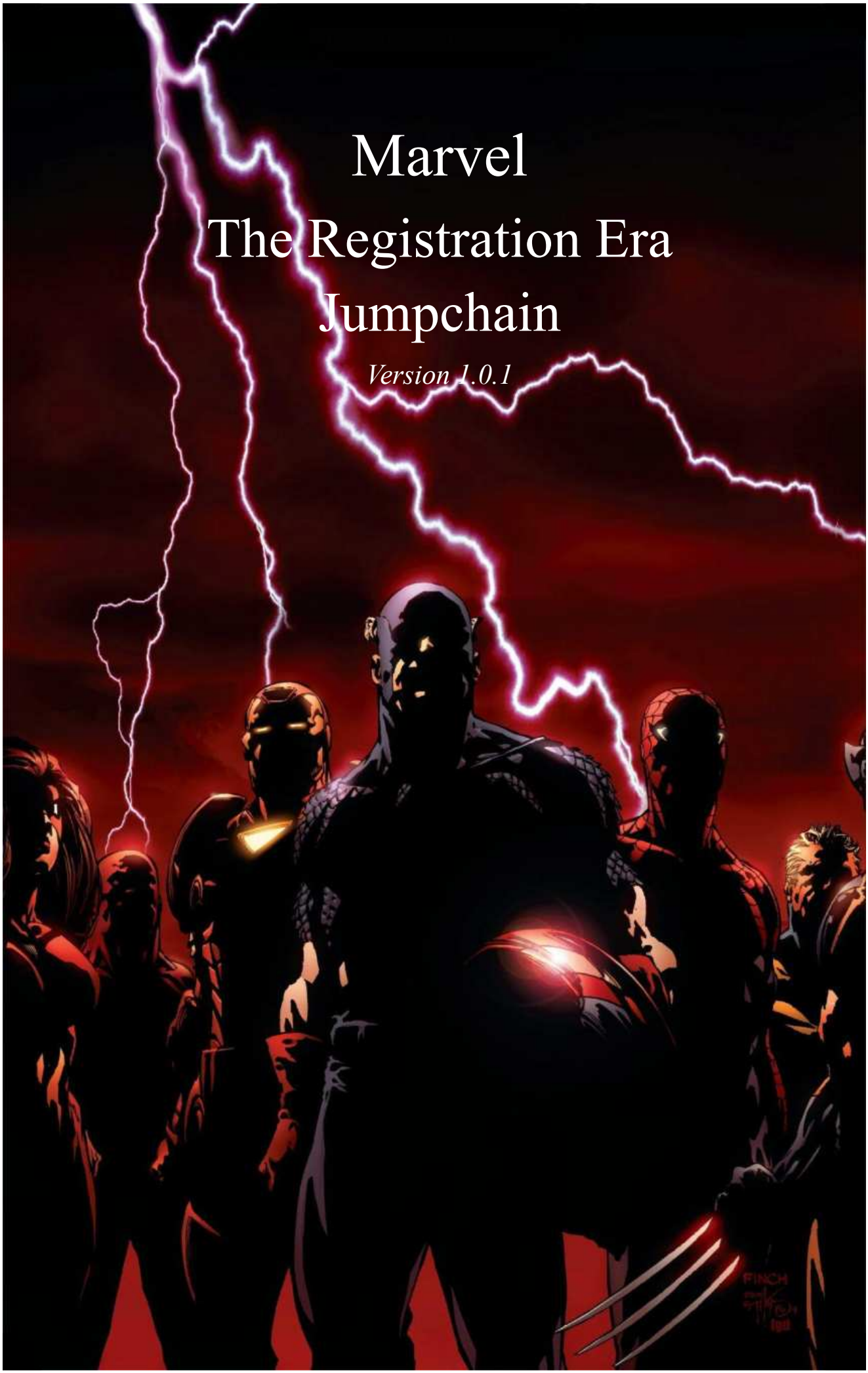
Marvel

The Registration Era

Jumpchain

Version 1.0.1



Welcome to the Marvel universe. Recently the Scarlet Witch went crazy and attempted to destroy the Avengers. The arrival of Doctor Strange turned the tide and the, suddenly vastly more powerful than ever before when not possessed by an elder god, reality warper was stopped. Even so with the betrayal of a long standing member of the team and death of several others the Avengers have disbanded.

Maybe this was yesterday. Maybe this was six months ago. But this has set into motion several things. Nick Fury will be removed from his position for being too friendly and cooperative with superheroes, and using them in a failed attempt to remove a US backed dictator in Latveria who was channeling super tech to street level villains that was designed to turn them into a living bomb capable of destroying all of New York City. The Scarlet Witch will have a brief recovery only to reshape the world into her father's dream of an authoritarian mutant ethno-state where absolute power lays in its dictatorial ruler, before turning it back and de-powering over 99% of mutant-kind because of how terrible he and her brother are. And that's just the beginning. Following a disaster with a group of superheroes trying to film a reality TV show getting involved in a fight that blew up a school in a small town in Connecticut while the school was in session, the United States government will pass the Superhuman Registration Act. This SHRA will require all super powered individuals – including people like Hawkeye whose power is being an expert marksman – to register themselves with the government and comply with calls from the government for armed service. It will also tear the superhero community apart leading to hero fighting hero in a Civil War which will not be fully mended till the end of this era.

This is an era where the events permanently changed the status quo of Marvel. While the Heroic Age would roll back some of these changes, this era serves as a stark dividing line between older and more modern comics. You will be here, by default, from some time between Avengers Disassembled and New Avengers #1, published a month apart but set 6 months apart from each other. You will stay, by default, until the beginning of the Heroic Age after the Siege on Asgard. This is about 5-½ years of comic publication.

Whether this is your first time in the Marvel universe, or you're a frequent visitor, you will need these to help you with your time here:

+1000 Comic Points and +400 Comic Points to spend only on Skills and Powers and/or Items

Good luck, and good jumping.

Location:

You will arrive in this jump in New York City. It's where most things happen. If you really prefer you can roll on the table below for a random start location.

1. New York City: The most important city in the universe, at least judging by how it's where all the most important things happen.
2. Stamford, Connecticut: A small, unimportant town. It really doesn't seem to be important at all… yet.
3. Broxton, Oklahoma: A small, unimportant midwestern town in a flyover state. It really doesn't seem to be important at all… yet. In a few years though it'll be the site of Asgard.
4. Washington, DC: The capital of the United States of America. It really doesn't seem to be too important compared to NYC most of the time, but it's here that the SHRA will be written and passed into law, and the Skrulls will perform a major attack here.
5. Wakanda: More specifically you'll find yourself in its capital. The home country of T'Challa and the most technologically sophisticated state on Earth.
6. Latveria: More specifically you'll find yourself in its capital. Doctor Doom is currently in Hell, so you only have to worry about someone using his tech (and US backing) to wage a secret war of terrorism against the US… unless Nick Fury already took them out.
7. The Savage Land: A secret, tropical, dinosaur filled land in Antarctica. It is the only place on Earth other than Wakanda that vibranium can be found, and apparently SHIELD has been using it in weapons and tech… and now a corrupt faction within SHIELD is taking its vibranium by force.
8. The Negative Zone: This is a parallel dimension ruled over by the insane tyrant Annihilus. Soon he'll be leading an army of trillions upon trillions of bug monsters against the normal universe wiping out large swathes of life across 3 galaxies. Also Reed Richards will be building a prison here, in this place known to cause suicidal depression, to put superheroes in.

Age and Gender:

If you are a drop-in your age and gender remain the same as at the end of the previous jump. Otherwise your age and gender is something appropriate to your background in this jump as determined by your Allegiance and Origin.

Allegiance:

Select a single allegiance. It will determine what side you've been on in your history in this world (if you have one), and indicate what side of the various conflicts your in-jump background and memories lean towards, 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 allegiance which are Free instead.

Outsider: You're not part of the core superhero community. Maybe like the Hulk or Howard the Duck while you are a superpowered individual you just don't fit into the cliques, maybe you're a journalist or lawyer on the sidelines dealing with superheroes but not actually one of them, or maybe you just spend enough time off-world (or being dead) you've gotten detached from things. Coupled with the Every Man origin you can just simply be a drop-in without any memories or connections in this world.

Dark Figure: There's a name for people like you. That name is supervillain. You're one of the bad guys. Oh maybe you've shown hints of a possibility to reform, you could even end up on the Thunderbolts, whether that's Abe's, Zemo's, or Norman's, but it's just as likely that you're a villain through and through. If you don't have a criminal record yet, it's just because you've not been caught.

Freedom Fighter: You're a hero who falls on the more anti-authority side of things. You don't trust the government and you don't trust attempts at control. You could potentially be one of the heroes who come together to stop the jail break and form the New Avengers, or maybe you're more of a loner. Either way the only authority you really respect is your own, personal moral code. Hopefully it's a good one.

Invader: You're not what you seem. Whether you're an agent for the Red Skull working in S.H.I.E.L.D., a skrull pretending to be a superhero, a hero pretending to be a villain to infiltrate a crime ring, or something so convoluted you can't even keep track of who you're betraying for whom, you are a double (triple, quadruple+) agent. You live by trickery and deceit. Hopefully you won't lose track of who you are and where your loyalty lies due to this.

Registered Hero: You're a hero who falls on the more… well it can really vary. You might see it as not a superhero's place to oppose a duly elected government and decide unilaterally what the law of the land should be, and reducing the world to might makes right. Or you could simply have a tendency to trust and follow authority, or even believe that someone should be controlling superheroes and that person should be you. Either way, you are the sort who respects the rule of law and fights for social order.

Origins:

Select a single origin. The other half of your background, it will determine what sort of training and experience you're likely to have, who you are in this world and where you fit in a team, 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 previously done the Avengers/Thunderbolts jump, connect the continuity between them, and take an origin which translates to that from Avengers/Thunderbolts (Outsider = Every Man, Warrior = Combatant, Witch = Mystic, Spy = Operative, and Engineer = Scientist) you will gain an additional **+200 CP** that can only be spent on purchases discounted by your Origin.

Every Man: You're just a person. Or at least you were before you got powers. You're not some elite warrior, spy, scientist, or mage. You're just some guy or girl. If taken with the Outsider allegiance you can take this as Drop-In meaning you have no new memories or connections in this world.

Combatant: You're a fighter, soldier, warrior, or just a brawler. Whatever the precise details are, your place in a team is in the midst of the fray, fighting. You might not be up to superheroic standards, but you have some experience in fighting even before your powers if you weren't born with them.

Mystic: You have a connection to magical forces and powers. Maybe you're a sorcerer, a martial artist who uses chi, someone who has just stumbled into possession of some occult relics, or just someone with a fascination with occultism. Either way, you're the person on the team who people are liable to turn to when you encounter the supernatural.

Operative: You're a spy, intelligence operative, or maybe just a thief. You've got training in some field related to stealth or intelligence work, and even if you're not at the level of someone like Black Widow or Nick Fury you could at least be a member of S.H.I.E.L.D., Hydra or a similar organization.

Scientist: You come from a STEM background. Whether you're a scientist, engineer, mathematician, or computer programmer, you've got a familiarity with machines and basic engineering, and while you might not be a full blown super scientist, you've got a background in science which makes you the member of the team to turn to when someone needs to figure out the science.

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 Wanda gets carried away with channeling the Life Force and creates the House of M reality - 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 specifically erasing you from it.

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, and covers when time travel is used for these purposes as well.

Damn, Jumper (50 CP): Your basic vanity/appearance perk. That is to say this perk ensures you're attractive and good looking enough to turn heads even among superheroes. Your voice and scent are beautiful as well.

Panel Presence (50 CP): You're good at posing, making dynamic and flashy entrances, and thinking up quips and mid-combat banter - and doing these things without overly impacting your combat abilities due to being distracted by talking or posing.

Fastball Special (100 CP): Throwing your friends as weapons is unusually effective. Whether this is literally throwing them like a javelin through an opponent, or simply throwing them at an opponent so they can impact on them and begin to attack them, you seem to throw more accurately when you do so, and their attacks as part of being hurled or immediately afterwards seem to be a little more effective than normal.

Panther Wedding (100 CP): Select a companion imported, created, or recruited in this jump. You have been wed to them by the Panther God. This does mean it will (attempt to) punish infidelity and breaking of the wedding vows, but it also protects the marriage from outside influence. You can still mess it up with your behavior, but you'll find that any attempts to use external control or powers to turn you or your spouse against the other are doomed to failure.

We All Die Once or Twice (200 CP): Superheroes, and supervillains, have a way of coming back when they die. And now you do too. Once per jump, when you die, you will be revived through some contrived method, or have your death somehow undone.

Psychic Blindspot (200 CP): Is there some spell on you that prevents people from figuring out who you are? Well you didn't get Mephisto, or Doctor Strange and Reed Richards, to mentally whammy reality to hide who you are, you just paid CP for it, but you will find it super easy to maintain a superheroic identity as people just seem to fail to clue in – they find your camera where you're supposedly taking pictures of the superhero you make a living photographing webbed to a wall and automatically taking pictures of you and… no they don't suspect maybe you're their secret identity, obviously they just cut you in to use you as cover. A stalker finds your costume is in your apartment, and you've already demonstrated preternatural reflexes to them before in your uncostumed identity? Obviously it's your cop roommate. It'd take something like you unmasking, displaying your powers, and stating you're who you are to really get the news out. Even attempts to outright unmask you have a way of being interrupted.

Inheritance (200 CP): The children of powered individuals have a very high chance of being powered individuals themselves. And now so do yours. Oh, they won't necessarily inherit your power - it's possible, look at Wolverine's son Daken, Jean Grey's daughter Rachel, Spider-Man's daughter with Mary J… or well that one got OMDed - but there's no guarantee. In fact you'll find that more often than not it's merely related; like how Wiccan's power isn't the same as Wanda's (and his brother got a variation of his uncle's). If both parents have powers it will usually lean towards one side or the other, but your children will have some inherited version of your powers.

And this isn't limited to your powers from this world. Nor is it limited to powers, as thanks to this your children seem to have a tendency to inherit versions of some of your perks as well. Not necessarily all of them, but your children will be very special children.

No One Will Ever Control Me Again (200 CP): You possess a strong will, and are very resistant to attempts to control your mind. Weaker ones may simply fail, and even more powerful ones have a tendency to fail with time or if they attempt to force you to do something that truly goes against your nature. Even forms of mind control that logically should not be affected by your will seem to eventually fall before it. This also gives you the sort of willpower one would expect from a major hero or villain.

Emotional (300 CP): You possess the, common to many heroes, ability to push above and beyond your limits with emotional force. This can be heroic resolve and willpower, but can also be feelings like love, anger, even fear. This does require an uncommon amount of feeling, something strong and ardent, and that pushes you emotionally outside of your normal range. During this heightened emotional state you are able to push your body and powers further than they normally would go; you could lift two or three times what you normally would be capable of, you could grow beyond your normal limits, even your magic could show greater effects becoming temporarily able to match against those who were before significantly stronger than you. This is a short termed boost, however, and it will be some time before you can tap into these extra reserves again.

Evolve or Die (300 CP): This was a time of many changes and expansions of characters and their powers. And now you can get on it too. Once per jump when you are pushed to your limits, after suffering a defeat (even if it's just you had to run away), you will see your powers evolve in some way until the end of the jump or a few years have passed at which point they'll revert to what they were before; these power ups just typically don't make it past the end of the run.

These evolutions can be direct increases in power, or additional auxiliary powers thematically linked to your primary powers. Spider-Man, for example, might get organic web-shooters, the ability to detect movement in his webs, enhanced night vision, and stingers like those spiders will evolve based upon noted biological non-expert Tony Stark. She-Hulk became briefly Hulk-tier in strength by working out as Jennifer Walters (before losing it by spending 8 months doing manual labor as Jennifer Walters). Meanwhile Robbie Baldwin - Speedball - found his kinetic powers massively changed after his death experience losing his impact absorption and speedballs, but gaining the painfueled ability to absorb kinetic energy - as well as electrical activity and gamma radiation - at a range and release it as a hyperkinetic blast.

Illuminated (300 CP): You possess a great reputation for wisdom and intelligence, one which is almost universally respected. Or if you don't yet - perhaps because you're a drop-in or it's staggeringly out of place for your background - you'll find it easy to develop one. Even if you're a brash, hot-head, arrogant enough to make Doom self-reflect on how he's arrogant but at least not as arrogant as thou, you'll find it easy to develop this reputation.

If you have a background in this world and it is a heroic one, you will find yourself as the 7th member of the Illuminati if you'd like to be.

Power of a God (300 CP): As a god Ares has too much power for Rogue to safely drain, even half of his strength is too much for her. Which is sort of odd given Rogue has drained people stronger than him. The Absorbing Man can absorb the powers of a Cosmic Cube, and use it to casually overpower the Sentry, but for some reason he can't even drain half of the Sentry's power without exploding. Now you share this trait.

While it's not impossible to suppress, drain, or copy your powers, attempts to do so tend to backfire. Your powers seem to rebel against those who would drain or copy them, becoming dangerous and threatening to tear them apart from the inside, continuously fighting them from within. A vastly more powerful being, or someone who drains it in only small amounts, might manage to contain it safely for a time, but your power will continue to fight them from within, and even copying your mundane abilities tend to be dangerous; like how Deadpool and Moon Knight's fighting styles fail become much less effective in the hands of other individuals. This fighting also means that any type of power suppression that is not both actively adaptive to your power's attempts to break free and more powerful than you will eventually fail… if it works at all.

Even beyond that you seem to interact with reality in strange ways. While you might not be able to enter the Astral Plane or travel dimensions on your own, you can follow others, physically pushing into places like the Astral Plane or the space between Planck time to follow foes. While you aren't necessarily a reality warper you can resist reality warping or even undo it on yourself, and disrupt the powers of others and if they try and warp your reality you might even succeed at turning it back on them and warping theirs. This will be a contest of power as well as will and you'll need to be able to cleanly win both, but you can disrupt more esoteric powers or 'hax' abilities if you have more raw power and focused will.

A-List (500 CP): You have a certain special spark of something about you. It's the certain special something that makes the likes of Spider-Man, Reed Richards, Iron Man, the Hulk, Steve Rogers, Wolverine, and their greatest nemeses stand out from the New Warriors and Osborn's Thunderbolts. Call it star power, popularity, or the touch of fate, but whatever it is that makes an A-list hero you seem to have it, or at least the world treats you like you do.

In simple terms you have plot armor. It's as if there was a narrative weight tipping the scales in your favor when you find yourself in a major confrontation. It's not enough to let you face someone truly out of your league – you won't be punching out the Hulk with the proportional strength of a spider – but you stand a much better chance against someone in your metaphorical weight class than you should, and against someone who

should be your equal but who lacks the same sort of narrative weight you'll win 9 times out of 10. This also ensures you just don't die easily. You still definitely can, but you won't die without having at least had a chance to see it coming and do something about it; an enemy you've never heard of and had no clue was coming won't just manage to wipe you out in the first attack, and you will have an opportunity to struggle and fight to survive. Even beyond ensuring you at least have a chance to go out swinging, enemies are prone to leaving you for dead, barely missing with lethal blows, or getting driven away by circumstances before they can kill you. While death can find you, you will survive far more of a beating than you really rightfully should.

Outsider Perks

Changing Roles (100 CP): You find it very easy to start over in life. This isn't about having people forget what you've done before or getting a pardon, but if you find your life in ruins or find yourself in a world where you never existed you find it easy to start things up again. Whether that's making new connections, getting a new job, and adapting to a new different role - like changing from lawyer to bounty hunter because you got yourself disbarred - it just seems to fall into place for you at least enough to start living your new life.

Continuity Expert (200 CP): You possess an extensive, some might say encyclopedic, knowledge of every Marvel comic published before 2004 all the way back to the Timely Comics era. It's almost like you have the entire wiki in your head, at least for things from before this point in the timeline, except far more detailed and accurate. If you took the **Fake Fan** drawback this is only the ones published in-universe which don't include things like accurate representations of secret identities but are admissible in courts of law.

This won't help you in future worlds too much, but that knowledge is only a foundation. See you're really good at figuring out, or just plain guessing, the effects of various things that break the normal laws of physics based on either other similar things or their own previous behavior even if the rules have changed. The more you know that's vaguely similar the easier it is for you to predict these anomalous effects even if you're applying knowledge from mutant telepathic manipulation to magic mind control or alien brainjacking. This won't make these things work similarly, just makes you strangely good at predicting where loosely similar things will work the same or work differently.

Nothing I Do Here Has Any Sort of Effect on the Rest of the World (400 CP): Like a comedic gag character you seem to have little impact on the wider events of the world. Unless you actively involve yourself in major events, intentionally change what will happen, or go out of your way to institute some setting wide change, you'll find that the ripples of your actions and the butterfly effect of them is severely reduced. This works best for keeping things on the tracks and rails of 'canon' and maintaining the 'status quo' but generally unless you intend to change things or thrust yourself into the heart of events your presence will have little impact on the overall story. You could hobnob with cosmic beings and convince them that the universe had value or bring Heaven to a midwestern town and it'd have no effect on the wider universe outside of your personal interactions with the cosmic being or that one midwestern town despite the massive amounts of gold and magical resources being pumped into the midwestern town.

Gag Comic (600 CP): You seem to be a star in a comedy series. At least it seems that way as when you're a silly goof everyone around you becomes more silly and more of a goof. Even the world itself becomes more likely to play on comedic rules and become sillier and goofier.

While this may sound like something that's just a bit fun, you can expect this to make your stupid ass plans to be more likely to work because everyone – including the world itself so everything – is responding to them in stupid ass ways. Just being aware of this effect ought to give you an advantage, but you'll also find that things fall into place for you more easily when you play into the 'rule of funny' or new comedic nature of the world. Keep the world laughing and it seems likely to keep you around to entertain it.

Dark Figure Perks

Marketable Skills (100 CP): You most likely have some, and somehow you seem to be able to easily find others willing to employ them. Beyond helping you get job offers for work utilizing your special skills and talents, you tend to find yourself being offered deals for 'community service' in exchange for leniency when you've done misdeeds. This won't stop someone from killing you in a fight, but you're much less likely to be executed as long as you have the skills to make you valuable.

Slipping the Leash (200 CP): You excel at escaping long term control or confinement. Whether it's brainwashing, nanomachines injected in your body, a prison set in a terrible alternate dimension, or something else, any attempt to control or confine you is prone to eventual failure. Part of this is just that you are good at picking up on the weaknesses and vulnerabilities of such constraints, but part is that you seem to be unusually lucky in finding opportunities to escape or having parts of the methods controlling you fail. It'll take time, and a sufficiently perfect prison could hold you, but it's gonna take something significantly more perfect than those of this world normally design.

King of the Hood (400 CP): Leading a group of power hungry sociopaths whose main common denominator is their unwillingness to follow the rules of society is not an easy task. You, though, possess an odd knack for getting power hungry sociopaths to toe the line and work as a group despite their often contrary desires. You could become the Kingpin of Supervillains, lead one of the more villainous iterations of the Thunderbolts or get the likes of Loki, Doctor Doom, and Namor to sit down, play nice, and stop trying to backstab each other but work together for mutual gain. Oh it will fall apart eventually and someone will inevitably attempt to take you out and take your spot, but as long as you can smack down these upstarts you can actually mostly hold these groups together.

In general this not only makes you excellent at manipulating 'volatile' personalities, though the less you have to worry about morals and ethics from your puppets the easier. It also makes selfish, egotistical, antisocial, and downright anarchistic elements easier for you to bring under your control and into a cooperating group as long as you are willing to give them ways to vent these desires; let the cannibal villain eat a few hookers and he won't go on a rampage through townsquare, or the anarchist occasionally bring down a minor 'capitalist oppressor' and he won't try and bring down your entire system.

The Prince of PR (600 CP): Whatever inexplicable charisma Norman had with the public and governmental officials, you do too now. You will find that when you publicly perform deeds defending your nation, tribe, kingdom, or other similar social grouping that those within that group will forgive your past misdeeds and place trust into you. The greater the threats you defend them from the greater the forgiveness and trust placed in you. This won't inoculate you over future misdeeds necessarily, but it does make it easier for your past to be forgotten.

And once you're in a position of power, you are a spin doctor worthy of the gods of Asgard themselves. You know how to control the story, and even if you don't it feels like the media can't help but fall over themselves for you. Oh there might be some outlets that have the integrity to care that you're barely hiding your involvement in a great deal of shadow processes and your personal agents all seem to be surrounded by an unexplained series of deaths and disappearances, but somehow you can have scandals that'd destroy anyone else in your position just blow over. Enough will still bring you down, but seriously you are oddly immune to public criticism and negative sentiment.

Freedom Fighter Perks

That's What Makes Us Better Than Them (100 CP): You know when you're about to do something that, if you were to stop and consider it you'd find it morally or ethically wrong. You can still do these things, and it won't tell you more about the situation than you actually know, but no matter your emotional state, or how intoxicated you are, when you're about to do something that in your right mind would be clearly wrong you will know it. You can still force yourself to do it despite this knowledge, but it will be a reminder to check your actions in the worst of times.

About Town (200 CP): People notice your special appearance less. Oh you swing around town dressed up in a garish outfit and they'll notice, but you could be a big rock monster dressed in a trenchcoat walking the streets at night and most people wouldn't notice, or go to a diner as an ashen skinned person with some rather unusual markings across your body and not cause people to freak out, or be a well known wanted fugitive and mostly be able to shop without people putting your face to that of your uncostumed superhero identity wanted by the Initiative.

Scavenger (400 CP): You may not be an inventor capable of creating your own supertech, or a genius capable of understanding the principles behind it. Yet, you are gifted at repairing and scavenging super tech. You can keep it maintained and working with suboptimal tools and parts, repair it even as you lack full understanding of it, or even Frankenstein different pieces of supertech together. This of course extends to other forms of Clarktech.

Beyond this talent with technology, you are lucky with finding relatively intact super tech, or the rare materials needed for it. It might still take a good deal of resources to maintain a whole team of individuals using powered armor, both in maintenance costs and investigative work to track it down, but if you had the wealth of a major company behind you, you could do so.

"Street Level" (600 CP): You'd think that being the side with all of the street level heroes, more concern for collateral damage, and less willingness to hurt their enemies the Anti-Registration side wouldn't get very far against the Pro-Registration side in a 'civil war.' But Iron Man discovered the hard way that Captain America can - and will - beat his way through that suit of high tech armor.

And now you can too. At least potentially. You'll find that when you are fighting someone who should be more powerful than you, the difference in raw power seems to be greatly reduced. They'll not be completely removed. Captain America still has trouble

meaningfully doing much more to the Hulk than distracting him after all. But they are reduced substantially to allow skill, will, and luck to play a much greater role.

Invader Perks

Infiltrator (100 CP): When you are part of an organization quickly determine effective means of sabotage and disabling it from within. You have to get in first, but you excel at figuring out how to hinder or bring down an organization from the inside.

Sleeper Agent (200 CP): You excel as an actor. You can even slip far enough into a role that until you're brought out of it somehow - you can set conditions from extremely specific to rather vague - you will actually believe your role is yourself and forget who you are. This can even seal away powers and abilities that would break your disguise. After all, one skrull even went so deep under cover that they died, and went to Hell without ever breaking their act. Though if you want to match the skrull infiltrators you'll probably need a copy of their memories and thought patterns.

Societal Fault Lines (400 CP): Organizations have weaknesses. Weaknesses you can see and understand how to use. You can identify the points and ways to break down groups ranging from superhero teams, entire economies, national identities, global governments, or more. This won't necessarily give you the means to do so, but you are a master at recognizing what it would take and making plans to tear apart the cohesion of a group or group identity.

Just Another Force to be Controlled (600 CP): Magic, technology, mutant powers, cosmic might they're all power. Like the Skrulls you seem to excel at mixing these things, able to make magic, technology, cosmic power, genetic mutations, chi, the power of the gods, and any and all varied types of power work together and weave them together. You can create technology that incorporates magic, spells fueled by cosmic power, or the like, making forces that may or may not necessarily normally play nice with each other into a single cohesive whole. This also applies within yourself, as you can balance normally opposing or mutually incompatible powers within yourself, such as wielding ice and fire or holy and unholy powers simultaneously.

Registered Hero Perks

Playing by the Rules (100 CP): You are proficient in navigating bureaucratic red tape and jurisdiction issues. You are generally good at coming to understand bureaucratic rules or legal limitations, and how to act within them whether it's by finding loopholes, recognizing how far you can toe the line, or just understanding how to follow the rules and preparing for the additional difficulties they might present.

Initiated (200 CP): The stated point of the SRA was to ensure heroes would be properly trained to know how to use their powers in a safe way that would not endanger civilians. You seem to have received that training. You will find it easy to maintain a tight control of your powers and attacks, and to avoid accidental lethal force, or inflicting collateral damage with them. This even makes you particularly good at avoiding permanent harm, and doing things like knocking someone out with a thrown weapon, or simply direct application of violent head trauma, without causing permanent brain damage. You won't kill, maim, or cripple someone with your attacks unless you mean to. You are also capable of toggling your powers on or off, so you'll never have to worry about accidentally leaking radiation and causing a rash of cancer all across the country.

This comes with emergency rescue skills and training; providing you with a wide range of knowledge in emergency situations like how to get someone out of a burning house safely, how to dig people out of rubble without bringing it down on your heads, first aid, emergency triage, and the like. Finally this minimization of collateral stretches to include others as well. While you can't magically make it not happen, you are really good at keeping an eye on what could kill bystanders or participants in a fight and how to prevent it. This isn't limited to your enemies, either, but can include making sure your allies don't kill people; in case you have to team up with the Punisher.

Top Cop (400 CP): You have what it takes to be an effective head for an organization like SHIELD. Not necessarily on the logistical side, but if you had to step in to take Iron Man's (or Nick Fury's) place as the guy who has to view all the data coming in from SHIELD and find the patterns within to predict enemy plans you probably could. You possess exceptional pattern recognition, and skill at intelligence analysis and detective work, being particularly good at ferreting out enemy plans before they have the chance to put them fully into motion.

Futurist (600 CP): The way your mind works it can intuit the future. This isn't true precognition, but you are very, very good at recognizing the patterns that shape the future - socio-economic or otherwise - and figuring out what sort of things will happen. This is probabilistic, meaning that you are ultimately figuring out the odds of it going one way or another, but you excel at taking these things and figuring out how to predict how coming years will go or what trends will show.

It's of course possible for some black swan event to upset this whether it's someone with unknown powers developed seemingly at random, or some charismatic individual in the right place at the right time to sway public opinion, but you're still very good at this. And this even applies to the long term effects of your own actions, so hopefully you won't be making as many mistakes as your fellow futurists like Tony Stark and Reed Richards.

Every Man Perks

I Haven't Slept in 96 Hours (100 CP): It's not good for you, but you really do seem to be able to go a lot longer without rest than most people. You can still get tired or exhausted, but you can push on past the normal limits of your endurance much longer than average. This will eventually have negative effects, just like it would for anyone else, but it will take you a lot longer to suffer from them.

Bystander (200 CP): You seem to possess a special ability to find your way at major battles and clashes and avoid being dragged in or made collateral as long as you don't involve yourself in things directly or actively stand in the way. You could stand at ground zero of a battle between Thor and the Void without dying as somehow the shockwaves of their attacks which create craters just don't seem to buffet you, and neither would attack you as long as you stayed just a bystander. You might even be able to perform rescue actions without breaking this as long as the Void didn't care about the people you were rescuing dying. Once you directly interfere with one side's goals they will potentially attack you.

Front Lines (400 CP): You seem to have a way of running into major events and interesting things. This won't create major events or interesting things, but it seems to help make sure they end up happening near you, or you end up going near where they're happening. Whether this is just happening to walk into a superpowered crime in progress, having the people you decide to rob actually be demon summoning cultists, or sitting in a coffee shop only to have the most wanted god (or man) in the country just happen to walk by, you really encounter a lot more weirdness than you should, especially when you actively go looking for it. These meetings also tend to be in a way where you're only initially tangentially connected and could easily back out (assuming your morality lets you) if you wanted to.

This does seem to respond to your desires to some point. If you're looking to relax this won't lead you into interesting times, but if you go out patrolling for crime you'll somehow find it just by wandering around at random (assuming it's happening at all).

On the Fly (600 CP): Some superheroes are master spies, trained in all forms of combat, that have studied alien technology for years, learning a vast array of skills. And then there's you. You are very good at figuring out how to manage to do things outside of your skill set when there's a pressing need. The greater the emergency the better you seem to adapt to be able to perform. You might not know how to drive, but you could land a damaged jet, without an autopilot, while being shot at, and while it'd not be a perfect

landing you could walk away from it even without spider-powers. You could be a practical luddite, and still figure out how to use alien tech if you needed to to save the world. Thrown in a fight for your life with a master combatant, you'd be able to demonstrate a surprising level of amateur combat. This won't always be enough, and you'll not be a master by a long shot, but you seem to have a surprising level of skill in a crisis or emergency.

Combatant Perks

I Do It Knowing It's Probably Going to Kill Me (100 CP): Your pain tolerance is truly impressive. As is your ability to simply ignore your injuries. Broken ribs? Eh they won't slow you down in a fight. Broken leg? As long as it can support your weight you can probably limp on it. This doesn't mean injury won't slow you down in a fight, but you can push through pain that'd break a normal person, and injuries that would disable most people will merely slow you down. I'd say you'd pay for this eventually, but you actually seem to heal up really nice, and as long as a human could heal from it you seem to do so without any special issues.

Inspiring Commander (200 CP): There's something about you which seems to be able to bring a team together. You might not be as tactically brilliant as Cap or Cyclops, but you do have good tactical sense and instincts in a fight. You know how to get people to gel in a fight and work as a single unit instead of a disparate set of combatants. You also excel at serving as the beacon and banner around which your allies can rally, keeping up morale, spurring them forward even in the face of overwhelming odds, and getting people to give '110%'.

Everything is a Weapon (400 CP): And you know how to use it and kill with it. It's like an instinct you have, as – similarly to Ares and Bullseye – you seem to be able to turn anything and everything into a lethal weapon. This has two main aspects.

First, you excel at figuring out how to kill, or if you really want (or they're truly immortal) merely painfully and violently disable things, whether they're humans, robots, gods, energy beings or something else. You can pick up on an enemy's vital areas and weak points, and quickly understand what level of force it'd take to kill them, or if you'd need to use something else.

Second, you are able to wield anything as a weapon, and generally do so with nearly the level of skill of your preferred weapon. Whether it's a tooth pick, a flying bike, a crashing helicopter, an anti-aircraft missile fired at you by an enemy, or something somehow less physical, you excel at turning it into an offensive weapon intended to kill.

These combine to always give you an idea how to use every resource you have available to you to kill, harm, or maim your enemies in a fight.

Taskmaster (600 CP): How does every 2 bit villain get all these mooks who can fight a superhero? The answer is people like you. You excel at training and teaching others. This is best for fighting where the speed is truly staggering followed by other 'superheroics' related fields where it's merely a massive increase, and for other things it's only a few times normal. And it's not just speed. Your students seem to learn better and even develop a greater aptitude when you're teaching them. This won't be to the sheer level of the speed increase, but you could turn sad sacks who have so few prospects in life that being beat up by the Avengers and locked up for 5 years looks like a good idea into effective speed bumps and fairly capable soldiers, something like the kind of people who are already elite soldiers you might have fighting the gods themselves, and people with the making of heroes you might be able to bring to the level of defeating Asgardians when outnumbered. Of course this does depend upon your own aptitude and skill in a field; it's easier to teach someone to fight when you know how to fight.

You also excel at teaching others how to use their superpowers, even if you do not have the same, or even roughly equivalent powers. It might be easier if you had the same, or similar, powers, but you know the fundamental core of how to guide someone to learn about and master their powers whether they're magic, mutant, cosmic, or something stranger still.

Mystic Perks

Focused Concentration (100 CP): Whether you're channeling your chi or casting a spell, it is an act that requires utmost focus and concentration. Yet figures like Iron Fist or Doctor Voodoo make it look easy. You possess the ability to concentrate deeply and easily even as the world is turning into a nightmare around you, you're in the middle of fighting a group of gunmen firing at you from all sides, or while you're fighting the Hulk. This also makes you very good at making delicate and precise hand signs or speaking incantations in hectic situations.

Meditation (200 CP): You understand the art of meditation and how to calm and focus your mind. Besides helping with stress, and self-analysis you know how to use meditation to get a feeling for your own internal energies, and the flow of them, whether they are magic, chi, or some other – even less mystical – form of energy. You can use this to diagnose issues in these flows, or your health more generally such as recognizing the effects of a drug or a poison on your body and (loosely) quantifying the influences, as well as realigning or repairing these energy flows. This meditative state is also generally recuperative and restorative, helping accelerate how fast you heal, recover, or even just rest.

Mystical Awareness (400 CP): You are aware of the mystical world in a way others are not. You possess a sixth sense for magic and mystical energies, and the ability to perceive the aura of magical effects. You can also see ghosts, spirits, and possessing influences, as well as sense mystical intrusions – or intruders – from other dimensions or times. You are generally in tune with magic or mystical forces, capable of feeling them in the world around you, and telling them apart like one might tell apart different shades and colors or different flavors of ice cream.

This is far more detailed than what most mages would ever learn, though not necessarily beyond the likes of a Sorcerer Supreme, able to simply passively sense enchantments on others, and see particularly subtle spirits. It's not impossible to get past this sense, but it'd take it actively being made to be hidden from such senses.

Magic Trumps Science, That's What It Does (600 CP): While there are exceptions in this universe, it does seem that pure technology loses to pure magic. Oh, magitech can win to, or lose to, both, but even technology specifically made to counter magic just doesn't generally do a good job of it. And now you carry this with you. When your mystical abilities, or even items, come into a conflict with (non-magical) technology there seems to be a weight on the scale pushing you to win. Your magical stealth is harder

to detect by technological means. Your spell to shut down tech laughs at tech designed to shield against such unwanted shut downs or reboot quickly afterwards. While a metal battlesuit might block your magic bolts, sophisticated tech to re-route energy has a tendency to fail and technological forcefields just aren't as effective as they should be. When your magic, or other 'mystical' abilities, clash with technology its victory is not ensured but it does have an advantage that many would call simply unfair.

Operative Perks

Finding Him (100 CP): You are a master at finding individuals. You know how to track movements and activities in the digital age. This won't necessarily give you access to S.H.I.E.L.D. databases, but you'd know which databases to search, what are good things to look for (digital money transfers, phone records, whatever) to quickly narrow down and find a target.

Trained to Lie (200 CP): Whether it's S.H.I.E.L.D., Hydra, or the Skrulls they train their agents to lie, and they train them well. Even if you're not a member of one of these groups you seem to have been trained to perfection, as you're a skilled enough liar you can even control your body's normally involuntary cues. Even enhanced senses, technology, and magic seem to fail to overcome your lies; whether it's your heartbeat, Wolverine's nose, brain scans, or Doctor Strange you can lie well enough to get past them all at least some of the time.

According to Sun Tzu (400 CP): "Victorious warriors win first and then go to war. Defeated warriors go to war first and then seek to find a way to win." Not many superheroes have the luxury of planning out their fights ahead of time, but like a good soldier or spy, you seem to have taken this to heart, as you are skilled at creating a battle plan ahead of time, and ensuring that it has a contingency plan, and a contingency plan for the contingency plan. This isn't long term prediction, or planning, but more tactical. Think Punisher not Reed Richards. Still coming up with plans for a fight within plans for a fight is second nature to you, and even if you haven't been actively preparing to fight a certain foe, it's practically guaranteed that if you know about them you've got several plans ready… Same to get out of any place you've been at for any length of time.

Level 10 Clearance (600 CP): You might not actually have it, but you could. You're not necessarily a top level analyst, but you are a master spy on a level to earn Nick Fury's respect. You have the full suite of skills expected of a super spy – acting, hacking, piloting vehicles, at least some combat, understanding MICE, etc – but you are especially good at disappearing. Given time and resources and even one of the most brilliant minds in the world equipped with the full backing of SHIELD couldn't find you, and neither could any of the other world-spanning espionage institutions hunting for you. When you need to go under cover you know how to go under cover deep, and how to do it without cutting yourself off from information flow or contact when you want to receive it.

Scientist Perks

Engineering Experience (100 CP): You are a highly trained engineer. This extends to computer engineering, electrical engineering, mechanical engineering… you could probably engineer a skyscraper if you gave it a shot. You don't know how to build everything, but you know how to build a lot of things. This won't give you any comic book science on its own, but knowing how to build things and how physics works typically helps utilize it.

Patently an Investor (200 CP): You're a whiz with money. Whether it's using patents to passively obtain enough wealth to fund a personal space program, or investments to corner global industries you know how to make your money propagate with minimal work on your part.

I Had an Idea (400 CP): Like Reed Richards, or Henry Pym, you possess moments of inspiration where your scientific abilities and mental reasoning seem to spike. In this state you show creativity and brilliance beyond the norm even for you. Beyond merely making it easier for you to complete a project or design something new, these moments of inspiration can lead to the creation of something that you couldn't easily replicate on any other day as during them the limits of what is possible seem somewhat softer for you, and the heights of comic book science you can reach seem a good deal higher than they normally would be given your other inventing skills and/or the world around you.

Scientist Supreme (600 CP): You are an expert at studying and replicating magical, mystical, supernatural, anomalous, or other forms of physics breaking effects that you may encounter through (comic book) science. This is unlikely to be a perfect match for the original but you might be able to replicate the principles of a magic dispelling sword to create tech that could nullify magic, or copy a binding spell to create a machine that can bind a god. In the end it's all just energy. Do note the more powerful what you're trying to replicate the more imperfect your replica likely is, though other engineering and scientific skills beyond this can help you get closer. This can extend past 'magic' to replicating other things that break the normal rules of physics. Similarly it's not limited to direct replication, but you can discover the underlying principles of supernatural or anomalous things and make them work with a scientific framework which allows for modification and general application.

Skills and Powers:

As noted previously you receive a +400 CP stipend to use on skills and powers or Items.

If you purchase multiple powers that become Alt-Forms post jump you will receive a separate alt-form for each one post-jump, and a single alt-form which combines all of them post-jump. If you purchase them through Super Skrull these separate alt-forms will be separate skrull alt-forms.

If multiple powers give Super Strength they will increase your strength, though 2 class 25 super strength perks will still be less than class 50. Partially this is because despite often being called ‘tons level’ or ‘can lift X tons’ in handbooks, the classes are not usually a linear scale; class 2 can lift 1 or 2 tons, but class 100 often have examples of having lifted thousands of tons or more. Super strength also, as a general rule, comes with some level of enhanced stamina and (to a lesser extent) speed, with greater levels typically producing greater results. Much more uniform is the way that it comes with increased durability; higher levels of super strength will make you more resistant to all forms of physical damage.

If a power’s name begins with + it is an upgrade to the power above, meaning that it requires the power above it. Upgrades are also indented compared to the original power. If a power has multiple upgrades they will all be at the same indentation. Upgrades may have their own upgrades in which case you must purchase each of the lower levels (but not other upgrades of the lower level) with the amount of indentation demonstrating the level of the upgrade.

Costume Summoning (50 CP): You can summon your free **Costume** from this jump, replacing your current outfit with it when you do so. When you end this summoning your **Costume** will disappear and be replaced with what you were wearing before. This can repair and clean your costume. Convenient.

Extended Lifespan (50 CP): Your aging is slowed substantially. You’re not actually ageless, but a decade will only see you age a year or possibly less.

Gorilla Jumper (50 CP): You possess the ability to turn into a gorilla. You will retain your normal mind in this form.

Wall-Crawling (50 CP): You possess the ability to crawl, or walk, on walls and ceilings like Spider-Man. This requires contact from your palms or feet, you can't just cling to walls with your back.

Batwings (100 CP): Your arms double as bat-like wings allowing you to fly. You also possess claws on your hands and feet, and bat-like fur and echolocation.

Post-jump this becomes an alt-form.

Cheeseburger (100 CP): You are an expert pilot. You could be a top fighter pilot in the Air Force, and are generally proficient in flying aerial vehicles such as Quinjets, the Thunderbolts' Zeus Transport, and even alien ships like those used by the skrulls. You pick up how to pilot other similar aerial vehicles easily.

Comic Book Fitness (100 CP): You have a baseline physique and fighting skills necessary to act as a superhero or supervillain. You're not a peak human, or a master combatant, but you could keep up with Kate Bishop, Patriot without MGH/the Super Soldier Serum, Felicia Hardy and the like. You aren't at the level of the real top tiers but you are capable of putting up against lower end super powered threats or defeating multiple Hand ninja at once.

> +**Combat Encyclopedia (100 CP)**: Karate? You know it. Judo? You do. Aikido? Of course. Combat sambo? Savate? Kendo? Spearfighting? Archery? Sharpshooting? You aren't necessarily proficient in *every* combat style known to humans, but like Wolverine you know enough that it's easier to list the ones you don't know. You're nowhere near Shang-Chi or Hawkeye in their specialties, or as good as a general purpose fighter as Captain America (whichever one you choose) but by mundane standards you could be called a master in almost any form of combat known to man and you could play Ronin easily enough.
>
> +**MVP (100 CP)**: Whether it's due to healthy living, or a super soldier serum in your blood, you possess the powers of a peak human, or a comic book one. You are able to benchpress 800 lbs as a regular work out, and have the endurance to do so far longer than any real world human. In general you could break any real world record for physical abilities, and it's not just enhanced athleticism. In this period, Patriot stated to have mildly superhuman hearing, and Steve Rogers claimed to have significantly enhanced kinesthetic vision to visually follow bullets in flight. You also heal faster and better than a regular human, have an improved immune system, and just generally are 'better' than a human in every physical way.

+Serum Blood (100 CP): Patriot developed the super soldier serum from receiving a blood transfusion from his grandfather. This isn't always how the Super Soldier Serum works, but the Serum in your blood will allow it. You can make other people into "peak humans" through blood transfusions.

+Soldier (200 CP): Like Bucky Barnes you have enough raw natural talent as a fighter to keep up with Steve Rogers even as an unaugmented human. You might not be his equal, but you are a naturally superb fighter. This doesn't directly give you increased skills or experience than the base level of this power, but your fighting instincts are significantly enhanced. In other words this won't teach you new ways to punch, but it will ensure that you, like Captain America, recognize which punch to use in what situation, easily sizing up a fight, and naturally determining the actions to take in a fight. This naturally includes your own powers and even what you know of your enemy's powers which you will quickly adapt to and incorporate into how you fight.

+Chi (200 CP): You have mastered the use of chi, allowing you to use your internal mystical energy flows in various ways. This can be used to enhance your physical abilities beyond normal human levels, sharpen your senses, harden your body against blows, improve your healing and recovery speed, cleanse your body of disease and poison, ignore heat or cold, lend power to your blows, and other similar feats. You're also a master of at least one form of kung fu or martial art, and skilled in others as well.

+Immortal Weapon (300 CP): You possess powers similar to that of Iron Fist or one of the other Immortal Weapons. This greatly increases the amount of chi you possess, and allows you to tap into the dragon lines of the world to draw more energy from it, though such can be dangerous or disruptive to your own inner energies. You can also perform much more spectacular feats of chi. Iron Fist can do stuff like tie himself into the electromagnetic forces moving a bullet train to launch himself towards it as a bullet and destroy the train in a head on collision, karate chop a helicarrier to leave its entire deck cracked and the carrier lilting to one side as it slowly crashes, heal others, cure cancer, perform the Jedi mind trick with a wave of the hand and a few words, perform poison touches, temporarily enhance his senses to the point he can hear people sweating from across a room, or coordinate an army to work in supernatural sync. The other Immortal Weapons may not have as many showings but Fat Cobra was able to put up an excellent fight against him, and was able to use it to manipulate

electricity and generate earthquakes, another was able to turn into poison mist, and chi of this level can unlock many magical powers and abilities.

+**Photographic Reflexes (300 CP)**: Like Taskmaster you possess photographic reflexes. By observing someone performing an action just once you are able to replicate it perfectly. You're still using your physique so while you could perfectly copy Spider-Man's web slinging form or movement, you won't be able to copy his sheer strength or superhuman speed. Still you can watch a boxer's jab once, or watch a musician play a complicated piece of music, and perfectly replicate the movements involved exactly. And this is a perfect replication. No matter how tired or stressed you get you are able to perform the exact movements and motions being copied perfectly every time. Though this doesn't give you the knowledge or instinct to know when to use each punch, just the ability to throw the punch perfectly.

If taken with **Combat Encyclopedia** you will have an extensive catalogue of heroes and villains whose fighting styles you have observed thoroughly and copied.

Flight (100 CP): You possess the ability to propel yourself through the air in defiance of gravity in a form of flight. The speed isn't great, comparable to running though it takes less effort than sprinting would. This comes with no special resistance to altitude or windforce.

Gun Hands (100 CP): You are able to transform your hands into mundane firearms. Firing off bullets is rather calorically intensive, even if it seems to magically produce them without draining your mass.

If taken with **Skrull** it will become much easier to learn to turn your limbs into other forms of guns such as energy weapons.

Journalist (100 CP): You are a highly experienced investigative journalist. This includes cultivating sources, writing articles, and some level of detective work.

Super Strength (100 CP): You possess strength approximately in what Marvel would call the class 5 to 10 range; making you similar to Arane, or Spider-Woman. You have clear and evident Super Strength, more raw strength than Wolverine, but this is really the bottom barrel to consider super strength. This, and all upgrades to this, does include an increase to your durability relative to your strength.

+High Class 4 (100 CP): Your strength has been increased, roughly to the level of Spider-Man or the class 15-25 range. You're starting to really show it, able to lift busses, and throw down with some powerful entities.

+Class 5 (100 CP): You are now approximately in the class 25-50 range. This puts you to similar levels as Luke Cage, Venom, the Warriors Three, Baldur, lesser Olympians (not Ares or Hercules), and the like; at least in this period. You're strong enough for it to constitute a serious Superpower and to be largely bullet proof; normal handguns will only sting, not wound.

+Near Class 6 (100 CP): You are now approximately in the class 70-80 range and the same general ball park as Thundra, Ms. Marvel, Ares, or Doc Samson, being close to but clearly below the Thing.

If you want this power can be packaged with a form at least as inhuman as the Thing's in exchange for increasing your strength level to that of the Thing's instead of a clear step below. If you take this option this super strength and the form it comes with will become an alt-form post-jump.

+Class 6 (100 CP): You are in the class 85-100 range. At this point you're at least as strong as the Thing and most likely a match for She-Hulk, Lyra when she's completely calm, or Ragnarok.

+Class 7 (100 CP): Your strength is in the 100+ class. You're as strong as normal showings for Thor, the Red Hulk, or a not-overly angry Hulk, and could put up a real fight against the Sentry. Your strength is incalculable. At this level adamantium blades have difficulty cutting you when wielded by humans.

Arana (200 CP): You possess strength to lift up to 3 tons as a teenage girl, as an adult you likely will be somewhat stronger than this, but couple it with mildly superhuman speed, endurance, and the ability to stick to walls with your hands and feet crawling on them like some sort of Spider-Man. Finally you are able to grow a carapace from one arm which will increase your strength somewhat further, and make you immune to small arms fire. You can control the exact amount of growth and thickness, from just affecting your arm to covering your entire body.

Cat Burglar (200 CP): You are an experienced burglar proficient in sneaking into locations and areas, climbing walls, picking locks, picking pockets, estimating the value of objects, fencing objects, and a wide range of related criminal skills. You are highly skilled at bypassing even the most high tech security systems and gaining access to high security locations. Finally you are exceptionally stealthy, such that you would have a chance of sneaking up on individuals such as Wolverine who have heightened senses, or Daredevil if he was distracted or simply not on guard.

Cat Girl (200 CP): You possess the ability to assume the form of a cat-hybrid, your body being covered with fur, growing a tail and cat ears, and developing claws. This provides you with low end superhuman physical capabilities including strength of the class 10 level, and the ability to run at nearly cheetah-like speeds. This also provides you with cat-like senses. No, you do not need to be a girl to take this power.

Cloud Generation (200 CP): Like Cloud 9 you are able to create a cloud-like gas around your body. You can generate this to carry yourself aloft, flying at speeds to keep up with a commercial jet or operate in a dogfight with supersonic fighter jets. You can also generate this in such a way as to produce an expanding fog bank around you, or to force it into the mouth and throat of someone nearby thus suffocating them.

Devil's Eyes (200 CP): You might not be blind, but you possess the senses of Daredevil. Your senses other than sight are greatly boosted, for example you can heart heartbeats from another room, easily identify people by scent, or read text in books by the difference in tactile sensation from where there's writing or not. You also possess radar sense that lets you feel where nearby objects are and the movements of individuals, though this can be obscured by things like billowing capes.

Goblin (200 CP): You seem to have been exposed to the Goblin Formula. It has granted you superhuman strength of the Class 5 level, and the generally enhanced physical capabilities (speed, reflexes, stamina, etc) that come with such super strength in this world. It has also granted you a regenerative healing factor. This is slow compared to other regenerative healing factors such as those of higher powered hulks, **Lizard-like**, or **Lupine**, you do have an impressive ability to survive. It might take a day for a large chest wound to close, but you could survive having the process despite the time it took and the organs that were damaged. It's not impossible for you to die but regrowing limbs, or surviving practically anything shy of decapitation is possible for you.

And it seems you had the Hobgoblin's version of the formula because this doesn't come with psychosis and madness. Though maybe you have Lily Hollister's as you may choose

to have this power manifest as an alt-form that can have a different build and proportions – and a monstrous natural goblin face – than you normally would have. This alt-form can even be used to temporarily merge an unborn child you're pregnant with into your body and remove the physical signs of pregnancy at no risk to the child. If you want this to be an alt-form or just a power is a choice made when you purchase this power.

Hammer Space (200 CP): Like a cartoon character, or the New Warrior Slapstick, you seem to possess a personal hammer space where you can store objects. By reaching into a 'pocket' in your body or **Costume**, you are able to reach into this hammer space and store objects or pull them out. You could store objects at least as large as you, and carry an arbitrarily large amount of objects – it's probably not literally infinite but you could definitely fill entire rooms with what you can carry – without any burden or weight. There's no guarantee that living or animate things stored in here won't manage to escape.

> **+Living Cartoon (400 CP)**: Oh, so this is why you have hammer space. Like the New Warrior Slapstick you are made of unstable molecules in a way that renders you in effect a living cartoon. Your body is extremely malleable allowing you to shift proportions or your appearance, though not with the fine detail to take on other people's precise appearance. It is also nearly indestructible as you could be smashed, flattened, decapitated, blown up, or more and simply reform in moments. You're not literally immortal, there are frequencies of energy which could render your form inert, a state which if not reversed quickly would kill you, and I would advise not testing how well this can stand up to being thrown into the sun or esoteric attacks against the mind or soul, but it is extremely difficult to do you any lasting physical harm as like a cartoon character you seem to survive it all, and better yet it won't even really hurt, though if you get smashed flat by a robot clone of Thor you might not still be out of the rest of the fight. Finally for some reason electricity not only doesn't hurt you but temporarily increases your strength to the point of being able to lift about 2 tons.
>
> Oh, and before I forget, you're now aware of the fourth wall. You might not know when people from inside of the jump are watching you, but you know when you're on panel in the comics, or the equivalent in future jumps.
>
> This comes with a cartoon-ish appearance and becomes an alt-form post-jump.

Lightning for Blood (200 CP): Like Baron Blitzschlag you possess the ability to absorb electricity. You can absorb at least as much electrical force as Ragnarok's false Mjolnir was capable of projecting, and when you absorb electricity you can fire it back out, or use

it to revitalize your body, allowing an old paraplegic man to stand and function as someone in the full prime of their life, temporarily restoring and invigorating your body. You don't seem to be able to store this electricity long term however.

Mechanical Lifeform (200 CP): You are a robot, or perhaps a primarily mechanical cyborg whose vital functions save for your brain are performed by machines. Either way your body is primarily metal and circuitry. You have no need for food, water, breath, or even sleep, though you may have to enter a re-charging state semi-regularly. You have no biological functions, or if you chose an organic brain no biological functions outside of your brain. The mechanical aspects of your mind gives you memory that functions like computer storage, allowing you to save things as they happened instead of reconstructing them later through simulations like human memory (unless you kept your brain fully human). The mechanical aspects of your body gives you low end super strength, and renders you immune to most handguns and resistant to higher powered fire-arms. You also have fewer truly vital portions, as while parts can be damaged such damage is less likely to result in systemic shutdown.

This power, and all upgrades to it, will become an alt-form post-jump.

> +**Nano-Cybernetics (200 CP)**: Your machinery is designed to emulate biological life. This allows you to self-repair over time like a biological organism would heal, though with superior regenerative capabilities allowing most major trauma that does not end your functioning completely to be eventually restored and healing noticeably quicker than human. It also means your machinery will slowly become indistinguishable from something biological to most forms of detection and scanning, and possibly even able to grow or be worked out like biological parts of you. You might still seem to have powers as a mutate or mutant, but you will be able to pass as human for almost all purposes. Since you're paying CP for this it will apply to fiat backed machinery made into part of your body. It will also make Mechanical Lifeform and its upgrades no longer count as a separate alt-form (though you will still get a mechanical alt-form).
>
> +**Electromagnet (300 CP)**: You possess the ability to generate electrical blasts from your body, and to manipulate metallic objects through the generation of magnetic fields in a manner reminiscent of telekinesis. Your power output is significantly less than Lorna Dane (Polaris) much less Magneto. It may be possible for you to eventually learn to create magnetic forcefields or levitate yourself like Magneto does.

+Vision of the Future (400 CP): You seem to have been constructed by someone from the future. Like Jonas, the Vision of the Young Avengers, you have a large suite of powers. The most famous of these is the ability to alter your density, becoming insubstantial enough to pass through other objects, or hard enough to greatly increase your durability and increase your superhuman strength to approximately class 50. In this insubstantial state you can still be harmed by certain energies, including seemingly high enough powered mundane ones, and many forms of magical energy. However you are also able to begin to resolidify inside of creatures to disrupt electronics or nervous systems causing extreme pain or unconsciousness, or forcing it apart from within, though it's worth noting that sufficiently tough or resilient things may cause more damage to you than vice versa when trying this.

You also possess the ability to project bolts of energy and fly. Neither are particularly noteworthy by the standards of energy blasts or flight in this world. You also possess a suite of internal technology for communicating with or taking over other technology you encounter. Again this is not particularly impressive by the standards of this world, closer to an Ant Man helmet, or Iron Man suit than Tony's Extremis. Finally you are designed from neurokinetic armor which was capable of altering its design and appearance to some extent and as such you can change your build and features to a limited extent, as well as shifting coloration – you won't be making substantial changes to your mass (though you can use empty internal spaces to change your volume) this way, or perfectly simulating a human's body but you can shift your look. Of course this also includes a personal holographic projector capable of covering your body in a hologram roughly the size and shape of a human meaning you can appear as whoever you want to, including clothes (though this will be only a shell of light).

> **+Chronal Portals (600 CP)**: Jonas was built from Iron Lad's neurokinetic armor. Armor made by Kang the Conqueror. This means, like most things Kang the Conqueror makes, you are now a time machine, able to open chronal portals through time. It's hard to define how time travel in the Marvel universe works, but generally speaking changing the past will just create forked timelines; Doom and Kang have both shown the ability to circumvent this but you're not one of those.

+Machine of War (600 CP): Your mechanical body is now the equal to a lesser Starktech suit. Well it has no Startech components, by default, but it's still at that level. It's strong enough to throw down with the likes of the Thing, and is

ostensibly stronger though in actual showings tends to fall shy of the Thing. Unlike the Thing's strength, though, it's able to fly at speeds surpassing fighter jets, and possesses a large arsenal of extremely high powered guns and missiles, the sort that actually could hurt the Thing and similarly resilient (normally bulletproof) individuals. It also contains a fairly standard electronic communications and warfare suite.

And the ability to repair itself by assimilating any and all mechanical technology encountered. Some things may be advanced enough to prove difficult or resist, but even alien technology like Ultimo is not necessarily beyond this capability, and Ultimo is an advanced alien device that assimilates things into itself. Something like Galactus's tech, or the Tactigon might prove difficult and need time and familiarity, but your new body can assimilate any machinery given the time to do so. Biotech and magitech may prove more difficult. The suit's repair functions will not automatically know how to rebuild this technology though, but will be able to make it part of your body until it is destroyed. And yes since you're paying CP for this it will count as a natural part of your mechanical body.

Sniper (200 CP): You are an exceptionally skilled marksman. Choose a type of ranged weapon and you are the master of it like Hawkeye is the master of the bow. You are an expert with other ranged weapons as well. Things like trick shots, extreme examples of sniping, or ricocheting attacks are easy for you.

Super Lawyer (200 CP): You're a super lawyer. That is both a description of your skill as a lawyer and the field you specialize in. Not only are you a highly skilled lawyer who could stand up besides Matt Murdock or Mallory Book as one of the best in the world, able to potentially sue a superhero for apprehending a supervillain in the midst of a violent robbery, but you are highly skilled at bringing the laws of man to bear on situations where the laws of physics or reality have been broken. This is to say you're a specialist in cases where time travel, ghosts, shapeshifters, and all around weirdness have happened and ferreting out how the law should be applied in these cases.

Supercell (200 CP): Like the hero Anthem, you possess the power of a living storm. You possess the ability to fly at speeds beyond those of highway cars, and to generate and project moderately powerful electrical blasts. Can also produce electricity merely at the level to power a device.

Trauma Therapist (200 CP): You are an excellent therapist and psychologist. Beyond mere skill, you really seem to have a way of getting inside of the heads of others and figuring out how they think, and connecting with them so you can guide them in the direction you desire. You could help people work through traumatic experiences and recover from survivor's guilt and their issues, possibly even well enough to get Norman Osborn operating as a stable and productive member of society, or if you wanted to abuse your powers you could talk depressed individuals into committing suicide while you watch, or slowly drive people mad in a calculation fashion.

Seemingly as a side effect of your therapy skills you are also surprisingly adept at operating in mind scapes or engaging in battles within them.

> **+Faustian (200 CP)**: You appear to be an excellent hypno-therapist as well. Beyond mere psychotherapy you are now highly skilled in the art of brainwashing, conditioning, and creating unwitting sleeper agents through the use of hypnotism, drugs, and various (comic book) scientific means. This isn't irresistible, both Agent 13 and the Winter Soldier eventually break free, nor is it necessarily quick, but you know how to turn others into your obedient pawns and program them to obey.

Windows 97 and a Modem (200 CP): One might question if computer skills are a super power, but at this point they're crossing into super science. Windows 97 and a modem is all you'd need to hack into the likes of S.H.I.E.L.D. Starktech might be harder but you are good with computers. Creating code to shut down a viral nanomachine made from reverse engineered alien technology would be right up your alley. In short, while you're not about to match Tony Stark with Extremis, Ultron, or even Reed Richards, you have comic book computer programming and hacking skills.

Bug Control (300 CP): You possess the ability to telepathically communicate with insects on a city-wide scale, receiving information from them and even ordering and commanding them. This won't give you a special ability to micromanage entire swarms, but you can give the cockroaches in a building the order to attack a guy.

> **+Chosen of the Hive Mind (300 CP)**: Perhaps you have made contact with the hive mind of Earth near the Savage Lands, but this insect control has increased massively in scale, potentially allowing you to control insects on a planet wide scale. You may also now have an insectoid exoskeleton providing low end super strength (class 5 to 10 range) and natural armor above what would be expected from that level of strength.

Combat Telepathy (300 CP): You are a mind reader. In addition to being able to read thoughts, you are able to read intent at a speed necessary to predict opponents' attacks and actions on the battlefield. This allows you to dodge attacks before your enemies even make them, and attack where they intend to be instead of where they are, making you an extremely difficult opponent on the battlefield. Without superhuman multitasking ability it will be hard to make this matter against large numbers of foes, and this can be overwhelmed by superior speed, action without thought such as some drunken boxing styles teach, or minds that are simply working in calculations beyond your ability to follow.

Debris Manipulation (300 CP): You are what might be called a telekinetic magnet, like Debrii of the New Warriors. This allows you to gather clouds of small loose objects – such as debris – via telekinesis and move them. You could wrap it around your hands to add weight and force to your punches, form a platform to telekinetically ride, create walls of debris, and even form a kaiju suit crafted from debris. This does require concentration and mental effort, and seems to work best with things larger than sand but smaller than large chunks, with the force of this telekinetic manipulation of objects only letting them hit with lower end super strength.

Golem Mother (300 CP): Like Magdalena Neuntauben, also known as Veda, you possess the ability to create animate, humanoid 'golems' made from ground drawn up from the local environment. You can create several of these golems at once, and can control and guide them, seeing through their 'eyes.' You can also feel it as a sensation of pain whenever one is destroyed, and despite being homogenous humanoid creations of dirt and rock they can be destroyed by receiving a hole in their chest or taking similar levels of damage.

Lizard-like (300 CP): You possess the ability to transform into a reptilian form. In this form you have physical capabilities roughly comparable to a Super Soldier, without their enhanced senses, though this is with a relatively average physique. You also possess a healing factor sufficient to recover from poison and disease significantly faster than normal humans, regenerating limbs in minutes, and closing wounds quickly enough to heal them over the course of a battle.

Majesdanian (300 CP): You are a member of the extraterrestrial race of Majesdanians. It is possible to learn to suppress the qualities of this species to appear human (even when in this alt-form) but when you do not you have luminescent skin and hair shimmering with a rainbow colored aura. You are able to fly, fire moderately powerful blasts of solar energy, though these can be focused into cutting lasers, and produce a protective field

around yourself capable of withstanding small arms fire. Your alien nature also makes you more resistant to extreme temperatures as your power can be used to aid in regulating your temperature. However these abilities are solar powered, meaning that if you are kept from exposure to the sun for prolonged periods they may fail, and that using them at night can drain them away till you have a chance to recharge.

Post-jump this becomes an alt-form.

Mastermind Excellence (300 CP): You are one of the smartest people in the world… at least a game show or Bruce Banner might say so. Like Amadeus Cho, you possess the ability to perform supercomputer math calculations in your head, calculate angles at a glance, eidetic memory, and massively expanded recall. Just remember Amadeus tends to have an exaggerated opinion of his intelligence when describing it. Still you can calculate ricochets and sophisticated physics by a bit of mental exertion, and think with such mathematical complexity a telepath would have to be a math genius to follow what you're planning to do. With this physics, and the environment, are your weapon.

Phobos (300 CP): You possess powers similar to those of Alexander Aaron, the demigod of fear. This won't give you any divine physique or the like, but you can sense the fear of others, and detect their greatest fears, and by meeting the eyes of another you may overwhelm them with fear or force them to feel their greatest fear in a form of psychic assault. Heroic willpower can resist this.

Shapeshifter (300 CP): You are a master shapeshifter, able to take on the form of pretty much any human form, including mundane clothing. This won't give you any super powers or the like, though can provide shifts in musculature to provide varying levels of human scale strength.

> +**Skrull (200 CP)**: You are a skrull, or if not a shapeshifter of a similar level of skill and ability. Most skrulls are limited in the amount they can shift their size – no more than half again their normal mass or a similar reduction – and the complexity of machinery they can emulate but they can change into human, animal, plant forms, alter their respiratory systems, grow functional wings, and perform a great deal of other alterations and transformations.
>
> It is possible to learn to transform into more complex machines (that remain functional), or expand the change in size or ability to for example stretch like Mr. Fantastic.
>
> If you choose to be a Skrull, your skrull form will become an alt-form post jump.

+Hulkling (200 CP): Gain super strength at class 75. This leaves you definitely weaker than the Thing, but in the same general league as him, and strong enough to match Ms Marvel (on one of her good days in this period), Ares, Thundra, and many others whose power is simply super strength.

+Super Skrull (Special): This is a time of super skrulls. Despite being repeatedly told they have the same or greater powers than their originals, except for the Skrull Queen this never stands up to examination; they lack powers (spider sense, healing factor) entirely or are clearly lacking in comparison (Spider-Man skrull being overpowered casually by Spider-Woman). As such your powers as a super skrull will be significantly reduced compared to the originals, and you may only use the powers in your true skrull form (so not while disguised or significantly shape shifting or in another alt-form) or in the form of the one whose powers you are emulating.

For 100 CP you can select up to 3 powers no more than 400 CP each. For 200 CP you can select up to 3 powers no more than 600 CP each. For 300 CP you can select 1 power up to 800 CP and 2 powers no more than 600 CP each. You may pay an additional 100 CP to add an additional power of 600 CP or less. For power prices this includes all-upgrades included.

+Whatever You Want to Be (300 CP): Or well maybe you're not a skrull, or if you are your powers of transformation are definitely unusual. Like Rebecca Ryan, the heroine Aralune, you are able to transform into nearly anything you can imagine. Pink slime? Gas? A dragon? There's probably a limit to how much mass you can add, she wasn't shown growing further than a typical Pym Particle user, but you are capable of a nearly endless variety of transformations. Energy forms are not shown. Changing into someone won't give you their powers, though you can emulate super strength with forms and possibly some other powered physiologies like firebreath, but turning into a pink goop that was able to contain a 20 kiloton nuke is possible for you, and turning into a suit of powered armor, and so is being animate liquid or gas.

This does not come with her apparent secondary power of low end flight. It does, however, allow you to freely mix and match alt-forms you possess, even those which are energy or non-physical. If taken with Super Skrull this

removes the limit on the form in which you may use your super skrull powers.

Shrouded (300 CP): Like Maximillian Coleridge, the little known hero the Shroud, you possess a connection to the Darkforce dimension. Through this connection you possess a psychic perception similar to Daredevil's radar sense out to 100 ft. However where Daredevil's radar sense can be blocked by objects, yours will extend past them giving you an impression of the shapes and structures even on the other side of walls and meaning a flapping cape is not a weakness for you to deal with. In addition you are able to summon darkness from the Darkforce dimension, which is not the absence of light but a negation of it, spreading it and shaping it. This darkness is intangible and not solid, but can be used to create shapes or engulf an area in shadow to blind your foes.

Spider-Powers Version 3 (300 CP): You possess the powers of Julia Carpenter formerly Spider-Woman but during this time renamed Arachne by S.H.I.E.L.D. You possess class 10 super strength. You also possess significantly enhanced reflexes and agility, increased endurance, and even a minor healing factor similar to Spider-Man but at seemingly a somewhat lesser level. You also possess some spider-themed psychic powers including the psychic ability to crawl or walk on walls with your palms and feet, and the ability to project psionic webbing made of psychokinetic force. While these webs are not as strong as Spider-Man's (though would still be a struggle for you to break free from with just the strength this power grants you), they need not be formed from your hands and body, and can be manifested directly at a range. It is also possible for you to create a network of invisibly thin psychic webbing to feel movement and disruptions across it.

Spinner (300 CP): You possess a super power. What power it is changes every day. One day you might have super sonic speed. Another day you might have super strength. Another you could have flight. The next it could be invulnerability (or at least enhanced durability to be called it). You can expect to have a dozen or so powers you cycle through in 24 hour segments, but you have no control over what power you have on any given day and the more powerful the power the less often it will show up, and you shouldn't expect powers beyond being a mid-tier Marvel speedster. These are single powers and basic 'required secondary powers' not entire power suites; that is to say super speed will give you the ability to run at super speeds without the air killing you, but you won't be getting the full flying brick package.

Atlantean Mutant Hybrid (400 CP): You possess the traits of an atlantean/human hybrid with an activated mutation like Namora, Namorita, and Namor. Specifically this purchase puts you comparable with Namorita giving you class 75 super strength, enhanced stamina, speed, and agility (even somewhat beyond that which normally comes packaged with super strength), accelerated healing, gills granting the ability to breathe underwater, and winged ankles granting the ability to fly at speed comparable to a car though with definite limits on how much you can carry far below what you could lift with your arms. All of these powers will fade as you dry out, growing weaker and weaker until you are at class 25 or less strength with the others fading completely until you immerse yourself in water once more. You also possess enhanced longevity.

This atlantean form becomes an alt-form post-jump.

> +**Electric Fish (100 CP)**: You are able to absorb electricity without harm to yourself.
>
> +**Imperius Rex (100 CP)**: Your strength is increased to class 100 when submerged or fresh from the water, with your other physical abilities increased as well, including the weight you can carry while flying. You are also able to swim at speeds much greater than low end enhanced speed, able to move fast enough to create whirlpools, or count as true, if still subsonic and relatively low end, super speed in the water.

Cloning Science (400 CP): You possess the knowledge and skills to create speed grown human clones. You can even give them their full memories and personalities, modify these memories, or modify the clones themselves with the introduction of other DNA (such as your own). There is a chance of madness and mental deformation, however, and modifications seem to increase this chance.

Cloning powered individuals and even beings such as gods, is possible though the more powered they are the harder it appears to be, the less perfect the replication of memories, personalities, powers and abilities, and the greater the chance of madness and mental degradation. Cloning something like Thor would likely require the assistance of superior super scientists, and still result in a significantly weaker version.

Cockroach (400 CP): Well more Kree-cockroach hybrid than just a cockroach. You possess powers similar to those of Marvel Boy, granting you class 25 super strength alongside clearly superhuman physical abilities. Your reflexes and speed are especially notable, putting you above most superhumans who are not ‘speedsters’, and allow feats like dodging bullets with no sensory enhancements or running up walls. With great

mental discipline, focus, and concentration you may also enter a white run state in which you shut out everything else moving at your peak speed and avoiding obstacles without need for conscious thought.

In addition to these raw physicals, you possess several traits derived from cockroaches and alien science. You can lengthen your fingernails into weaponized claws, harden your hair into blade-like weapons, crawl on walls and ceilings with your hands and feet, and derive nutrients from nearly any materials. Finally you can produce a hallucinogenic chemical in your saliva; you're immune to this chemical.

Elasticity (400 CP): You possess the ability to stretch and deform your body like Reed Richards. This allows for you to stretch out to hundreds of feet in length, spread yourself out to catch bullets and launch them back, and renders you extremely resilient and difficult to damage. This can also be used to give you increased leverage, and simulate levels of super strength.

Extremis - Stark (400 CP): Your body has been rebuilt by the extremis virus. This hasn't provided you with enhanced strength, though it has provided you with somewhat increased stamina and greatly increased recuperative abilities healing in days what would take weeks or months and being able to heal things that normally would not heal. It has also heavily changed your neurology, vastly increasing your multitasking ability to the point that piloting multiple mind-machine linked drones at once in multiple places in high stakes combat would be easily possible for you, or you could lead a superhero team in a battle via remote drone, film a commercial, and work on super science all at the same time. This reconfiguring of your brain has also rendered it more computer-like allowing for computer-like calculations, and the creation of mental hard drives and hard drive partitions, and preservation of memories or knowledge as computer data.

Your entire body has also been laced with nanotechnology rendering it a mind-machine interface allowing you to directly physically link with properly designed machines and mentally take control of nearby technology – or broadcast this control to networked machines through the internet or other network connections. This does mean that your brain has wi-fi of a sort, and you should make sure your firewalls are up to date as Ultron and the Skrulls both hacked Tony through this biologically integrated technology. It is also unable to affect sufficiently advanced alien technology or biotechnology.

Finally don't let this go to your head. In chimps this procedure was shown to increase tendencies for paranoia, and arrogance; in Tony Stark this was applied shortly before Civil War.

Gamma Mutate (400 CP): Gamma radiation has changed your body. You possess the ability to transform into a taller, larger, more muscular form, in which your body and hair change to green, or perhaps grey, blue, or another non-red color. If you'd really like this color change can be limited to just your hair like Doc Samson's. Your strength is at the 75 ton class, but you possess disproportionate jumping ability, which also translates into earth shaking stomps, and greatly enhanced endurance and stamina.

> **+Blessing of the Great Beast (Free)**: Instead of being powered by gamma radiation you have been empowered by a demonic force, your transformed form appearing as a larger, furred, Sasquatch-like bestial form instead of taking on a color. This demonic force doesn't have control over you or anything, but your powers are rooted in magical forces instead of gamma radiation.
>
> **+Hulk (200 CP)**: You are now more worthy of the title of Hulk. Maybe more She-Hulk than Incredible but your strength is now increased to the normal level for She-Hulk in this period – whether we're talking about a mostly calm Lyra or Jennifer Walters – approximately the class 90 level. You also possess a substantial healing factor. Minor wounds close in minutes, and short of losing limbs you could be broken and beaten and be fine by the next day.
>
> > **+Savage (200 CP)**: The form you take is more like that of the Hulk than She-Hulk, increasing the amount your size and musculature increases by a significant margin and with it your baseline strength. Baseline because your strength now scales with your anger. If you were to get furious enough you might have to hold back to avoid breaking a continent with your steps and smashing worlds would not be beyond you. Your healing has also increased significantly, and major wounds will close quickly in battle.
> >
> > **+Red (200 CP)**: Your Gamma Mutate form is now red. At your discretion your Gamma Mutate form is now more Hulk-like than She-Hulk, increasing the amount your size and musculature increases by a significant margin and with it your baseline strength. Baseline because you now (even if you chose to keep a She-Hulk like transformation) possess the ability to absorb radiation and energy – such as gamma radiation, cosmic radiation, power cosmic, etc – to increase your strength. This bleeds off, and you do have a rate limit to how much you can absorb, but this would be enough to put your strength – with the muscular increase – above Thor's when you have a power source to drain, and can weaken foes that rely on such energies like the Hulk or a Herald of Galactus. Unfortunately the angrier you are the

hotter you become potentially melting the ground beneath you to glass but also potentially over heating yourself and causing these absorbed energies to bleed off faster. If taken with the Savage upgrade, overheating or bleeding off energies more quickly due to this rage is no longer an issue for you.

God (400 CP): Whether you're an Asgardian, an Olympian, or maybe a member of another pantheon, you're one of Earth's gods. Physically you are superhuman, with reflexes and speed enough to parry bullets – and if you had the sheer skill and mastery of one of the greater warriors do things like use a sword to guide a bullet in a circle around you before launching it back towards the man who fired it at you – endurance far beyond human levels, resistance to disease and poison, and a general all around superiority to humanity. This gives you strength in the class 30 to 50 range, like the Warriors Three, Baldur, and even Loki, as well as making you more and better in nearly every way except perhaps sheer intelligence. Your vitality is especially impressive, able to survive minutes without your heart, and if it was put back in revive again; you can't quite regenerate lost limbs, but you can heal in hours or days things that humans would take long and difficult journeys to rehabilitate from, and possess a sheer vitality which renders you extremely difficult to kill and extends your lifespan indefinitely. You are also an intrinsically magical being with a much greater personal store of magical power than most humans; you could probably surpass a **Supreme Candidate** in raw magical reserves, though this gives you no ability to use them (and taking both will increase you to levels like Loki).

Post-jump this becomes an alt-form.

> **+Cyborg Clone (Free)**: It would seem you're not really a god, but a semi-mechanical clone of one. This reduces your magical energy and might, and means you cannot purchase the **Elemental Projection** upgrade. However, your ability to survive has been greatly increased. Your mechanical portions supplement your organs and can keep you alive with half of your brain destroyed, or missing organs such as your heart. It's still possible to eventually bring you down and kill you, but if you were left for dead you might, over the course of months, regrow your brain or heart and regenerate yourself to a full, combat ready state once more.
>
> **+Elemental Projection (100 CP)**: Many gods possess some ability to manipulate an element. Whether it's commanding lightning, producing ice and freezing cold, brilliant light which can be weaponized against foes, commanding the earth to quake, or something else, you now count yourself among these gods. Select some form of elemental projection or manipulation. This tends to be cruder than some of

the more skilled elemental controllers, earthquakes not crafting statues, bolts of lightning not widespread weather control, but the power is real with few energy attacks available here being stronger, though the flames of **Torch** are stronger. This does use your magical energy.

You may purchase this upgrade multiple times to select multiple elements (such as Thor demonstrating both earthquakes and lightning in this period). This will not however increase your amount of raw power available.

+**Phobos (100 CP)**: This functions like the Phobos power.

+**Greater God (100 CP)**: Oh your physical abilities are even greater. Your strength has increased to the class 70-75 range, and while you don't see as large of a leap in other things, your physical capabilities are all above those of more common gods. You also have an odd ability to push your speed to incredible levels to momentarily match speedsters.

+**Godly Strength (100 CP)**: Your strength has increased to class 100, making you rank among the 2nd highest tier of strength. Only the likes of Thor, the Hulk, and the Sentry are stronger than you. If taken with at least one instance of Elemental Projection or Phobos you will find that you possess far greater mystical might, which will increase your strength to comparable with Thor himself, and greatly increase the power of your elemental projection to the point that it is the strongest raw energy blast available from powers (but not necessarily items) here.

Lupine (400 CP): Perhaps due to being descended from wolves, or perhaps just being a near relative of Wolverine, you possess powers like those of Wolverine. That is to say you have a greatly enhanced healing speed, such that you can heal from a severe beating in minutes, and could regenerate lost organs before dying from them. This healing factor makes you nearly immortal; though drowning is demonstrated to be able to kill you and sufficient damage to your brain or decapitation probably could. This healing factor also neutralizes toxins and allows you to heal from diseases or fight off transformative parasites. It also greatly slows your aging, extending your life to stretch centuries at least. This healing factor also massively increases your endurance, and allows you to exert greater levels of strength than normal for a human as damage to your muscles will heal.

In addition to a healing factor you possess enhanced senses. Your vision extends deeper into the infrared and ultraviolet, your hearing is more sensitive and keen than human, and your sense of smell is superior to a bloodhound's. Your sense of taste is also enough to

identify every ingredient in a meal. This combines to enhance your sense of balance and reflexes to increase your agility.

Finally you possess 6 bone blades that can extend from your body, 3 on the right side and 3 on the left side. These can be divided between your hands and feet, either from the back of your hand, in front of your palm, from the front of your foot, or from the back of your foot. They must be symmetrical between the left and right sides of your body; that is if your right side has 2 from the back of your hand and 1 from the front of your wrist the left side also has to have 2 from the back of your hand and 1 from the front of your wrist.

> +**Adamantium Bones (100 CP)**: Adamantium has been laced around your bones and due to your healing factor has bonded to it, merging with your bones to create organic adamantium. This adamantium covers you endoskeleton and your bone blades, and functions as part of your body; if you shapechange it will shapechange with your bones, if you can regenerate a limb the regenerated limb will regenerate this metal, etc. This is adamantium, nearly impossible to damage, and able to cut through almost anything.
>
> +**From Just Bones (200 CP)**: Before you possessed healing like that of Daken, who was for a time going by Wolverine, now you have those Logan has some of the time (his are rather inconsistent). While drowning is still presented as a way of killing him, the rate is significantly faster and regenerating from just a skeleton is possible for you, and you can certainly expect drowning to take a lot longer than for a human, as well as decapitation to be something you might come back from.
>
> +**Pheromones (200 CP)**: Like Daken you possess super powered pheromones. These pheromones can influence the emotions of others, stirring desires and conditioning them until weak willed individuals are nothing more than your willing, love-fogged slaves, and even stronger willed individuals can be made to feel desire, fear, or other emotions. Complex emotions like love can’t be created whole cloth, but have to be shaped slowly over time from existing desires, but lust could be amplified massively, and fear is a very simple and primal emotion. These pheromones can even subtly distort people’s perception throwing off their sense of balance and distance, or even preventing Spider-Man’s spider-sense from triggering.

Melter (400 CP): You are able to liquify matter at a range. This includes bullets, guns, cars… and people. Some particularly hard or durable materials – such as alien alloys, vibranium, adamantium, and superheroes with super strength – may resist. Do make sure you learn how to control this properly.

Nitroglycerine (400 CP): You are capable of blowing yourself up. This has roughly the force of a few hundred pounds of TNT, though you can blow up only part of your body. After blowing up, you will become a gas which you can exist in indefinitely before pulling yourself back together.

Scorpion (400 CP): Like Carmilla Black, also known as the Scorpion, your body has been modified to be able to be completely immune to the toxic effects of all known chemical, biological, and radioactive agents. That is to say you're immune to poison, including radiation poisoning. Your body is also able to manufacture poisons you have been exposed to in its lymph system. These poisons will then concentrate in one hand (chosen when you take this power) giving you a deadly poisonous touch. Your body could become so toxic as to kill a klyntar symbiote that tried to bond with you and threaten Venom with your touch, and it can even take and concentrate poisonous elements such as thallium.

> **+S.P.I.N. (200 CP)**: Among the toxins your body has been exposed to and learned to replicate is Tony Stark's power negating nanites. This allows for your poison touch to shut down any biologically derived super powers (including those from modified biology such as gamma irradiation, radioactive spider-blood, and the like). This effect only lasts for 30 minutes. Since you're paying for it, though, it will continue to work on biologically derived 'super powers' in future jumps even if they are not specifically called super powers.

Screaming (400 CP): You possess powers similar to Melissa Gold when she was Screaming Mimi. This has provided you with augmented vocal chords. With these you can scream loud enough to drown out a jet plane, and project destructive force; by maintaining a scream for more than half an hour you could form a crater around yourself destroying granite, trees, and the ground though that would risk permanently damaging your vocal chords. More impressive than your destructive capabilities are your ability to control your screams to influence others in a myriad of ways. You can scream at a pitch and power to induce blindness, nausea, dizziness, fatigue, hallucinations, or more, and with subharmonics influence emotions or even hypnotize the particularly weak willed.

Spider-Powers (400 CP): You possess the powers of Spider-Man. You possess super strength above class 10, probably closer to class 15. You also possess greatly enhanced reflexes and agility, increased endurance, and even a minor healing factor that allows you to heal a broken bone in a week instead of several weeks, or recover from a week long flu in a day. You are able to crawl or walk on walls with your palms and feet. Finally you possess Spider-Man's spider-sense which gives you a precognitive warning of danger and threats, allowing you to dodge your way through hails of gunfire, or entire teams of superheroes in an amazing and spectacular display.

> +**Arachnid (100 CP)**: You gain the ability to produce an exoskeleton like the **Arana** power. This will put you at slightly below the class 25 level of super strength when it is fully covering you, and will be significantly harder than with the **Arana** power alone due to your increased super strength.
>
> +**Psychic Spider (100 CP)**: You gain the psionic webs of Spider-Powers Version 3. This won't increase your strength, agility, etc, but will give you the non-overlapping power sets.
>
> +**The Other (200 CP)**: You have evolved. All of your previous powers are improved. Your strength is now approximately class 25. Your agility, reflexes, and endurance are improved and with these things combined you can outrun cars with relative ease. Your healing factor, while still a far cry from Wolverine's in this period, is enhanced. Your wall-crawling now works with any part of your body allowing you to cling to walls with just your back. Your spider-sense can now serve as a sort of radar awareness to navigate areas safely. And you have some wholly new abilities.
>
> First, you have greatly enhanced night vision to the point you can see in pitch darkness. Second, you possess organic webshooters allowing you to swing or web up enemies without the need for an external tool. Third, you are extremely sensitive to vibrations allowing your hairs to detect air currents and for you to feel movement along your weblines if you're touching them. Fourth, you now possess fangs and 'stingers' that extend from your wrists. These are powerful weapons which can inject paralytic venom which immobilizes a human for hours.
>
> +**Complete Spider-Suite (200 CP)**: You may add the resistance to toxins, gliding, venom blasts, and pheromones of Spider-Powers Version 2 to this power. You won't gain increased strength, agility, or any directly overlapping abilities, but you will incorporate the non-overlapping ones. If you purchased **The Other** upgrade

as well, this will include the **Queen** upgraded versions and the **Arana** and **Psychic Spider** upgrade for free.

Spider-Powers Version 2 (400 CP): You possess the powers of Spider-Woman. You possess super strength to lift about 7 tons, and mildly superhuman speed, agility, and endurance. You are also able to cling to walls with your hands and feet, letting you crawl or even walk on vertical surfaces and ceilings. You have the ability to guide your falls, changing direction in the air, though this is not sufficient to fly and will require some form of stiffened cloak or glide wings to actually glide and not just slightly slow your acceleration while falling. You possess the ability to produce and fire venom blasts. These are short ranged blasts of energy which are capable of knocking out even superhumanly tough individuals; you won't be taking out the Hulk, or even the Thing but it could potentially take out individuals significantly stronger than this power makes you. You are also able to develop immunities to diseases and poisons after a single exposure. Finally, you naturally produce pheromones which influence the emotions of others; they can induce fear, amplify desire, or make people feel more friendly. Unfortunately these pheromones are hard to consciously control.

> +**Arachnid (100 CP)**: You gain the ability to produce an exoskeleton like the **Arana** power. This will put you at slightly below the class 15 level of super strength when it is fully covering you, and will be significantly harder than with the **Arana** power alone due to your increased super strength.
>
> +**Psychic Spider (100 CP)**: You gain the psionic webs of Spider-Powers Version 3, and your strength is increased to the class 10 level. This won't increase your agility, etc, but will give you the non-overlapping power sets.
>
> +**Queen (100 CP)**: Unlike the various Super Skrulls, the Skrull Queen demonstrably had greater powers than Jessica Drew. Yours are similarly increased. Your strength is increased to the class 10 level. Your agility, speed, and endurance are slightly increased. Your gliding ability has increased to where you can glide without mechanical assistance, and with something like gliding wings you could actually fly. Finally your venom blasts are much stronger; you'll still not be taking out the Hulk, but they are significantly stronger and maybe you could take out the Thing or with some help a whole room of C-list villains with super strength.

Stature (400 CP): Due to exposure to Pym Particles or some other reason, you possess the ability to grow and shrink like Cassie Lang or as she's better known Stature. This allows you to shrink down to the size to ride an ant, or grow up to incredible heights.

Unfortunately the growth begins to strain the body more and more quickly the larger you become, and 100 ft is typically the limit for most users when starting from human size. This growth does provide superhuman strength; a teenage girl far from the level of a top athlete would reach class 10 super strength at roughly 25 ft, and could go significantly higher by heights that she could maintain. Theoretically it'd be possible to reach class 100 before the true limit to the amount you could grow, though that'd be well beyond 100 ft tall (which is closer to class 50).

Torch (400 CP): You possess powers similar to those of the human torch, allowing you to ignite yourself to gain the ability to fly, and project extremely powerful blasts of fire. At its most powerful you can release a nova blast capable of destroying entire cities, and powerful enough to be considered a potential means of killing the Hulk; though it proved insufficient to the task merely significantly wounding him.

Trick Out Your Ride (400 CP): Like Overdrive you are able to temporarily supercharge vehicles (and modify their aesthetics) by touching them. You can recreate specific vehicles if you're familiar enough with them and they're within what your power can make out of the vehicle you're working with. Modified vehicles revert to normal once you're away from them long enough. This effect does give you a decent amount of leeway as vehicles can get a little bigger (no more than say double their volume or mass), their engines get better, and you can even turn the trunk into the driver seat.

Unbreakable Skin (400 CP): You possess great super strength surpassing class 25. Beyond sheer strength, you possess nearly unbreakable skin. This renders you effectively immune to mundane firearms, even high powered rifles failing to pierce your skin, and while this is more telling against cutting and penetrating attacks, this makes you disproportionately resilient even against blunt impact trauma. High powered lasers, adamantium scalpels, and blows from an angry cyborg clone of Thor have been known to break this skin.

Ultra (400 CP): You possess a suite of powers similar to those of Ultragirl of the New Warriors. You possess super strength of about class 50, and generally super human physicals across the board. You are also able to fly at nearly the speed of sound, and possess the ability to see auras of others. When active this allows her to see glowing energy auras which indicate information about the individual, and which can be read to determine species such as identifying mutants, androids, pink kree, and humans; the skrulls have figured out how to hide from this one.

X-Factor (400 CP): Like Calvin Rankin, the mutant Mimic, you possess the powers of the original five X-Men at the beginning of their careers. You can generate and create ice, enough to fill a room but you won't be blanketing cities like Iceman could. You have wings that allow for very agile flight capable of reaching speeds to outpace cars on the highway. You have enlarged hands and feet as well as superhuman agility and reflexes, and enough superhuman strength to lift a ton. You have the ability to fire ruby beams from your eyes – not needing a visor like Cyclops does – which are relatively powerful energy beams, though far weaker than modern Cyclops's. Finally you possess weak telekinetic abilities able to manipulate one or maybe a few objects at a time and with lifting capacity comparable to a human or perhaps somewhat above it.

Bouncy Ball (500 CP): You possess the powers of Robbie Baldwin, the New Warrior Speedball, from before the Stamford Incident. Your body is surrounded by a kinetic field which allows you to rebound from impacts without suffering harm. It's possible to overcome this field, something that hits with enough force to knock someone several hundred miles has been shown to overcome it and leave the field temporarily drained and the user with wounds up to broken bones on multiple occasions, but it isn't limited to blunt force impact, working or penetrative force, and energy attacks as well; all forms of kinetic energy can be absorbed. Its rebound effect also allows you to bounce off of walls and other impacts, building speeds till you can hit with a surprising amount of force. The field can also be expanded, creating a force field pushing out from you capable of reflecting or merely catching attacks, and potentially pushing people away. Finally you can use this to add force to your punches to simulate low end super strength, and fire off rainbow colored balls of kinetic energy which serve as low end superheroic energy attacks, though can rebound and if enough are caught in an area can reach higher levels of damage.

> +**Penitent (200 CP)**: You also gain the Penitent powers listed below as a pain and negative emotion fueled offshoot of these kinetic powers.

Extremis - Classic (500 CP): Your body has been rebuilt by the extremis virus. You are now strong enough to lift cars and wield them as weapons, and seem to be about in class 30-40 range. You are also able to run at 300 mph seemingly indefinitely, your endurance increased to where it is effectively limitless as long as you stay within the levels of activity this power would grant you. You no longer need to eat, drink, or breathe either. The extremis virus within you while not up to completely rebuilding your body a second time allows you to regenerate lost limbs, and heal from severe injuries in hours. Finally you possess a series of natural weapons including the ability to breathe fire, pincer like

claws that can extend from your hands for increased gripping/crushing strength, and the ability to produce electricity from your hands.

Hardlight (500 CP): Like Hardball, you are able to produce hardlight energy balls. You can generate them at a range from yourself, and are capable of cutting through human limbs or necks in their generation (even with a layer of armoring scales), and they are powerful enough to be used as forcefields to protect against firearms or to surround entire humans and contain them. You can generate multiple of these spheres at once, though it is possible to dodge the generation of these spheres and one will manifest around your hand in the process meaning there are visual signs of this action.

You are also able to generate electromagnetic spheres capable of frying electronics they come in contact with much like an EMP would.

Medusa's Gaze (500 CP): When you activate this power your eyes glow and anyone who meets them risks being turned to stone. This can be resisted such as Alexander Aaron, son of Ares and a minor demigod with fear powers, being immune due to his godly heritage.

Microbial Empath (500 CP): You possess the ability to communicate with and control bacteria within a range of several hundred feet. This allows you to make bacteria commit suicide and refuse to replicate, to sicken individuals by turning their gut flora against them, control flesh-eating bacteria to only consume cancer, cause them to fabricate matter, and generally make bacteria do as you wish. You can also sense them, telling the difference between humans, shapeshifting apes, and androids by the differences in their gut flora. They seem to talk to you, as your mind translates the messages from them into something more easily understood.

Mimicry (500 CP): Like Calvin Rankin, the mutant Mimic, you possess the power to mimic the powers of other mutants in close proximity to you. You won't gain their skills, but will gain their powers temporarily. Some powers, like those of X-Man, may be too much for you to fully mimic, gaining only a portion of their powers, and similarly you may only mimic so much power at once.

Post-jump this will allow you to mimic similar inborn special powers which are not common to the individual's species but unique to the wielder or their bloodline. This can include abilities where everyone in the species gets an ability but the specific ability is unique to them. Examples would include My Hero Academia quirks, the individual special powers of DC's New Gods, or Kekkai Genkai from Naruto.

+X-Factor (200 CP): This functions as the power of the same name. It's just cheaper with Mimicry.

Penitent (500 CP): Like Robbie Baldwin after the Stamford Disaster, you possess the power to project extremely powerful beams of pure kinetic force, capable of destroying large buildings with ease, knocking out weaker gamma mutates, or harming stronger ones and potentially even cosmic beings; it's enough to get you classified as a Hulk class threat. You can instead use this kinetic force manipulation to add massive power to your punches, or allow it to propel you allowing you to fly.

Using this power, however, is reliant on your mental state requiring extreme negative emotions or physical pain to fuel it, with full power requiring higher intensities.

Power Broker (500 CP): You are a master of a specific field of superscience. That would be the science of enabling powers in others. You know how to turn normal humans into super powered individuals through various methods and means. You could create an army of super powered individuals. This does have limitations, though. People have different natural affinities and talents, just like not everyone exposed to Cosmic Radiation would get the same power, you must work with the natural potential of individuals; the potential for higher end powers is rarer than lower end ones, and some people just don't take to the process well at all. The higher end the power the harder and more resource intensive it is to activate and grant, and with just this cosmic scale powers are certainly beyond you. You will have to research individuals' affinities and potential to custom design powers for them. Also, already super powered individuals cannot receive these powers, though they can be used on individuals who have been depowered (though restoring their old powers will upset the careful science granting them these powers).

In case it needs to be said, you do have a limited ability to manipulate what exactly they get. If someone could get super strength or super speed, you could give them less super strength than it might be possible for you to, super speed, or even possibly a reduced version of both, for example.

Quake (500 CP): Like Daisy Johnson, or Quake, you possess the ability to generate vibrations. Used against the ground this can simulate at least a 3.2 magnitude earthquake, and can be used to affect the internals of creatures and objects with enough precision to vibrate apart the heart of an individual like Wolverine, or destroy specific components of a bomb, and with enough range to be used from a sniper's nest.

Speed (500 CP): Like Speed (Thomas Shepherd) you are capable of running at supersonic speeds. You are capable of running circles around normal individuals, and striking and reacting at many times normal speed. This also comes with protection against the air friction from running at those speeds, resistance to high speed impacts, and increased endurance to allow you to run at these speeds for hours straight.

> +**Yo-Yo (Free)**: Your super speed only lasts for a few minutes or until you stop running at which point you are pulled back to where you started at significantly greater speeds.
>
> +**Of Mercury (300 CP)**: Your speed has been increased to a level more akin to Quicksilver's. Your top speed has increased substantially, till they are measuring it in (several) miles per second, and you're officially roughly 40 times the speed of sound. You can do things like generate whirlwinds by running in circles so fast, or running up along vertical surfaces or across water.

Telekinesis (500 CP): You possess telekinesis similar to that of Vance Astrovik, better known as Justice of the New Warriors. This telekinesis can allow for the manipulation of large numbers of objects, carrying entire groups long distances through telekinetic flight, building destroying psychic blasts, or powerful telekinetic forcefields. While the raw offensive power is less than the likes of **Torch** and the resilience of shields less than **Invisible Jumper** you possess a great variety of options with this psychic force. It does however seem to manifest visibly as an energized glow of psychic force around objects you are manipulating.

Teleportals (500 CP): Like Eden Fesi in this period, you are capable of opening a portal to and from an extradimensional space. You can decide who can enter into this space through this portal, though it is possible for being such as Ares god of war to push through despite this. You can open a portal from this space to anywhere, with distance not a concern, though opening these portals take time, and you do seem to only be able to open one at a time.

Tinkering (500 CP): You are a super scientist. With just this you are relatively street level – think Norman Osborn or the Terrible Tinker – but are still capable of creating powerful and terrifying machines or creations given time and resources.

If you purchase any Item in this jump that represents comic book science/super tech you will find your capabilities in that field boosted. Buying a **Powered Armor** of the 600 CP level might not make you Iron Man's equal in power armor designs but you'd be significantly closer to Banner or Reed, and purchasing **G.I.Ant Man Suit** might not give

you Pym's mastery of Pym Particles but you'd know your way around them and how to duplicate them in future worlds.

Gamma Mutate will give you a similar boost with gamma radiation. **Stature** with Pym Particles. **Supreme Candidate** with magitech. Similarly other Powers purchased here will give you a boost to technology related to them. Those from **Super Skrull** will not.

> **+Advanced Ideas (300 CP)**: You are now more of a Banner, Stark, Richards, Pym, or Doom. Well ok, with just this you're probably more Banner or Stark. You possess the ability to create a plethora of supertechnology whose possibilities are near limitless.
>
> The boost from Items or Powers bought will still apply, but given you're starting at the level of Banner or Stark outside of their specialty, it'd push you to their level in their specialty.

Traumatizing (500 CP): Like Trauma the son of Nightmare, you possess the ability to sense the fears of others and transform into their greatest fear. This will give you the power and abilities of their greatest fear to an extent; Trauma, while transforming into Thor, was weaker than Ragnarok and unable to match his fighting skills still he possessed far greater strength than normal and a good deal above class 50 strength. Clothes and equipment that are copied are also part of your body and unable to be cast away from it. Perhaps if you had more supernatural power than simply being the son of Nightmare would provide you, you could assume even more powerful forms.

Boulder (600 CP): Like Emery Schaub or Butterball, you are practically invulnerable. Your body is immutable. This immutability means you cannot be physically harmed, at least by anything the Initiative could find. Poison, disease, exhaustion… all of these and more no longer affect you. This invulnerability extends to psychic harm, meaning that while a telepath might be able to read your mind or control it they couldn't directly harm your mind or destroy it. This might not extend to your soul or spirit though so be careful around magic users, and there's no evidence this protects you from magical transmutations and transformations though creatures that feed on life force could feed on you indefinitely.

This invulnerability does have disadvantages. As stated your body no longer changes. While this can prevent your bones from being broken, or attacks from harming you, this also means you no longer age, grow, build muscle, or change in beneficial ways. It was theorized that maybe a starvation diet could eventually result in weight loss, but never tested and future events contradict this theory. Other than that this does not grant you

superhuman physical capabilities, and it does not improve them. You could carry as much as you could previously indefinitely without getting tired, but if you couldn't lift 150 lbs before you can't now and you can never build your strength to do so. This also has significantly dulled your sense of touch, requiring something like a high powered laser to tickle you. Your body is immutable.

Invisible Jumper (600 CP): You possess the ability to turn yourself, or other things, invisible, and manipulate invisible energy to create and shape force fields like the Invisible Woman. With sufficient concentration these force fields can restrain the Thing, block lightning from Ragnarok's hammer, contain massive explosions, and are generally extremely powerful fields of invisible force.

Master of Radiation (600 CP): You possess the ability to control radiation like Radioactive Man. You can release it in powerful bursts, absorb it, or even turn yourself into a living nuclear bomb exploding with city destroying force, though you'd be lucky to survive this. This can be used to drain radiation (including fantastic forms such as cosmic or gamma) from those powered by it, imitate specific stellar spectrums or very specific types of radiation, create EMPs, cause sudden onset radiation sickness, melt metal, and generally are a master of radiation. Though do be careful when absorbing radiation as while you can clean radiation from an area, if you absorb too much it becomes difficult to prevent bleeding it back out, and runs a risk of pushing you over critical mass and becoming primed to explode as a nuclear bomb.

This also gives you very minor super strength, able to lift about 2 tons. It can also produce a protective force field around yourself capable of projectiles such as bullets. Thankfully unlike the Radioactive Man, you do not need a device to keep your radiation at a safe level and, unless you've been absorbing radiation, will only emit radiation if you want to.

Negative Being (600 CP): You seem to have been empowered by both the lightforce and darkforce like Mister Negative. This grants you the ability to perform miraculous feats of healing with your touch, capable of curing cancer, or diseases, though this seems to require some investiture of energy and unless something else happens – such as traces of a symbiote mutating inside of them – once you stop supplying this energy they will go out of remission. You also possess the ability to fill yourself with the darkforce to turn yourself (and your clothes) into a photonegative form. In this form you can replace an individual's moral light with darkness, filling them with your will and pushing them into a similar photonegative form. This brainwashes them into obedience to you, as it fills them with their own evil, twisting them into a corrupt reflection of themselves and

empowering them above their normal level. This control and corruption can be broken by emotional turmoil or sufficiently strong wills forced to act in ways against their nature, and is normally temporary, though if they fail to break this effect while being forced to perform deeds of great evil this control can become permanent. Of course this does require an investment of energy. An individual that has broken this control or been freed from it is immune to it in the future.

> +**Negative Might (100 CP)**: Like Mr. Negative, in your negative form you will find yourself physically empowered, giving you the reflexes and speed necessary to potentially cut bullets from the air, and strength of at least the class 50 level, sufficient to knock someone out of one building and through another.

Solar Titan (600 CP): You possess the powers of Hyperion. Or at least the version of Hyperion active in this period. This means you have super strength of class 75, the ability to fly at speeds comparable to fighter jets, super hearing to allow you to hear whispers rooms away, and plasma beams that can fire from your eyes. Your powers are radioactive in basis, and there is a specific wavelength of radiation which can drain these powers.

Talisman (600 CP): You are a, or the, living symbol of your religion. Anyone who ever truly held faith in it can feel your presence (though apostates will feel it slower) and your nature as the living symbol of the religion, an air of religious awe and power seeming to flow out from you. You are also able to draw power from your religious faith and conviction, the more you believe in the higher power you serve the more power you will have. At full zealotry and max power this will grant energy blasts capable of severely hurting the likes of She-Hulk, super durability to take blows from the likes of She-Hulk, enough strength to struggle against the Thing approximating class 50, and the ability to fly at subsonic speeds. Unfortunately the will and conviction of your foes can weaken this power; someone with equally strong faith in their own correctness would see your energy blasts reduced to the level of a common superheroic energy blast (more street level than hulk busting), your blows seem to strike them softer, and that augmented durability will be greatly reduced.

Warbird (600 CP): You possess a substantial suite of powers similar to those of Ms Marvel (Carol Danvers) in this period. Your strength puts you in the 75 ton range. You are capable of flying at at least supersonic speeds, and in fact well faster than a speeding bullet. Your reflexes are superhuman. You are also able to project energy in the form of moderately powerful blasts, enough to be a threat to someone with similar levels of power and toughness. You are also able to absorb energy (this does not include the kinetic energy of solid blows or projectiles) using it to temporarily bolster your other powers,

though it does seem to bleed off quickly, or fire it back out to add strength to your energy blast. This energy absorption is very painful, and does have limits to the amount you can absorb.

> +**Binary (200 CP)**: Those limits are far higher now. In fact if you absorb enough energy at once you can temporarily transform into a substantially more powerful form reaching near class 100 strength, and possess greater speed, and much more powerful energy blasts. This form does only last temporarily, and requires a great deal of external energy to trigger. Unlike Carol when she had this power temporarily restored, yours is not unstable and will not lead to you blowing up.

Omega (700 CP): Like Michael Pointer, you possess the mutant power to absorb the life essence and power of nearby mutants. This will weaken them even as it empowers you, granting you increased strength, the ability to fly, and the ability to project energy blasts. The more power you absorb the greater these powers each become. However this life energy causes mental effects and influence similar to intoxication from alcohol and euphoria inducing drugs; the more you absorb the more your judgment and self-control are impaired, and the more euphoric you become. This power will burn off over time, reducing to a level of only low end super strength, slow flight, and weak energy blasts until you feed again.

There is a 'bright' side as well. If you fully drain a mutant to their death they will become a permanent part of a collective inside of you. When you have sufficient levels of this power their mental engrams can become active within you, but also their powers, allowing you to permanently add the minds and powers of mutants to your own collective power with each mutant you drain to death, and letting you access them, though this takes a great deal of focus and dealing one way or another with the psychic ghosts within you.

Post-jump this will allow you to drain the energy (and potentially assimilate the powers of) those with similar inborn special powers which are not common to the individual's species but unique to the wielder or their bloodline. This can include abilities where everyone in the species gets an ability but the specific ability is unique to them. Examples would include My Hero Academia quirks, the individual special powers of DC's New Gods, or Kekkai Genkai from Naruto.

> +**Collective (1100 CP)**: Following the events of M-Day you will have stored within you the mental engrams and powers of every mutant depowered during M-Day, permanently granting you their powers if you have fed to a sufficient level. You may choose to exempt Xorn from this Collective if you fear an inability

to master his consciousness and that like Michael Pointer he might take you over from within.

I Want (800 CP): Like Billy Kaplan, you are a mage but not like Doctor Strange. This gives you absolutely no skill in magic. However it provides you with a vast amount of raw magical power, and the ability to direct it towards effects by sheer force of will, reinforced and focused through words; for example I want X. This is in effect reality warping based on feeding magical energy into it. Teleportation, flight, healing, creating lightning, physical augmentation, counter-spells, etc. This is not particularly good for complicated or esoteric effects, and while your raw power is immense you won't be matching Doctor Strange, Loki, the Enchantress, or the more skilled candidates for Sorcerer Supreme without learning how to use it in a more efficient way than direct will working, but you can make your wishes come true.

Ionic Being (800 CP): Like Simon Williams – Wonder Man – you are a being of living ionic energy. This has granted you class 100 super strength, as well as a variety of other powers. Some of these are minor such as the ability to fly at speeds to keep up with jets and possibly even fighter planes, the ability to project energy blasts from your hands or eyes, hearing sensitive enough to detect the change in someone's breathing from asleep to pretending to be asleep from across a room, and increased spectrum of vision and senses for certain energy emissions. Then there's the fact that you are an energy being in humanoid shape. When you are damaged this energy can become visibly apparent, but because you are a self-perpetuating energy pattern you heal and recuperate at incredible speed, being hard to inflict lasting damage upon, and requiring more esoteric means to effectively kill or permanently bring down. It's not impossible – Simon Williams has died several times – but it will require specialized means to dissipate your energy and you lack any true vital spots or internal anatomy to exploit. You are nearly immortal, and that includes that you do not need to eat, drink, breathe, nor do you age. You lack the biology to be affected by disease or poison, and you're even immune to radiation sickness and the like (though a strong enough burst of radiation might hurt you in the same way it might melt the skin off of a normal person). You could theoretically outlast the stars themselves if no one found a way to kill you first.

Supreme Candidate (800 CP): You possess the sorcerous power and skills to make you a potential candidate for Sorcerer Supreme. You're not at the very top tier of sorcerous skill like Stephen Strange, or Morgana La Fay, but you're closer to the likes of Brother Voodoo (without his brother's ghost empowering him), Druid, Jennifer Kale, or Doctor Doom (though without his magitech and sheer genius). You would be considered a major player in the magical field.

Like a human sorcerer you do know how to use spells that tap into the powers of potentates, dimensional lords, loa, gods, and demons, and how to develop new spells and pacts of these types.

Golden Man (1400 CP): You possess the powers that Bob Reynolds *usually* demonstrates when acting as the golden Sentry. This does not include the powers he usually manifests as/through the Void. This means that you possess strength at the level to match Thor's at normal showings, and unlike Thor whose higher levels of strength seem to be dependent on emotion, heroic willpower, and pushing beyond his limits, yours simply seems to be dependent upon exerting the full extent of your energies so much that you could run out of your immense powers likened to 1,000 or 1,000,000 exploding suns. You could match Hulk when his fury is so great as to become a World Breaker until the Hulk ran out of energy as well. Beyond mere strength, you possess the ability to fly at great speeds, able to quickly escape the Earth's atmosphere or circle the world in minutes, or when out of the atmosphere and allowed to really accelerate fly to the sun or Saturn and back in a reasonable time frame. His senses are also impressive; while he's claimed to be able to hear a butterfly's heartbeat in Africa he's only shown to be able to hear people screaming for help from hundreds of miles away, even so he can hear whispers from miles away if he is actively listening to them, and has impressively magnified vision. You are also capable of producing golden light capable of being used to block energy blasts from heralds of Galactus, create offensive blasts on a greater scale, or which can calm and soothe the Hulk. You're powerful enough to defeat Galactus with a little help. Your biology is also heavily altered, allowing you to fly in space without needing to breathe, and protecting you from normal diseases and poisons. This power also comes with a full body make-over into a heroically idealized appearance, that is larger and more handsome (or beautiful) than life.

You do not possess Bob Reynold's reality warping powers he uses to make himself the Sentry or manifests as the Void. This means you cannot bring yourself back to life like Bob does the Sentry, but you do possess impressive recuperative abilities despite this. Even Nick Fury wouldn't have a plan to kill you, though, even the Void recognizes that Thor, the Fantastic Four, and Doctor Strange could find a way.

This power becomes an alt-form post-jump.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, 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 multiple copies of items. Purchases of an item after the first are discounted (50%); this does not stack with other discounts. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

As noted previously you receive a +400 CP stipend to use on Items or Skills and Powers.

Costume (1 Free; additional 25 CP each): This is a superhero (or supervillain) costume to call your own. This is just a basic outfit, with no real special qualities, other than that it seems to adapt to your powers so that they won't damage it, and it won't interfere with them. It even seems to share your resilience, not enough to be used as armor, but if something couldn't cut your skin it won't be cutting this, and if you're fireproof it won't be getting burned either.

You can choose the exact style and appearance.

Cigarettes (50 CP): This is a pack of cigarettes which are not only non-carcinogenic, but actually makes the smoker lose weight when smoked. The things Iron Man's villains make. It refills daily.

Models Wardrobe (50 CP): This is an expansive wardrobe full of outfits ranging from casual everyday wear to high end fashion and custom tailored suits. Everything that comes in it will clean and mend itself over time when not worn.

Diamonds are a Girl's Best Friend (100 CP): This is a collection of fake diamonds. Each of these fake diamonds is also a powerful explosive, at least for something smaller than a finger, which will detonate when thrown with enough force to potentially destroy a vehicle.

You have several of these diamonds and they will resupply over time as they are used.

Spellbreaker (100 CP): This appears as a black sword. In actual fact it is a counterspell capable of breaking any magic up to the level of the greatest Asgardian charms according to Loki. This probably doesn't include Mjolnir or the major workings of a Skyfather, but any magic that Loki could work can be unmade with this sword. However this will unmake the sword as well. It'll reform at the start of the next jump or after 10 years.

It's also just an Asgardian made sword, making it exceptionally well made and stronger, sturdier, and sharper than it has any right to be.

Web Shooters (100 CP): This is a copy of Spider-Man's web shooters. Press the pressure sensor and they spray webbing which can be used to swing about a city, tie up crooks, or shaping shields/parachutes/gloves and other very simple objects. This webbing will evaporate away after a few hours, but until then is stronger than steel.

Unlike Spider-Man yours will automatically resupply web fluid meaning you don't have to go broke funding your superhero hobby.

Iron Spider Costume (200 CP): While this isn't something on the scale of Iron Man's own armor, this costume is pushing the limits of what can be called a costume and not powered armor. This suit incorporates heat resistant kevlar micro-fiber to resist small caliber firearms, and webbing mesh to allow for gliding over short distances. It possesses built-in fire, police, and emergency scanners allowing you to pick up on emergency calls, as well as audio and visual amplification including ultraviolet and infrared providing a large array of information that a hero might need. Carbon filters in the mask keep out airborne toxins, and it even has GPS. It's got a computerized control system in the titanium chest piece shaped like a spider by default, though you may choose another design emblematic of yourself. Liquid metal nanofibers are used to allow the suit to become invisible (though it won't spread that to the wearer so it just makes you look naked) or change its apparent color scheme and pattern; this can even be used for a chameleon-like camouflage capability though this is best in the dark. There are also 3 spider-leg waldoes capable of moving objects, superhuman displays of strength (though they're 'pretty fragile' by Iron Man's standards), and with cameras that are directly fed to the suit's eyepieces for seeing around corners.

And because of nanomachines or some such it will even adapt to your powers, allowing you to use them through it even if they'd normally require direct contact, and reshaping to match you when you transform yourself, while not ever being harmed by your powers.

Powered Armor (300 CP/600 CP/1200 CP): For 300 CP you can get a suit of street level powered armor. This will provide protection from handguns, maybe larger fire-arms, and provide some level of super strength. It may have other abilities, like those worn by Donyell Taylor's New Warriors, including abilities as potent as teleportation or phasing, but these abilities will have relatively steep limits in use, and the more other abilities they provide the less the increase to strength and protective armor. This can be magic as opposed to technology if desired. Examples would include the Scorpion Exosuit, the Beetle armor, or Prodigy's suit.

For 600 CP you instead have something equivalent to one of Tony Stark's armors. It need not perfectly follow the nature of Tony Stark's suits, perhaps you'd prefer something in a more Doom-esque style, but they will be roughly equivalent. James Rhodes' cybernetic warmachine armor which could incorporate technology into itself is not however available.

For 1200 CP this is instead a copy of Iron Lad's armor. While not necessarily an equal to Stark's suits in combat prowess, it is a functional time machine.

Prehistoric Crystal (300 CP): This glowing red crystal allows you, and only you to take on the aspect of a dinosaur, or Mesozoic reptile/bird, to gain power from it. With it you could invoke the strength of a titanosaur, the speed of a velociraptor, the resilience of an ankylosaur, or the senses of a tyrannosaurus. This can cause partial transformation such as the wings of a pterodactyl, the tail of a stegosaurus, or the like. It may be possible to eventually learn to use this crystal to fully transform into a dinosaur though of (roughly) your own size, or to take on the aspects of other prehistoric Earth animals.

This crystal also gives you the ability to sense the presence and emotions of dinosaurs.

Skin-Hilt (300 CP): This is a sword coated with an adamantium alloy. While it's not true adamantium this does increase its cutting power – though it won't be casually cutting through steel – and renders it capable of withstanding blows from adamantium weapons though it will break eventually under them.

Its true value, however, is in the hilt. A strip of skin has been wrapped around this hilt. When you hold it in your hand it allows you to channel bio-electrical energy in the form of powerful force blasts from your hand or from the sword. While this isn't on the level of Thor's lightning or Penance's hyperkinetic blasts, it is an unusually powerful energy blast easily exceeding the power of the likes of Iron Man, Ms Marvel, or the like similar to the Human Torch's flames.

Corporate Investment (400 CP): Tony owns Stark Industries, Osborne owns Oscorp, even Reed Richards has invested into companies. And now you do too. This is a major corporation to call your own.

G.I.Ant Man Suit (400 CP/500 CP): This suit is equipped with Pym Particle based technology allowing the wearer to grow and shrink as if with the **Stature** power.

For 500 CP it will also include relatively weak energy weapons in the hands, though these do not function at giant sizes, and provide the wearer with flight when shrunken down to small sizes.

Godly Weapon (400 CP): This is a weapon worthy of a god. Even compared to the normal weapons of the Asgardians it is impressive, being exceptionally well made. Nigh unbreakable it could trade blows with Mjolnir and not be destroyed, and it could easily cut through common steel, and possibly most metals short of vibranium.

It is also a magical weapon which can cut through mystical forces and supernatural energies, allowing it to cut ghosts, or possibly cut through magical portals, or non-magical teleportation gates created by mutants, or through the fabric of artificial pocket dimensions.

Omega Machine (400 CP): This is a large machine which can be made into a warehouse add-on (with its own room) or attached to a property you possess. This machine is able to drain the vital energies of superpowered individuals nearby, siphoning them into itself, and redirecting them through a **Costume** you have purchased here.

This won't necessarily do much, unless you have some ability to absorb energy, but this machine will make it easier to convert this vital energy into another form of energy, or another type of vital energy. For example if you could only absorb the vital energy of mutants, this might let you absorb that of mutates that had been given mutant growth hormone, or otherwise modified to make it a bit closer to that of a mutant.

Sonic Carapace (400 CP; discounted with Screaming): This is a copy of the sonic carapace worn by Melissa Gold or Songbird. Normally this would require bionically augmented vocal cords to use, but yours seems to not require that unless it was purchased at a discount.

This sonic carapace allows you to project sonic blasts by screaming, form wings of solid sound to allow for flight, or form constructs of solid sound. These constructs function much like hardlight, except they are made of solid, glowing pink, sound, and can theoretically be transported through non-sound proof objects. These constructs are bullet

proof and are an effective shield in superheroic fights, but they are not at the level of say the Invisible Woman's forcefields. Creating these constructs requires screaming but it does not require constant screaming to maintain them.

Coat of Arms (500 CP): This magical coat grants the wearer 4 extra arms when worn. It also has magical pockets. They're probably not the best for storing living things in them, but they are bigger on the inside than the outside, and if you reach into them to pull out something you put in it you can pull out what you were looking for. Even if you were looking for something you didn't put into it, the coat seems to hold many magic artifacts and when you reach in looking for something useful to your current situation it has a way of giving you something it has that is appropriate. Don't expect anything more powerful than a nearly unbreakable chain that can restrain the Sentry for a time, but there's a wide potential for things here. Just remember they don't cover all situations and there's a lot more weaker objects than the mightiest ones.

Fake Mjolnir (500 CP): This is the hammer. Well not really. This is a scientific fake. Still it is a powerful weapon. It is able to trade blows with Thor's Mjolnir, while wielded by a crazed cyborg who possesses nearly Thor level super strength, and while Thor could destroy it, it would not be easy even for him. More it is able to be thrown and return to your – and specifically your – hand, spun to allow for flight that surpasses the speed of most flying superheroes and allows for easy transcontinental flight, and discharge devastatingly powerful bolts of lightning. In a solidified beam this lightning could puncture straight through a user of Pym Particles at full giant size – which reinforces their body heavily – or released in a wider spread could devastate entire teams of super heroes who could take repeated blasts from the likes of Ms Marvel or Iron Man, or overpower Storm of the X-Men. It's a far cry from Mjolnir itself, but it's still an extraordinarily powerful weapon.

Life Gem (500 CP): This sacred skrull gem has bonded with you, merging into your vital organs. While that might sound uncomfortable, this gem will automatically resurrect you when you die. It's possible to prevent this by cutting it out of you while you're still alive, which will most likely kill you because it has attached itself to your vital organs. Making this harder is that the gem gives you a powerful healing factor. It takes from 90 seconds to a few minutes to resurrect depending upon the severity of the wounds, and you can heal other lesser wounds with time as well, which makes vivisecting you somewhat more difficult. However repeated deaths will temporarily slow this resurrection and healing, and you will fully suffer the pain of it.

Staff of One (500 CP): This magical staff has bonded with you. It has disappeared into you. However, by providing an offering of your blood, whether from a cut, bleeding gums, or some other source of bleeding, you can call it forth, making it emerge from within you. The more blood offered the more magic the staff will have.

Once this staff is summoned, it can be used to invoke spells. This does require intent, will, and focus from you, and so you must shape the magic to some extent, but the staff does much of the work and provides the magical energy (in exchange for your blood). To invoke a spell you must speak a word or phrase related to the desired effect. However the staff is limited to using each spell only once, with attempts to use the same spell again failing or resulting in wildly unpredictable – and unhelpful – results. Similar spells can be used, but attempting a resurrection spell a second time even with different words was considered questionable. The staff does, however, keep track of spells used by each wielder separately, and since you're paying CP for this will reset at the end of each jump.

The staff is also able to be used without being held by a sufficiently connected wielder, though it is more difficult and less effective when not held. It is also able to float and fly carrying its wielder aloft, though only if one is particularly deeply connected. Since you're paying CP for this you are particularly deeply connected.

Norn Stones (600 CP): This is a collection of 7 Asgardian Norn Stones. These stones are objects of great power that choose their own wielder, and they have chosen you as their foremost one, though they may sometimes accept other wielders where it does not conflict with serving you. These stones are a major magical power source that can grant basic super powers – flight, energy projection, enhanced strength and durability – or increase the (super)powers of others as well as imbuing them – or weapons – with magical might. These stones could turn a large group of D-list supervillains into threats for multiple teams of Avengers, New Warriors, Secret Warriors and more, or grant a smaller group of heroes enough power to threaten the Void. You seem to get more total power out of spreading this boost among a group – 2 individuals might each get for example 70% of the boost as 1 individual would receive – but there's something to be said for concentrated fire power. Though even in Loki's hands, they weren't enough to save him from the Void, but he did manage to use them to let the Avengers bloody the Void's nose.

Moonstone (800 CP/2000 CP): You possess a Kree moonstone, by absorbing it into your body you have gained superhuman strength. Officially this is listed at merely class 10, but Karla Sofen was shown to be much stronger than class 10 characters, and to be able to nearly keep up with Ms Marvel in hand to hand combat – though she was at a strength

disadvantage – as well as hurt the likes of Thor and the Thing so seems to be closer to class 50 or somewhat above.

Superstrength however is unimportant. The moonstone allows for flight capable of keeping up with or even gaining on commercial aircraft. It also provides one with the ability to fire energy blasts of moderate power, and energy absorption abilities, though not to the level of **Warbird** or fully absorbing your own blasts. Not that you'd need to as this grants you the ability to turn insubstantial. It's possible for some energies, or psychic powers, to affect you in this insubstantial state, but compared to other versions of intangibility shown here – such as from powered armor or the Vision android – it seems to be harder to affect; this might be a result of the minor energy absorption.

However you have another option. By paying 2000 CP this will come with a paired moonstone from an alternate universe. Together these stones grant phenomenal mastery over gravity and through it spacetime. Careless use could tear the world apart with gravitational distortions, or you could create a 'folding castle' by creating stable portals to link locations across the world, view possible futures, travel through time, scatter a cosmic foe through time, and more. This is something that puts you on the truly cosmic tier of power. Even its lowest level uses allow you to use gravitational energy to simulate telekinesis and provides you with ostensibly greater super strength (though still stated to be in the range that 1 stone shows).

You can buy 2 moonstones without paying this higher price (either by buying the 2nd one with the repeat item discount or having companions buy them), but in that case they will not synchronize in this way.

Tactical Weapon (1000 CP): Claimed to be the ultimate weapon, and an Omega level threat, the Tactigon is a shapeshifting arm-grafted weapon. Even in this time it was presented as an extremely powerful weapon, likely vastly surpassing Ragnarok's false Mjolnir in direct offensive power. Besides extremely powerful energy blasts, it is a shapeshifting weapon with a built in AI to give its wielder tactical advice. Its AI has been shown to be able to casually analyze unfamiliar computers and then physically hack them, to synthesize poisons, to analyze opponents and determine their weaknesses and then produce whatever form of energy is needed to overcome them. It's not all-powerful, but it is a weapon that can find its own answers to most problems, simply needing the wielder to press the button. It would later be shown to be a weapon that could threaten the Hulk and Thor with Mjolnir, generate its own black holes, and be revealed to have been a weapon designed for the purpose of killing Watchers, but that is outside of the scope of this time.

Infinite Mansion (1200 CP): This is a massive complex existing in an otherwise empty dimension that has ‘magic doors’ (these can be magic or technological) that can open to nearly anywhere desired at least within the normal universe. There are some arcane limitations and controls on this, so you might not be able to target precisely where you’d like, but when everything is functioning optimally you can expect to be no more than several miles away if there is any doorway to connect it to in place.

This mansion is roughly 10 billion square miles and ‘1 million stories’ is only a ‘mild exaggeration’ as to its height. It has various fabricator systems capable of repair and self-construction, or the construction of robots or other objects; there is likely some limit to how much matter it can create ex nihilo at a time, but whatever supply of resources it has will regenerate over time and can be used to create 10 billion robots without issue. It is also self-cleaning, and comes fully furnished as a base, or lair, for a team of superheroes, or supervillains, to operate out of. This is made easier with the fact that it comes with a means of imbuing people with sub-atomic keys that allow them to open these ‘magic doors’ so that they also open the dimensional portal to this place.

Freedom Ring (1200 CP): This ring is made from a fragment of a cosmic cube and retains a portion of this power. This allows it to warp reality within a range of 15 ft. It is however a far cry from a true cosmic cube. While some changes to reality can be permanent, and injuries inflicted with it won’t disappear just because they have left the range, most – such as curing the user’s paralysis – require the ring to be kept within range, and some such as preventing someone from dying or keeping yourself invulnerable require constant focus to maintain. Still its powers are primarily limited by your focus, will, and imagination, as it’d require truly cosmic power to simply overwhelm it though another reality warper might be able to counter it. That said it had 3 wielders, and 1 was confirmed to die while using it and another was fatally wounded and made himself disappear with it yet to be seen again, so don’t get sloppy.

Outsider Items

Chest-Top Display (100 CP): This is a simple blackboard which can be hung around the neck and worn over the chest. Well ok, it's actually an electronic display that is only able to display black and white made to resemble a black board and which normally would link with a computer over wi-fi to give a voiceless android the ability to communicate. Yours however will simply link with your mind allowing you to write what you want on it by pure thought.

The Stacks (200 CP): This is a collection of every comic that Marvel Comics has ever published… inside the universe of Marvel Comics. See Marvel is a publisher of comics in the world inside the comics, one which publishes comics of various superheroes based on their real life activities. While they aren't necessarily accurate about inner thoughts and don't include secret identities (so you can expect things to be quite different in many of them) they are very accurate on their actual costumed adventures to the point of being admissible in courts of law as public records and evidence. You will receive new comics from Marvel as they're published.

In future jumps you will find similarly accurate comic books published about major public figures. They might not tell you their secrets, but they are exhaustively well researched biographical information in the form of sequential art.

Oh you'll also receive every comic ever published by Marvel all the way back to the foundation of Timely Comics including new comics published after gaining this item and those comics published by Marvel (or Atlas or Timely) in worlds you visit. During the jump they'll only be up to the start of the jump, and if you took **Fake Fan** you won't get them at all till after the jump, but post-jump it'll stretch all the way up to the latest thing published.

Floating City (400 CP): This is an entire floating city built of great stone towers and in Asgardian style. It's a replica of Asgard, though it won't have any of the stored treasure or wealth, or magic beyond that which keeps it floating up above the ground. You do seem to be able to control how high it floats from settling onto the ground to floating perhaps 2 stories above it. This can also be used to move the city at a very slow speed; something measured in feet per hour.

The city is built on a great amount of stone which floats with it in case that needs to be said. It will not automatically repair or maintain itself, but will retain all modifications you make to it, but not population. You may reset it to its original default state at the start of any jump.

Godly Treasury (600 CP): This is a great vault of golden treasures. Gold, silver, gems, swords inlaid or made of precious metals, armor of the same. Oh there's a weapon vault as well with weapons forged by the Asgardians, stronger, sharper, and sturdier than any normal steel, though not up to the level of the weapons of major gods or enchanted with indestructibility. Also a lot of modern fire-arms.

The gold is of course far more valuable as a liquid asset and is easily in the hundreds of billions of dollars, possibly trillions, if you'd not crash the market for gold well before you could sell more than a small percentage of it. Still, you're probably now the wealthiest man in the world.

This treasury will refill at the start of each new jump.

Dark Figure Items

Glider (100 CP): This is a foot controlled flying machine. You can have it come with foot restraints to help keep you in it, or more like a true goblin glider where you're just trusted to balance yourself. It is fast, and maneuverable, and while it won't have weapons like guns or bombs, you can have it have a bladed or spiked front.

Thundering Transport (200 CP): Perhaps you want to fly in style. This is a flying vehicle capable of carrying more than a Quinjet, meaning it could hold a platoon of soldiers and their gear with ease, or provide room for a team of super 'heroes' to have a fight in the passenger compartment. It's less maneuverable than a Quinjet and lacks a cloaking system, but it is significantly more armored – though the likes of the Hulk or even the Thing would still make quick work of it – and much better armed, including an energy weapon significantly stronger than most superheroic energy blasts (though well below Mjolnir or Cyclops's full powered beam).

It will of course refuel, repair and maintain itself over time when not in use.

Empire (400 CP): This is a booklet of maps. These maps show the locations of a series of secret lairs scattered across New York City, well over a dozen, and a few ones elsewhere. These lairs range in size from little more than a secret closet to large enough to have a small workshop, lab, or living quarters for a single individual. You're guaranteed that no one will find these secret cache sights until you go to one of them for the first time, though after that point they can be found.

And because they are lairs and store rooms they do have basic equipment caches with the basics you'd need of your gear that's either easily accessible or something you could build yourself; nothing that'd require super rare parts or a lot of time, but you know things like extra costumes, gliders, guns, pumpkin bombs, etc.

In future jumps this booklet of maps will be updated to show secret lairs like these across a central location for the setting and a few elsewhere. In addition to the ones on these maps, in this and future jumps, there will be such a secret area added to every CP backed property you possess as well scaling based on the size of the property. A small shack might just get a secret compartment; a house just a small secret room; a company might get a secret workshop; a city might show several secret rooms scattered throughout it; and a kingdom might have entire secret bases hidden in the wilderness.

Mutant Growth Hormone (600 CP): This is a supply of Mutant Growth Hormone. MGH is a chemical, made from mutants, described as steroids for powers which temporarily grants low level super powers to those who lack them – one character used this to pretend to have the Super Soldier Serum – or it can augment existing ones, or restore powers that have been lost such as due to the M-Day event, though the dosage may vary. It also has a tendency to cause aggression and is addictive.

You have a supply of MGH which slowly refills over time, enough to give a crowd of people super powers when it's fully stockpiled.

Freedom Fighter Items

Spare Shoe (100 CP): This is a fabricated cover identity. It's complete enough to serve for witness protection, and being made by S.H.I.E.L.D. who has access to the official materials the documents are perfect forgeries. Given it has since been deleted, this is simply a second apparently legal identity for you to slip into if you ever need one.

In future jumps this will be a cover identity and paper trail for a local society in that jump.

Electron Scrambler (200 CP): This is a small device that could be hidden in a palm. It can be placed on a machine to scramble electronics in the machine. It's powerful and sophisticated enough that it can shut down Iron Man's suit for a time, though he could reroute around it. Given rerouting is an option, it has some limit to the size of an area affected so it won't shut down a whole helicarrier but could shut down everything passing through a portion of it.

A Shield to Wear (400 CP): This is a copy of Captain America's shield. There's a few of those floating around – US Agent has one, and so does Taskmaster – but this one is not some flimsy replica, but made of the same alloy as Cap's own shield rendering it nearly indestructible. It'd take something on the scale of the Odin Power to break this shield. It's remarkably well balanced for throwing, ricocheting with ease and yet seeming to hit with strangely controlled force when it does so, but can be used with full force to cut through the armor of tanks with the same edge as is bouncing off of people's noggins harmlessly. It also seems to have a remarkable ability to absorb the impact of attacks against it; even if someone like the Hulk hits it with enough force to send you flying a blow blocked by this shield won't directly harm you, though it may send you flying and the landing might hurt.

Sanctuary (600 CP): This is a base protected against scanning and hidden against detection. Maybe it's magic that makes you invisible to those who would hound you and blocks long range scanning. Maybe it's just tech that blocks technological and mystical scanning and some clever holograms to hide your coming and going. Maybe it's some psychic field that prevents people from noticing. Either way it's your base and it's extremely protected against detection; even a god won't be finding you in here easily, and it'd probably need them pulling the destination directly from the mind of one of your allies.

Of course if the location does get discovered and you need to move, you'll find that you have another of these bases already lined up. They won't be the best furnished or equipped, but you have plenty of safe houses to go to now.

Invader Items

Alien Handgun (100 CP): This is a handheld energy weapon. It hits harder than bullets, might blow apart a car even, and has a non-lethal option capable of taking out beings with enhanced durability that would shrug off its lethal mode. However don't expect it to even sting the Thing though much less the Sentry, Hulk, or Thor.

For an additional 300 CP (not discounted to Invaders) this can instead be a shapeshifting alien Kree gun like that used by Marvel Boy. This could feasibly 'kill' the Sentry if he was surprised and it was on its highest setting, though is unlikely to bring down the Hulk or Thor even with surprise, though a head shot will put some serious hurt on even them, and this is top class fire power.

Telepathic Computer (200 CP): This is a small square plate that contains a computer inside. This computer responds to your thoughts as its input device, and comes with a hologram projector it can use as a display. As a light weight alien tablet it has quite a deal of maximum storage space, and is generally more advanced than real world computers if not necessarily beyond the creations of Tony Stark much less the big boy inventors like Reed Richards and Henry Pym.

Skrull Ship (400 CP): This is a skrull scout ship. In atmosphere it's similar to the **Thundering Transport** but smaller (even smaller than a Quinjet) with less passenger/storage space, lighter armor, and armaments. However, it is invisible to radar, and hard to detect by the sensors of the Kree, Skrull, and Shi'ar, has a grappler field that works as a tractor beam (though someone with high class 5 Strength could break free easily), and of course an intergalactic hyperdrive which allows for casual travel between neighboring galaxies.

If purchased with a **Helicarrier** you may merge them together to instead receive a Skrull Warship. The Skrull have fallen on really hard times, so this is a pretty small, and lightly armed warship by Marvel standards; it doesn't have any weapons capable of blowing up the Earth or even quickly glassing its surface, but it still is armed enough to casually overpower a helicarrier, or a city.

Portable Battlefield (600 CP): This small cube expands pulling in anyone too close when it does so, though it seems to be able to push out certain individuals to only pull in the desired ones. Within it is a space that seems to be both somewhat bigger than the outside space, and also which like the map of a video game loops around so that moving outside of it will pull one back into it. To escape one would need the raw power to break out of this dimension, to wait out its battery life, or to beat you down and deactivate it.

This is rendered harder by the fact that the insides of the battlefield have 9 different settings each with their own sets and laws of physics, and while within it you control all 10 axes of its existence; of course Noh-Varr was immediately beaten up by a low tier gamma mutate who overpowered this control of the laws of physics with mid-tier super strength after he explained this. As much as Marvel Boy talks it up, it's far from god-like control of physics. In practical effect it creates a disorienting space in which movement and action is not quite what it is supposed to be – like suddenly being forced to move underwater or finding that there are invisible wormholes littering the battlefield – to throw enemies off of their game while as its user you maintain a mental connection with it which allows it to cause you to instantly compensate.

Registered Hero Items

Hero Insurance (100 CP): One of the actual advantages of the Superhuman Registration Act, you are now the recipient of a monetary fund to pay for damages you cause during acts of heroism. This is about a million dollars (or the local equivalent) to be paid out to pay for damages as a result of your heroic acts or deeds, such as replacing the car you stole to pursue a criminal and totalled or building you broke while throwing down, and which will refill yearly.

Quinjet (200 CP): This is a fast, highly mobile jetcraft capable of VTOL and flying around the world without refueling. It isn't the most heavily armored, and lacks offensive weaponry, but possesses a cloaking system that can protect it from detection, and can easily fly between the buildings of New York City.

Negative Zone Portals (400 CP): This is a network of teleportation portals. Normally they'd damage the fabric of reality when used, meaning they can only be used in emergencies, but yours just overload and shut down the network temporarily if overused.

This begins as 50 portals – one in every US state – though in future jumps these portals will spread across the local setting. You are also provided with blueprints for designing more of these portals.

Camp Anon (600 CP): This is a military training camp dedicated to training future super heroes. It is a fully manned military training camp, complete with expected military vehicles. It also possesses specialized facilities for training those with super powers, capable of adapting to various super powers to provide effective training environments.

Even if you do not take a personal hand in recruitment or training, this camp seems to attract super powered recruits and train them into effective soldiers. Though if you take a personal hand you may be able to improve this training or the quality of recruits. This recruitment will continue in future jumps attracting lower end Marvel style super powered individuals or individuals with access to the native 'power system(s)' of the local jump.

The staff consists of followers, including a few super powered instructors. The vehicles and supplies will be maintained/repaired/resupplied over time.

Every Man Items

Recreational Vehicle (100 CP): This is an RV that never seems to run out of gas, automatically provides electricity like it has a generator, and has functional plumbing even if not hooked up to anywhere. It's a rather comfortable mobile home.

It will repair and maintain itself over time when not in use so, maybe park it every once in a while.

Geiger Counter (200 CP): Or maybe this is some other form of detection device. Either way this device can trace energies. You can set it up for certain pollutants or energy types so that it only tracks them such as being able to differentiate skrull tech's radioactive signature from tech hybridized between skrull tech and another alien race, or the specific pollutants of a villain's personal flying machine. You do need to have encountered an energy before to discover the signature, but it can record signatures of various energies you encounter. Since you're paying CP for this it can even work on magical energies, though you'll need some understanding of an energy/substance to program it in.

Goodman, Lee, Kirby, & Jumper (400 CP): This is a law firm, complete with a large headquarters. It is fully staffed, and you're now one of the partners in the firm and they will work your cases pro bono, though unless you actually do some work here they won't be paying you. This is a big name firm with top talent, and specialists in a wide variety of types of law, including of course superhuman law and cases dealing with those who break traditional laws of physics. The firm even employs some minor super powered individuals.

In future jumps the staff will be replaced with natives specializing in the local setting's law, though again including those who specialize in applying it when the laws of physics or reality are broken; if no one else needs such services you might. It may have relatively low end users of local power systems as well.

Cloc Tower (600 CP): This is a tower complex fit to serve as the brooding lair of a superhero. You won't see much in the form of practical lab space or workshops or training rooms, but there's living quarters, space to brood and pace, rooms to display trophies or obsessions, and of course a giant computer. This computer comes complete with an AI that can continuously scan all world radio-communications and highlight news that would interest you, or evaluate the relative urgency of various emergencies taking place around the world and calculate how to optimize your ability to save people.

Combatant Items

Weapons (100 CP): Oh not guns. This isn't the 90s anymore. Still this is a collection of weapons. You've got a bow, a supply of arrows, a sword, a pair of combat sticks that can come together as a staff, and a shield modeled after Cap's. These aren't some high tech trick arrows with a dozen gimmicks, and the sword doesn't have a variety of energy beams, but they are made of high quality comic book alloys. They're not adamantium or vibranium but they are lighter and harder than they should be, and used with sufficient skill they just might pierce the advanced armor of alien shock troopers though aren't likely to punch through Iron Man's armor. They'll maintain and repair themselves when not in use, and the arrows resupply automatically.

Cybernetic Arm (200 CP): This is a robotic arm intended as a prosthetic to replace one of yours. You may choose to have it already installed, or keep it in case you lose an arm. Somehow it will easily be modified to fit whichever arm it needs to replace and anywhere from replacing the whole shoulder to just the hand. It's sturdy enough to deflect smaller caliber rounds, and low end superhuman strength. It is capable of detaching and able to fight on its own to make its way back to you, and function to a limited extent while separated from you. As it is not biological, it is generally immune to poison and bloodloss, and capable of taking a fair deal more damage than a biological equivalent, though it can still malfunction due to damage.

Since you're paying CP for this it will scale to your biology and bodily powers. If you have super strength it will be mildly stronger than you are. If you have superhuman durability it will be more durable than you. If you have a decentralized physiology where damage to your limb doesn't impair its function it won't malfunction from damage. If you can heal wounds it can heal them at a similar rate to your natural healing. Even if you just work out it will grow somewhat stronger to match your physique.

You may purchase one (or both) of two upgrades to this arm. The cost of these upgrades are not discounted for Combatants. But if you buy a matched pair of arms they will be applied to the 2nd for free.

For 100 CP this arm is able to stretch out like a whip up to 30 ft and wrap around targets and apply crushing force capable of killing a human. In addition the fingers can each extend as well as more fine detailed manipulation tendrils.

For 200 CP you can replace this arm with alien technology. This allows it to grow to greater sizes like the Gauntlet armor was capable of. This will greatly increase this arm's base strength to the point that it could lift weights of the class 20 strength level one

handed, and allow it to project hardlight constructs of a hand (left or right matching the arm) up to 300 ft. These are strong enough to restrain She-Hulk… if she doesn't really try too hard to break free. Still they're powerful enough to grab and hurl Ragnarok, the crazy cyborg clone of Thor, if he is taken by surprise and distracted.

3d Goggles (400 CP): These goggles allow you to see a wide spectrum of things beyond the norm. You can see energy auras indicating possession, see through illusions, see various energies magical, supernatural, or otherwise, and see the true forms of things; alongside Dormammu's direct magical aid, this is one of the few things on Earth capable of seeing through the disguise of the skrull infiltrators which could stand up to the Eye of Agamotto and Dr Strange's magic invoking an elder god. They also generally improve your eyesight, letting you see further and more easily visually track fast objects or make out details.

Muramasa Blade (600 CP): Made from a piece of Wolverine's… or maybe your… soul? This blade does not so much cut as slice at a molecular level, though perhaps that's because it's not actually metal but some plasmic form disguising itself as metal so perfectly it can be forged as such… whatever that means. It is capable of cleanly and easily cutting through robots described as near indestructible, psychic forcefields, and even cutting through adamantium; though adamantium was used to sheath it as well indicating it does offer some level of defense. Wounds it inflicts also resist healing factors and regeneration, healing at a natural speed despite such abilities, making it a weapon fully capable of killing Wolverine or those like him.

Finally it is a katana and therefore just better.

Mystic Items

Meditation Chamber (100 CP): This is a room designed for you to be comfortable and relaxed in. Maybe it's designed as a martial arts sparring room, or a reading room. It is a simple room, but it seems to have a calming effect which helps one to focus their mind and concentration or open their mind and empty themselves of their thoughts to reach a meditative state. This is especially effective for you, and you will find it much easier to meditate in this chamber than elsewhere.

This can be a warehouse add-on or attack to a property you possess.

Potable Demon (200 CP): This is a magical potion which contains the essence of a powerful extradimensional occult being or demon. This is a being on the level of scaring away a Faltine like Umar the Sister of Dormammu. And when you drink this potion you will find the power and feelings of the demon washing over you. This will temporarily grant you vast powers – if put into raw physical power this would grant you strength enough to overwhelm Worldbreaker Hulk – but letting their feelings wash through you driving you towards recklessness, destruction, and uncontrolled aggression.

You can choose the nature of the demon somewhat: perhaps they are more like Dormammu granting magical flames and energy projection; Cytorrak giving you powers similar to an amped version of Juggernaut; or Nightmare giving you powers over dreams and fear. Either way the destructive influence is the same and the effects are only temporary lasting days at the most, though with a titanic act of will or by over expending the power, you could end it earlier.

This potion refills 1/jump, and you can even choose a different demonic essence at the start of each jump.

Book of the Jumper (400 CP): Written upon pages made from dragon scales in a language only the immortal weapons of K'un-Lun can read… Oh wait, wrong book. Your book is similar to the Book of the Iron Fist, however. Composed of a mystical material it is written in a language known only to jumpers. Like how the Book of the Iron Fist included information on the powers of the Iron Fist unknown to any but its generations of prior users which was able to expand Danny Rand's knowledge of how to use his powers, this book contains advice and information on your powers which will help guide you to obtaining advanced levels of skill and even mastery of those powers and especially the more esoteric aspects of them. And when this says powers it means all of your powers. There's no guarantee this includes absolutely everything on a given power, but it will

definitely have some tricks and information most wielders would never discover on their own.

Hood (600 CP): This is a magical hooded cloak. You can choose the color if you want it not to be red. It allows you to walk on air, and turn invisible by holding your breath. It is also a conduit for a powerful demonic entity. Normally this entity would be using its wielder as a foothold into reality and forcing its way in, but since you're paying CP for this it won't be able to fully enter, never doing more than influencing and changing you. Of course the more you tap its power the more it will influence and change you. But there are rewards for doing so. The invisibility could no longer have that limit. The speed of moving on air could increase. It could allow you to empower bullets with magic making them capable of hurting even extremely powerful beings, intangible individuals, spirits, and disrupting or negating supernatural protection. It could give you the power to see the true form of skrulls capable of hiding from the Eye of Agamotto. It could even transform into a powerful demonic entity more than a match for Doctor Strange when he has given up all the resources and artifacts that come with the status of Sorcerer Supreme. Though the more you tap into it the more the demon empowering it influences your mind and thoughts, and that last one would require you to almost completely cede yourself to the demon of the cloak, acting on its desires instead of your own, so it's probably best to stop well before that.

Even without going that far, you can gain a great deal of magical power from this cloak. While it will only shape the energy on its own towards flight, invisibility, attack empowerment, and sensory enhancement, it is a conduit for great amounts of magical energy. Also, unlike Parker Robbins it will never bond to you to the point that you are linked even when not wearing the cloak, and the connection will fade relatively quickly if you stop tapping into the power; don't use it for a few days, or weeks if you were tapping in to the point of actually turning into a demon, and it will stop influencing you. The demon also has limited ability to stop you from tapping into it; you'll need its cooperation for the full power, so even if you have the willpower or ability to ignore corruption you'll probably have to cooperate with it for the gift, but you could draw out perhaps half the power of the cloak without its cooperation.

Operative Items

Flying Car (100 CP): This is a standard issue S.H.I.E.L.D. car. This means it's a car that is secretly armored – though not up to the point of a tank or even armored car used for bank transfer – possesses various listening devices for spy work, and is capable of transforming into a flying machine allowing for 3 dimensional movement at speeds greater than highway speeds.

It will also maintain/repair/refuel itself over time.

Bracer(s) (200 CP): Or maybe it's a visor. This is a worn object (or pair of objects), such as gauntlet, bracers, or a visor, but not a full body suit, which helps you focus and control powers used through the body part in question. If you direct your vibrational powers with your hands, or fire beams out of them, these gauntlets would help you control those powers increasing your precision by a significant amount, making it require less concentration to control them, and even helping to concentrate and focus them to increase the power a small but noticeable amount. These gauntlets will also make it much easier to control unfamiliar powers or those that are particularly difficult to control.

While normally you might outgrow such training wheels, since you're paying CP for this you can rest assured that no matter how fine tuned your control of your powers are or how powerful they become, there will still be a noticeable increase in power, control, and ease of use when using these gauntlets.

Helicarrier (400 CP): This is a full blown S.H.I.E.L.D. helicarrier, or if you'd prefer you can swap out the StarkTech for 'superior' Oscorp technology with a H.A.M.M.E.R. helicarrier. Honestly both are pretty comparable to each other and the unupgraded original versions. Either way this is a flying aircraft carrier capable of remaining in the air continuously, and coming with a complement of military jets and transport vehicles which makes this one of the most powerful military forces to be deployed in the world. Though they're not the best for fighting superheroes; a hulk will go through it like a hot knife through butter and even Iron Fist managed to karate chop one so that it had to emergency land and lost half the vessel.

It comes with a crew of followers, though this is only a skeleton crew, capable of running the ship but not performing the spy work associated, and a few pilots.

J.U.M.P. (600 CP): Jumpchain Universal Management Patrol… or whatever else you want the letters to mean. Long time readers know S.H.I.E.L.D.'s name has changed its meaning over time. You could even change the letters to something else, maybe even without a meaning behind it like H.A.M.M.E.R. Whatever you call it though this is your own acronym designated organization. It's not as large and powerful as S.H.I.E.L.D., in all honesty you'd be struggling to be as well funded as A.R.M.O.R., think more A.I.M. cell during the A.I.M. civil war, but it is a top secret spy organization with highly trained elite agents and all answering to you.

You do possess some say in its exact make up. You can be like Hydra with an emphasis on quantity over quality, possessing a wider base of personnel though with lower end tech and lower quality agents. You could be like A.I.M. with an emphasis on super science and tech and end up with a very small force, barely enough to run one base, but all of them would qualify as bottom of the barrel comic book scientists with one or two that with their help could possible qualify as merely lower end ones. Or you could be similar to a S.H.I.E.L.D. regional base, with ever so slightly above real world tech (though no scientists to improve it further), several bases, and highly competent agents with maybe a minor non-mutant telepath or two thrown in. In general the better this organization is at one thing the worse it is at other things and it won't ever be in the aggregate a match for A.R.M.O.R. much less S.W.O.R.D., S.H.I.E.L.D. or H.A.M.M.E.R.

If you're a Skrull they can all be Skrulls as well.

Scientist Items

Satellite Phone (100 CP): This is an early smart phone. Except well a super heroic one. It works as a top of the line computer at least by the standards of the late 2000s, can pick up broadcast across the entire radio and microwave bands (allowing it to pick up any radio or television broadcasts), and always has service. This service can be actively jammed, but somehow this can work pretty much anywhere from the Antarctic to other dimensions.

Ant-Man Helmet (200 CP): There's no Pym Particles in this helmet, but it does have some other nice things. First, it has a radio communication system capable of playing cell phone, radio, or even electronic warfare suite though it's not up to the level of a StarkTech suit there. Second, it has a breathing filter and can even close itself off and use internal air supply to protect you from poisonous gasses, or theoretically allow you to function underwater or in deep space; this air supply is not only much larger than a helmet without any air tanks should be capable of (maybe Pym Particles are involved) but will resupply over time. Finally, it is capable of communicating with ants and communicating with them across vast distances; you could communicate with an ant-hive across the continental US with ease on a wavelength only ants naturally receive and they will for the most part listen to you through this.

Negative Zone Prison (400 CP): This is a dimensional portal, possibly in your warehouse, leading to a prison in the Negative Zone. The prison is fully automated and includes power dampening systems capable of negating most superpowers, including magic/supernatural derived ones, and suppressing mystical energies such as chi. If you can get a prisoner in this prison it's an excellent way to contain them.

In future jumps the prison will exist in a slice of the Negative Zone. Prisoners may be carried between realities as prisoners, though if they manage to escape this dimension they will return to their original home reality and not your current jump being lost to you until post-spark or returning to that world in a future jump. You may keep inactive companions in this prison, possibly as wardens and guards though the Negative Zone is a realm that constitutes a low level constant psychic assault so probably isn't something that you should subject your friends to.

Power Dampeners (600 CP): This is a collection of technology designed to negate super powers. This includes neural scrambling helmets that stop thought, power dampening collars/manacles, blueprints for S.P.I.N. tech which uses nanomachines to shut off power

from within the bloodstream, and a variety of other tools meant to shut down super powers of various forms.

All of it includes instructions on how to build more except for one device. This is a box-shaped device about the size of a breadbox which serves as an EMP for super powers. The device is only one shot, and won't be replaced till the start of the next jump when you use it, but when activated releases a wave of energy which shuts down all powers in an area of at least a city block and possibly multiple. This won't shut down supertech or mere skills, but it can empty the Iron Fist of chi, shut down an Olympian god, deactivate cosmic artifacts such as the Kree Moonstone, and depower the Sentry, and should work for most other power systems you might encounter. The effect is only temporary, but you can probably find a way to make the most of that time.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain an Allegiance and Origin as normal and a +200 CP stipend for use on Skills and Powers or Items. For 100 CP you can import or create 3 companions with 600 CP (and 200 CP for Powers/Items). For 200 CP you can import or create up to 8 companions with 600 CP (and 200 CP for Powers/Items). If you want more than 8 companions you can pay an additional 50 CP per companion past 8. You may pay 150 CP to import 4 companions if needed.

By paying the price to import 1 or more characters a second time you may increase their stipend to 800 CP with 300 CP for Skills and Powers or Items. By paying it a third time you may increase their stipend all the way to 1000 CP with 400 CP for Skills and Powers. If you still 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): You may pay CP to recruit 1 or more canon characters as companions. Individuals up to the power of Spider-Man are 50 CP each (super science and powered armor count as powers). Powered individuals up to the level of Iron Man are 100 CP each. Those with power equal to or between Iron Man to Thor are 200 CP each. Those cosmic beings stronger than Thor, such as the Sentry, an Elder of the Universe, or Galactus are 400 CP each. You may take this multiple times.

(Cyborg) Clone (50+ CP): Or maybe you'd prefer someone more built to order. This is a clone of a canon character, possibly with cybernetics to help make up for what is hardest to biologically replicate. They cost the same as the canon character they are replicating, though they will have somewhat inferior abilities and powers – similar to how Ragnarok was inferior to Thor – and this inferiority is more pronounced the more powerful (or intelligent) they are so Spider-Man will be pretty close to his original, but with Thor you're looking at Ragnarok, and with Galactus you're looking at something substantially less. To make up for that you have the chance to modify them to some extent, tweaking their personality, changing their aesthetic, or even encoding the computerized portion of their brain with protocols that enforce obedience to you and you alone.

Skrull Infiltrator (100+ CP): You may instead obtain a skrull imitator of a canon character. This costs 100 CP for those up to the level of Spider-Man, 200 CP for those up to the level of Iron Man, and 400 CP for those up to the level of Thor. When in the identity of the one they are an imitator of they will have their full power and a near perfect facsimile of their skills, mind, and memories, though they can also assume their

natural skrull form where they will have a somewhat imperfect version of their powers, and a significantly reduced version of the powers of 3 other individuals near that level of power, or 4 or 5 of the tier lower. For an additional 100 CP this can be up to 5 powers of that tier.

No, you can't get a Galactus powered super skrull. Yes there was a Galactus super skrull shown but it does not ever demonstrate anything on the level of a Herald of Galactus much less Galactus himself.

Maria Hill (Free): Arguably the reason for all the shit that hits the fan in this half decade… and a lot that will hit the fan in the next decade. Put into place as S.H.I.E.L.D.'s director by corrupt elements because she would be more controllable as a pawn by political factions who were opposed to superheroes, she immediately set about ruining S.H.I.E.L.D.'s relationship with the super powered community before she pushed the Registration Act trying to enforce it before it was law souring Captain America irrevocably on it and the forced draft of children as super powered soldiers for the state, she pushed Iron Man to deal with the Hulk problem permanently causing him to take it to the Illuminati. And that's just the start of her cavalcade of poor decisions. So maybe you'll help the universe out and take her away from it.

Mary Jane (Free, conditional): Super model, idealized waifu, the perfect love interest. I can arrange to have her join you on your chain for Free. You won't have to pay a thing, and I can make sure that events lead to where she's willing to join you. All you have to do is … nothing. Just don't stop Peter Parker from making their marriage have never happened and I will see to it that she joins you. I can even arrange things that once that deal is made she'll have married you instead if you wish.

If you don't want to take their deal there is another option. If you take Peter Parker as a companion and he hasn't sold his marriage to the devil you can bring Mary Jane Watson along with him as his wife for free.

Right Hand Woman (50 CP): This individual was a trained S.H.I.E.L.D. operative, but now she's your personal aid. She might not possess any clear super powers, but she does have a strangely good understanding of your psychology, and is very good at monitoring your behavior to understand when you are entering into self-detrimental cycles and behavioral patterns, and is likewise unusually good at convincing you to break these patterns and get you back on track with what your actual long-term goals are. Besides this talent and skill in handling you and your unique psychological profile, she is a fully trained S.H.I.E.L.D. agent and while not at the level of **Level 10 Clearance** she is

surprisingly good. Her specialty, however, seems to be in Accounting of all things, but she's very good with all manners of administration and logistics, intelligence analysis (especially when money trails or forensic accounting are involved) and massaging PR as a spin doctor (though a far cry from the level of **Top Cop** or **Prince of PR)**. In addition to this she has the **Finding Him, Trained to Lie, Marketable Skills, Playing by the Rules**, and **Initiated** perks.

They may be a man if you'd prefer.

Lobotomized Symbiote (100 CP): This is a klyntar symbiote. It's still nearly a decade until they'll be retconned into the creations of an anti-god, but it's still got all the basic abilities one would associate with Venom. Unfortunately, or perhaps fortunately, it has been chemically lobotomized. This has rendered its sense of self and personality heavily damaged, and it is more than a little insane. On the one hand this makes bonding with it dangerous because it is feral and mad, but it may also provide you with a chance to build it up from scratch to your ideals and around your personality.

Included are instructions on the drug cocktail to keep it chemically lobotomized. It's advisable to either stick to the regime and chemically neuter its ability to influence you or think for itself, or to stop the regime cold turkey and let it fully recover. Irregular medication will result in erratic behavior and cannibalistic desires.

Ghost Twin (200 CP): This is the ghost of your identical twin. While they're not alive, being a ghost, and they don't have all of your perks and powers, they are your identical twin and they are a ghost that seems to be anchored not to a place but to you. They can possess people, potentially even Doctor Doom for a time. However they can't possess you because they're your twin. They can however merge with you to add the strength of their will and soul to your own, bolstering you physically, mentally, and especially spiritually.

Leaper Incognito (300 CP): This individual is a replica of you. They have been programmed to believe they are you, and to try and have all of your perks and powers, and even your personal gear. Unfortunately while they are a clone of you, with cybernetics to help them replicate you, just like Thor it's potentially hard to replicate powers on the scale of yours. The more powerful you are, the more imperfect this clone will be. Still they will have attempts at replicating your various perks and powers from this world and others.

The Illuminati (300 CP/500 CP): Namor, Blackbolt, Reed Richards, Charles Xavier, Stephen Strange, and Tony Stark. These 6 individuals self-appointed themselves as the true rulers of the super powered world manipulating events from behind the scene since the start of the Bronze Age. They generally messed up stuff on a level similar to Maria Hill. You can take all 6 as companions for this reduced price, or for the higher price of 500 CP you can take them all sharing a single companion slot.

Drawbacks:

Need more than 1000 CP, you may take ***up to 6 (and Fake Fan)*** *drawbacks for additional CP. All drawbacks fade at the end of the jump.* ***You may take more than 6 drawbacks, but only 6 (and Fake Fan) will provide CP****.*

How Long is a Year? (Toggle): Time is funky in comic books. By default you will be arriving here during the gap of time between Avengers Disassembled and New Avengers #1 and staying until after the events of Siege and the start of the Heroic Age. Of course not all comics by Marvel were running on the same timeline during this period (and it would get worse) so who can say how long this is exactly; internal references during the period line up with publication dates when dealing with events within a year or two, and aren't made beyond that. If you want you can extend your stay here up to 10 years of publication having you leaving as Time Runs Out before the last incursion (you can even be assured your own universe by sheer luck won't be involved in an incursion in this period), or whatever 10 years is in the Marvel universe (this does not come with such a guarantee).

Continuity (Toggle): By default the events of this jump are wholly separate from any other Marvel jump you have taken. By taking this toggle, though, you may choose to have had that jump take place in an alternate universe which exists somewhere within the Marvel omniverse, or any events which would take place before your start time in this jump to have taken place in this universe and be part of the history of the world you enter. If you did the Avengers/Thunderbolts jump and didn't extend your stay, you can even start this jump the moment that one ended.

Deaf (+100 CP): You can't hear anything. Hopefully you're good at reading lips.

Divided Loyalties (+100 CP): You've got a way of running into mixed loyalties. Whether it's having friends on both sides of the Civil War, loved ones working for HAMMER while trying to be a hero opposing Norman's dark reign or being a skrull who cares about people in your Earthling life, somehow you keep finding yourself in situations where your loyalties are divided and you have sympathies laying on both sides of conflicts.

Don't Know Why Everybody's Gotta Interrupt Me (+100 CP): But they do. While it won't happen every time you try and speak, you can expect to be interrupted and talked over a lot. Especially when you've got something important to say.

Extremisly Emotional (+100 CP): You can be brilliant, and capable of rationally calculating and knowing what will end up best but you constantly let yourself be blinded by guilt, pride, and other emotions, leading you to make stupid mistakes you should have been able to avoid.

Fake Fan (+100 CP): It would seem you've never read a comic in your life. In fact you've lost all your metaknowledge of the Marvel universe. This doesn't count against the limit of drawbacks that can give you CP.

Gloryhound (+100 CP): Like Carol Danvers or the New Warriors team that was involved in Stamford you're in the hero (or villain) business for glory. And you will find yourself chasing ever greater fame and glory as a hero or a villain even if it means putting yourself – and others – at unnecessary risks. Expect to hire a dedicated PR firm to try and make sure that the public zeitgeist embraces you through manipulation of public perception, and to sometimes care more about how people perceive you than your actual results.

M.O.D.O.K.s (+100 CP): You keep running into various forms of M.O.D.O.K. Sometimes they're designed only for killing. Sometimes they're M.O.D.O.C.s designed only for computing. Sometimes the C or the K stand for different things. Sometimes they're minor living reality warping devices based on the cosmic cube. But always they are big headed creatures which are causing you problems.

No Killing Rule (+100 CP): Whether you're a superhero or not, you have a no killing rule you stick to closely. You will not kill humans, or beings that could pass for humans in their natural form like Asgardians and Olympians, Shi'ar, or pink-skinend Kree. Skrulls, and other inhuman aliens, and robots are fine to slaughter, though. And no, you can't just let your allies kill people either; you actually believe in not killing, at least as long as they're recognizably human.

One More Deal (+**100 CP**): I can provide you with a stipend of additional comic points if you'll just agree not to meddle or interfere with my plans. Wouldn't that be more than worth it? Of course, if you'd prefer we can put this towards a companion, and tweak your respective pasts to help them join you in a way of your choice. Or you can forgo the points from this deal entirely to tweak some past event towards something more in keeping with your desires; maybe there's a character that got killed off you'd like to save? Just sign on the dotted line. Oh, as a final benefit if you take this drawback and want to recruit me you can do so for 200 CP instead of the normal 400 CP.

Silences Make Me Uncomfortable (+100 CP): But hopefully not the sound of your own voice, since you're going to be hearing it a lot. You just don't seem to be able to shut up for long, as you seem to fill every moment with inane chatter and bad jokes. It might not annoy you, but it'll annoy others who spend their time with you sooner or later. Hopefully your companions have some good patience.

Tourists from Earth-A (+100 CP): Extradimensional duplicates keep popping up and pretending to be this Earth's individuals creating 'continuity errors.' This won't cause major disasters, but enemies you thought died might come back, characterization can suddenly jump back years at a time, or you can find out everyone thinks you slept with Juggernaut or that you've been Registered by your counterpart.

You Don't Go to the Savage Land Without Crashing (+100 CP): At least you don't. Vehicles you use tend to crash, sink, or get shot down. If you fly yourself without one you will tend to crash or get shot down. This won't happen every time you get into a vehicle, but it'll happen often enough that maybe you should just walk.

Young Jumper (+100 CP): You're a minor. 15 at the oldest. And you're not an emancipated one. Your physical abilities will be reduced to fit with your immature body, and you will have to deal with the hormones, emotions, and not fully developed mind of a child or young teen. You could, like Valeria, be the smartest child on the planet, able to create inventions to rival Reed Richards, but you still will be a child. You can grow up during your time here, but no faster than normal, and given this is comic books probably at a fraction of the normal rate.

I'm Not Made of Money Like I Used to Be (+100 CP/+200 CP): You and your companions lose access to out of jump sources of wealth, including companies, real estate, etc. In addition your Items won't respawn, repair, refuel, resupply, maintain themselves, or the like due to fiat and lose any fiat based indestructibility they have, and infinite sources of anything are decidedly less infinite. This means that if something just repairs or can't be destroyed with no explanation other than the jump doc says it does it won't, but something with repair nanites still has repair nanites and an adamantium weapon is still adamantium.

For +200 CP this fully locks you and your companions out of all out of jump Items and your Warehouse. Those Items not locked out will still lose respawn, repair, etc.

Masked (+100 CP/+200 CP): Your face is terribly scarred and anything but beautiful to look at. You can hide this behind a mask, but shapeshifting won't fix this, and somehow it will show through a mask that could pass for a normal face. This scar will follow you between forms making them identifiable.

For +200 CP this instead locks you in an overtly inhuman form like the Thing's rocky form. This form will not be beautiful. You will not be able to swap to other alt-forms (though this may be a pre-existing inhuman alt-form) or shapeshift from this form (growing or shrinking, or shapeshifting where you remain recognizable as this form is ok). This will become an alt-form after the jump though it will give you no noticeable advantages.

Offpanel Villainy (+100 CP/+200 CP): Supervillains are acting throughout the Registration Era without us seeing most of their activities. Depending upon the comic this can be higher or lower amounts of activity than usual, but it's there. Now it's definitely higher, and you will find new villains popping up to strike at those things you care about and requiring someone – most likely you – to deal with them.

For +200 CP you can expect to have a very busy time here. You might not have to deal with a supervillainous plot every day (even including those that take multiple) but you'll be spending a large amount of your time dealing with these sorts of plots.

Agoraphobia (+200 CP): You have severe agoraphobia, or at least what appears like it. The intensity varies from mild discomfort when out and about interacting with others, to days where you just can't make yourself leave your room without having a panic attack. The former is thankfully more common than the latter, and you might be able to power through the latter if the fate of the world depended on it, but you'd pay for it with your mental health later.

Character Assassination (+200 CP): Were you written by Mark Millar? Or maybe Bendis? Like Reed Richards not talking to Sue before pushing the entire family into a path of what he saw as evil for the greater good, Peter Parker taking off his mask for PR, Tony's betrayals of Peter Parker, Wanda's actions in Disassembled, or Peter selling his marriage to the devil, you are going to do things that are seriously Out of Character and will tarnish your legacy. And while this won't be constant, don't expect this to be a one-off thing either.

Fools Rush In (+200 CP): You're reckless and not good at this thing called planning. Hopefully you're good at improvisation since you're going to need it. You don't take your time with anything, and this sloppy haste won't just cause you issues when you're rushing into fights.

Gotterdamerung (+200 CP): Someone made a clone of you. They're generally inferior to you, but they do have enough of your powers and perks - and copies of your items - to make them a threat that will ruin your day when they show up, if not more than your day. And they will be showing up, as they seem to refuse to stay dead.

Heroes Fighting Heroes (+200 CP): Or maybe villains fighting villains? Jumper fighting companions? Well if you have them you will end up fighting them. For some reason you will find yourself coming to blows with those who should naturally be your allies time after time during your time here. Those who should be your allies will also fight each other when you're not around. It's not constant and if there's a sufficient outside threat you can expect to pull together for a brief period, but it's like people on your 'side' have just forgotten how to cooperate and work together.

Inferiority Complex (+200 CP): Like Henry Pym you possess a massive inferiority complex, constantly feeling like you don't match up with those around you and that you are always at best 2nd rate. This pushes you to compensate by gloating like an arrogant jerk, rubbing your successes in the faces of others, and pushing the envelope in questionable and dangerous ways to try and prove how you are better than those around you.

Power Addiction (+200 CP): You are addicted to the thrill of being a supervillain fighting an ever losing battle against the heroes or the fame and adoration gained as a superhero, and refuse to give it up. You just can't stop yourself, and you will seek out worthy challenges… even to the point of creating your own archnemesis just so you have an excuse to save the day (or fight a losing battle) and win the adoration (or fear) of others in the process.

Powers Hurt (+200 CP): It's not that uncommon for a superhero to have powers that hurt them in some way. And now yours do too. Any superhuman powers or abilities you possess cause you harm to use. Generally this is low level harm - it might be a bit painful but even then only if you keep it up - but if you really push your powers this can result in longer term damage usually related to your power in some way; pushing your super scream might make you lose your voice for days, while over exerting magic might cause you to develop temporary dementia. If you push them hard enough, though, it might be

possible to kill yourself, so do be careful. And while this is generally low level harm, you'll find that those powers that surpass the general level of Iron Man's suit - or using several unrelated powers at once - will be more damaging just for normal use and increase in severity more quickly as they are used. This cannot be taken with **Rebooted** unless you purchased at least 400 CP of superhuman powers in this jump.

PR Disaster (+200 CP): You are one. You don't know how to influence public perception, you don't think about how people will perceive your actions, tend to do things that somehow blow up in your face when they get spun as a total smear campaign, and you will at several times think it's a good idea to give an impromptu interview or broadcast speech that goes absolutely terribly and just makes your enemies look better. Expect to manage to turn the media, and public opinion, against you and your side no matter how noble your intentions or actions.

Rebooted (+200 CP): You know all those perks and powers and special abilities you have from out of this jump? You don't have them any more. You'll only have what you purchase in this jump to see you through it. This applies to your companions as well, and any followers are brought down to normal people (or normal animals) as well.

Sleeper Agent (+200 CP): Doctor Faustus and the Red Skull have brainwashed you, filling your head with post-hypnotic suggestions, and you won't remember this fact. At some point these suggestions will trigger, forcing you to act in their best interests, and you will act as programmed, providing a key part in one of the Red Skull's plans.

They also have words to trigger obedience from you, but these can be fought off with a fair bit of time, great effort, and heroic willpower and eventually broken.

Every Time I Kill Someone I Become More Like God (+200 CP/+300 CP): You are a sociopath. You are a killer ruled by your desires to kill. You just can't help yourself. You will kill senselessly and in ways that will make your life harder. It will require your allies to take active work to try and cover up your murders and kills, and you might well kill some of your allies.

For +300 CP this now includes a psychological compulsion to cannibalism. You eat people. It's not a physiological need, but you will find yourself wanting to eat your enemies sometimes in the middle of combat, and you will eat people.

Goblin Madness (+300 CP): You are insane, and unlike Norman Osborn there's not a combination of meds or a psychotherapist that could help. Like Norman Osborn you'd probably not take them anyway. While you may be able to hold it together and act

‘normal’ for days, weeks, or even months at a time, you can expect to have mood swings, fugue states, and periods where you behave in totally unhinged ways which will wreck any plans you try and make or disassemble your own allies and to spend much of your time falling in and out of dangerous madness.

I Caused All of This (+300 CP): Oh boy, and we thought Peter Parker’s guilt complex was a thing. You feel responsible for the entire world, at least the Earth and maybe the entire universe if you’ve actually got something like that sort of scope or scale. Anything wrong with the way the world goes is your fault. Politicians appoint the Green Goblin head of national security for political reasons? It’s your fault because you didn’t change the situation so that they couldn’t do that. Skrull plot to invade the Earth for decades, that’s your fault too. Anything bad that happens on Earth is your fault, and fixing it is your personal responsibility. Oh and you fixed all the problems and now rule an authoritarian ‘utopia’... you’ll feel guilt over removing freedom and self-determination from mankind. You can’t escape this guilt or stop yourself from acting on it.

Jumperhold (+300 CP): You are writing in a book. The only way out of the book is for someone not your companion to read it, which will allow you to transfer yourself to them as writing across their body and possess them – if you can overcome their will. However if someone opens the book near you and wills it they can pull you back into the book as writing. If the book is damaged you will be in both body and soul, and if it is destroyed you will be, and you need to keep this book in the same dimension and roughly the same planet as you are or you’ll find yourself being slowly drawn back into it.

Mental Deletion (+300 CP): There was something in your brain you didn’t want anyone to possibly get out of it while you’re here. You don’t know what it was any more obviously, but that’s not the only thing you don’t know. Unlike Tony Stark you won’t be completely wiping your brain, but you will find that over the first few days to weeks in this jump your brain will be deleting itself until you have near total amnesia, a massive loss of skills, and mental capability. During that time something with a whole lot of resources and power behind it will be hunting you attempting to gain access to your brain. You need to stop it, and this means you can’t make any copies of what you’re deleting just in case that has part of what it needs so no writing down notes for your future self. You won’t be able to regain your memories until the end of the jump, though your mental capacity will slowly return over years and you can relearn skills.

Nanoleash (+300 CP): Well maybe it's not a nanoleash, but someone is holding your leash. And it's not someone you'd like being able to direct you and your power. By default this is one of the more corrupt elements of the US government, but it could be the skrulls (if you're not a skrull), or some super villain. Either way, they have a means of killing you, and unless you want them to use it you will have to do what they say and how they say it. While their means of observing you aren't perfect they are annoyingly good, and if they die someone worse will end up holding the leash.

If taken with **Sleeper Agent** the Red Skull does not hold your leash, but there's no guarantee that the one who holds it won't kill you when you start obeying him over them.

You Are a Sucky Superhero (+300 CP): When you get involved in a situation somehow it just seems to become a mess. This doesn't guarantee you personally will mess it all up, but just that any situation you're a part of has a tendency to escalate and balloon beyond anything that you – or anyone reasonable – would have expected. Expect collateral damage and major events wherever you go. They might not always be your fault, but a good few will be things that you should have been able to prevent if you didn't mess up… like you will.

Parker Luck (+600 CP): Everything that can go wrong will go wrong. Things that shouldn't be able to go wrong will go wrong. It's like editorial has it out for you. Your life will be ruined. The lives of your friends and loved ones will be ruined. Your relationshipships will be ruined. Expect some of your companions to become your enemies. Expect to lose what you value most. Expect your time here to be a thing of suffering. Your life seems to want you to suffer more than Peter Parker, Bruce Banner, Thor, Jessica Drew, and Wolverine put together.

Events:

You may select a single Event, though House of M does not count against this limit, and the limit is removed entirely if you take Light and Dark or Wellspring of Power in their Endjump format (though scenarios with contradictory set-ups still can't be taken together). This event will shape your jump to some extent and provide you with a challenge to succeed at. If you succeed at this challenge you will receive a special reward based on the Event. You may have a Companion take an Event instead and receive the Reward in your place but this counts against your limit of Events.

If you take Fake Fan you will still be pulled into the Event when it is time. You don't need to hunt it out.

Rewards that improve your abilities are considered perks (and if specifically called powers powers as well) those that provide you with items are items and companions provided by rewards are companions.

House of M

Normally the House of M would happen, unless you prevent it, and be dealt with without your involvement. It would normally be a disaster you don't have to worry about.

By taking this event you are ensuring you have to make yourself involved in the House of M timeline. Making this difficult is the fact that this grants you no special resistance to having your memories and self suppressed into that of the new timeline. But you must awaken your true memories, and must prove a decisive player in restoring the original timeline.

And you must do so before the House of M begins to damage the omniverse enough that the Captain Britain Corps deletes the reality for cosmic stability, which was fast approaching by the end of the House of M, or (if you delay that) the warping that made the House of M destroys that universe and begins a wave of cosmic destruction (the reason that was fast approaching).

Failure here is not an option.

Success, though, will grant you the **Reset Survival** perk permanently for free.

You can also preserve one character from the House of M reality and take them with you as a companion.

Mr. Jumper Goes to Washington

The Superhuman Registration Act would normally be passed despite, or perhaps because of, Tony Stark's attempts to argue against it in the halls of congress and actions as a lobbyist which even included bringing Peter Parker along for a damning testimony where he tried to argue against the Registration Act and increased its support.

Ultimately this probably failed to move the needle, and you'll find that even if you stop Tony and Peter it won't do anything to meaningfully change the minds of the Senate and the House. In fact if you don't do anything the Superhuman Registration Act will pass with resounding bipartisan support. Not only that, but this ensures the Stamford disaster will happen. Maybe you can save some of the New Warriors who would die, like Microbe, but you can't stop the massive loss of civilian life and the initial wave of backlash which comes from it.

You must stop it. You must do so without using mind control, mental manipulation, blackmail, threatening violence against the state, or any villainous means, and do so in a way that is appropriate to an upstanding superhero. You might have to track down blackmail, find skrull imposters, and make a sound and reasonable argument. It will not be easy.

And then you'll have to keep them from passing it. Again and again. And make sure that even when you've left they won't pass it in 10 or 20 years after the end of your jump. Reed Richards ran the numbers and he didn't have a way to stop it from being passed merely to delay it a decade or two until it would be worse, and might not blow up within a few years, so you'll have to do better than him as well.

Succeed at this and you will gain as a **Reward**: You are now a master **Rhetorician**. Your words and speeches stir the hearts and minds of others, and you know how to use tone, dictum, and even a dose of sophistry to argue your case in a way that is convincing and compelling. Whether you build this on sound logical foundations, appeals to emotion, or the various tricks of rhetoric to get people to agree without truly

understanding the case is up to you, but you are a master of convincing and swaying others to your cause.

You can also expect to have 4 heroes who would have participated in the Civil War (either pro-registration or anti-registration) join you as companions for free.

Wideawake

By selecting this scenario, you will ensure that the Superhuman Registration Act is passed with resounding support. You must then fight this unconstitutional law, ensuring that the Anti-Registration Side wins the Superhuman Civil War, or that the war never happens because you convince the Pro-Registration Side to join in bucking the act.

Either way you will find that Project Wideawake is activated, an army of sentinels easily dwarfing those that attacked – and wiped out Genosha despite Magneto and thousands of mutants including many who were combat capable – will be mobilized to enforce the Superhuman Registration Act. At some point they will be supplemented by a mass produced version of Ragnarok – the crazy cyborg-clone of Thor – and his false Mjolnir.

At some point Project Wideawake will inevitably escape government control (probably quicker if you kill the people controlling it) and the Sentinels will begin out of control self-modification and evolution, adapting to threats especially out of context ones. You will need to find the secret factories that don't really seem to exist until they activate, and shut them down despite a veritable army of augmented cybernetic clones of Thor.

Succeed and as your **Reward** you will receive: **Wideawake Blueprints** that detail how to build sentinels, automated sentinel factories, and cyborg clones of Thor. They won't have the boosted adaptation abilities these showed, but sentinels can still improve upon themselves iteratively and while these later generation sentinels don't reach Generation II levels, they can eventually evolve things like Nimrod class.

Justice Like Lightning

Following the Superhuman Registration Act being passed and Baron Zemo's death after stopping the Grandmaster from taking control of the Wellspring of Power, the US Government will federalize the Thunderbolts as a government initiative team. Normally they would put Norman Osborn in charge for an unexplained and seemingly inexplicable reason.

You'll have to figure out what that reason was, since you're going to have to convince them to put you in charge instead. Hopefully this will stop Osborn's Dark Reign, but that is secondary to your goal here.

Your goal is to take the Thunderbolts and make them work for the ideal and goal that they had since Clint Barton took over as their leader after the first time they cast out Baron Zemo as their leader. That is to say you must help redeem the members of your Thunderbolts team. You must redeem the entire team, leading them away from a life of crime to where – even with you disappearing – they would not return to their criminal lifestyle but continue to act as heroes. You must do so without using mind control, or magically twisting their nature.

Making this difficult you can expect at least some characters as crazy and irredeemable as MacGargan when bonded with a chemically lobotomized and insane Venom symbiote, and Bullseye. The majority will be no more redeemable than Andreas von Strucker whose crazed sociopathy is probably merely a lifetime of nurture and indoctrination by his Nazi father the founder of Hydra, or Karla Sofen the sociopathic ex-psychiatrist who encouraged depressed patients to commit suicide so she could watch.

Your team must be at least 6 strong, though you can go with 8 if you desire.

Your **Reward** for succeeding in this task is: you now have the **Redeemer** perk which makes you exceptionally skilled in helping to guide others towards morality, and heroism, and away from immoral, wantonly destructive, or villainous behaviors.

You will also be able to take your team as free companions.

Secret Warrior

By taking this scenario you make it so that Nick Fury is killed either when he would normally be removed from S.H.I.E.L.D. or at some point before the Skrull Invasion.

This may make the Skrull invasion more difficult to deal with, could bring down the anti-registration Avengers, and help out Norman Osborn. You don't, strictly speaking, have to deal with that, but if you don't want those things to happen you will have to do something.

For this scenario, however, you must destroy Hydra and Leviathan. Hydra is, most likely, familiar to you. Founded following WWII by Baron Strucker it is the criminal espionage organization behind the likes of AIM, many of Red Skull's plans, and a vast amount of supercrime and plots to take over the world, and which SHIELD exists to combat.

Leviathan was to the KGB what SHIELD is to the CIA. It disappeared in the 80s, but it is not actually gone. In fact it is now resurging, and it is coming with plans to take over the world.

Normally Nick Fury would be able to play them against each other, break Hydra apart in a series of civil wars that destroys its entire command structure, and destroy Leviathan with sabotage that he had set up in the 1980s. Leviathan would be destroyed, and Hydra would spend several years effectively destroyed before Marvel just had it back with no explanation.

Now Fury never sabotages Leviathan, and it's coming back with an army of super spies who are super soldiers, and while the heroes are distracted with Norman Osborn, and SHIELD is replaced, Hydra and Leviathan will be free to consolidate their power.

You have to stop them, and destroy Leviathan and Hydra. You don't have to kill every member, or even every leader, but they must as organizations be destroyed, their bases wiped out or captured, and their connections and institutional power wiped out. You must make it so that if Hydra or Leviathan ever return it must be in effect a new organization built new from the ground up.

Succeed and as your **Reward** you will become **The Man on the Wall**. Whenever there is a threat to the world, whether that's the universe, the planet, its people, global

civilization, or the current world order, you will know that there is a threat to it and have a vague sense of how impending it is. The more pressing and imminent the threat becomes the more you will find clues and information that lead you to knowing when, where, and how the threat will strike and help you find a way to deal with it.

The Initiative

Following the Superhero Civil War, Tony Stark would create the 50s State Initiative. This was a movement to create a super hero team for each of the states in the nation centered on Camp Hammond, the new military boot camp meant for training superheroes. This would end up a disaster for several reasons; not least the Skrull Invasion, but also not limited to it.

You must now get yourself positioned as a teacher at Camp Hammond and prevent it from having any major scandals or disasters, and doing its job of producing the next generation of heroes. And you must keep it doing so not merely until Siege but for 6 full years.

Your version of the Initiative must be a boon to mankind that produces a reduction in super powered crime across the US compared to standard 616 progression, and which holds a near unblemished record. Casualties, and defeats, can happen, but you can't have students dying in training exercises, or being abducted by madmen and forced to fight on an island to the death without you taking quick and decisive action, nor can you have graduates that cause disasters through careless use of their powers. It is your responsibility to see to it that those you graduate are responsible enough to serve as supersoldiers and supercops both, and are capable and competent in that role up to what can be expected of their power set; someone whose power is turning into dinosaurs doesn't need to be able to defeat Galactus or a Herald of Galactus but they shouldn't make things worse when a Herald of Galactus attacks.

Should you succeed as your **Reward** you can take either the **Taskmaster** perk or **Camp Anon** item for free; if you already have both you will instead gain 400 CP to spend as you see fit.

You will also get to take up to 8 of your students as free companions; though you may reduce by 1 or 2 to take that many of your fellow instructors as companions instead.

Secret Invasion

You must be a **Skrull** to take this scenario. The skrulls have invaded the earth in secret, planning to overthrow and conquer it and rule it as the new throneworld of a resurgent Skrull Empire. The heroes will do everything they can to stop this, and you can expect them not to go down without a fight.

You must ensure that the heroes fail. You must see to it that the Skrull Queen Veranke survives and sits on the throne of a new Skrull Empire rising out of the Earth, and that no major human resistance remains as a threat to the skrull empire (i.e. a bunch of Avengers operating out of Wakanda with a real ability to super science their way into wiping out the skrull occupiers) without a major genocide of the human species as that would go against skrull religion. You must see to it that the Secret Invasion is an unparalleled success.

Succeed and as a **Reward** you will undergo a special version of the Super Skrull process one that fully gives you a **600 CP** (or less) power of your choice and **1200 CP** of 400 CP or less powers of your choice. These are in addition to any powers you gained from a purchase of the **Super Skrull** power, though like those only function when you are in your Skrull form or that of the individual whose powers you are emulating.

In addition you may take the Skrull Queen Veranke as a free companion as well as 4 custom Super Skrulls (individuals with the Super Skrull power and the 100, 200, and 400 CP Invader perks) as free companions.

Sorcerer Supreme

By taking this scenario you ensure that Doctor Strange will step down as Sorcerer Supreme, likely following the events of World War Hulk. He will use the Eye of Agamotto to select a new candidate for Sorcerer Supreme.

You must ensure that the Eye of Agamotto selects you; how you do this is on you. You must also convince Doctor Strange to abide by its choice and pass you the mantle of

Sorcerer Supreme, or force him to do so. In the process or soon after you can expect to face a gauntlet of other Sorcerer Supreme candidates who seek the position. Some of these – such as Wiccan, Brother Voodoo, and the Iron Fist – may be heroic and willing to bow out if you can simply convince them you are the better candidate, others – such as Baron Mordo, Doctor Doom, and Parker Robbins fully possessed by Dormammu – will not be and will need to be soundly and resoundingly defeated, and yet others – such as Magik, Damien Helstrom the Son of Satan, and the Ghostrider – may be erratic and dangerous. Doctor Strange will be of little help during these confrontations, if you can't handle these minor threats without him you are no fit Sorcerer Supreme, but may offer advice and tutelage between them.

You must then serve as Sorcerer Supreme dealing with a gauntlet of threats to the world such as Dormammu, Nightmare, Shuma-Gorath, Mephisto, and other mystical and arcane threats that see your ascension as a sign of weakness and a chance to take over this reality. While Doctor Strange will help you at first, by the halfway point you can expect to be dealing with these threats on your own as Sorcerer Supreme.

Then you must deal with Agamotto himself who as first Sorcerer Supreme has taken objection to Doctor Strange and you. Normally Doctor Voodoo would have to sacrifice his life, along with the Eye and Orb of Agamotto, to defeat Agamotto… hopefully you can find another way to defeat this Sorcerer Supreme ascended to something vastly more.

As a **Reward** you will receive all the **Artifacts of the Sorcerer Supreme** including the Book of Vishanti, the Cloak of Levitation, the Eye of Agamotto, the Orb of Agamotto, the Sanctum Sanctorum, and many further arcane resources. These are the tools that make Doctor Strange stand so far above the other mages of the Marvel multiverse and they are now all yours.

You also hold the title of **Sorcerer Supreme** and while it may not hold any official merit in future worlds, people will feel in their guts that you truly hold such a title, and have proven yourself worthy of it, intuiting that your sorcerous might is enough to give you a right to talk among ascended beings, planar lords, and gods as an equal.

Dark Reign

Norman Osborn would take over both the criminal underworld and S.H.I.E.L.D. becoming simultaneously the supreme authority for superheroes and supervillains. You can't let that happen. After all you must take over both the criminal underworld and S.H.I.E.L.D. simultaneously and become the supreme authority for superheroes and supervillains.

And unlike Norman you must hold onto it for at least 5 years. You must retain your authority under the President of the United States, and be publicly recognized as the leader of legitimate super heroic efforts by the majority of the world, while maintaining an iron grip on the criminal underworld in the majority of the world. There can be holdouts like Doom's Latveria or Wakanda, or scattered teams of superheroes, but you must for most intents and purposes rule the majority of the globe including all of North America.

Succeed and as your **Reward** you will gain **Masterful Planning** becoming a planner, plotter, and schemer of the likes that the Green Goblin, Loki, and Doctor Doom aspire to be, able to weave decade long schemes and villainous plans that weave the whole world into your web, all from the shadows where even the most paranoid spy would be lucky to figure them out before you begin to put them into action.

You will also be able to take 8 of your supervillainous lackeys with you as free companions.

Siege

The final chapter of the Registration Act is when Norman Osborn leads HAMMER in an all out attack on Asgard, resulting in the Bob Reynolds losing control of the Void, killing Loki (and Ares), and destroying Asgard.

Now you have ensured that at least some of those things will happen. Norman Osborn will become the head of HAMMER and while it will be impossible to make him

weaker than he was in canon, he will, unless you take an active role to stop him, amass even more power before he inevitably attacks Asgard with the Sentry as his spearhead.

However, due to choosing this scenario Loki will be fully supporting Norman, every bit intending to burn Asgard to the ground, and will not have a sudden betrayal. Thor, also, will be completely removed from the board, and unable to come to Asgard's aid in its time of greatest need.

You must do so instead. Not only must you end Norman's dark reign, and defeat the Void, but you must prevent the destruction of Asgard. You must keep it floating, avoiding it becoming nothing but so much rubble in Oklahoma and maintaining the Asgardians' ability to live there.

Do so and as a **Reward** you will be given a copy of **Mjolnir**. This Mjolnir possesses all of the powers of the original, from storm manipulation and control able to overpower that of Ego's control over his own atmosphere, Storm from the X-Men, and Dracula when he's powered up by Asgardian blood, energy projection capable of overwhelming the Silver Surfer (when he's powered up by Loki), the ability to channel your life force for even more powerful blasts, flight (capable of intergalactic FTL), portal creation, and too many enchantments to list here. It will also grant you the strength and power of Thor himself when you wield it. And you will be worthy, you've proven it with your deeds.

Light and Dark

To take this Scenario you must have taken the **Golden Man** power.

You now possess a Void all your own. They possess all your perks, all your powers, all your items, except if anything more and better. In addition to being more powerful than you, they possess the full powerset of Bob Reynolds, including his ability to project and manipulate darkness on a Biblical scale, resurrect himself from death, and warp reality. They are nigh unto a God.

They are not, however, undefeatable. Thor and the Avengers, with the help of Loki and the Norn Stones, and a Helicarrier turned into a warhead, were able to defeat the Void by beating him down hard enough that his power was expended and then dropping his body in the sun. It would take an outside force to revive him.

Of course given they have all your powers, perks, and items, if anything at a higher level than you do, this will be no easy task. Whatever you can do they can do better. Whatever you can survive, they can survive worse. Perhaps your only hope is the fact that they seem to lack much of your superego, leaving their ego and id in control, and that they represent the darkest, most evil parts of you; though not without your cunning and intellect and willpower if dyed in a villainous blackness. This may render it harder for them to make friends and allies, more prone to making you suffer instead of killing you quickly, and perhaps with the help of others you may overcome this dark version of yourself.

Kill them and as your **Reward** you will gain the powers of **The Void**. These are the full powers of the Sentry, including his resurrective immortality, reality warping, and the darkness projection he could manifest as the Void.

But there is an additional challenge if you're willing to take it. The Void is your own inner darkness, your id, your rejected parts of yourself, the part of you that hates the hero you want the world to see. It is also your will to power, the part of you that revels in the use of your powers, and so much more.

If, after you have destroyed it, you let it back into you, the two of you will become one. Your personalities will clash for control of yourself. You must win this clash, integrating this darkness into yourself, and gaining inner peace and a measure of enlightenment. Given it still has all of your perks and powers but at a greater level, this may be difficult for you, but perhaps you could again seek the help of others and friends.

Succeed at this and your **Reward** is the final one. By unifying your light and darkness, and becoming a being above either you will not only find that your powers are increased to the point of holding the combined might of your normal self and your personal void but you will ignite your **Spark**.

You may choose to have your **Drawbacks** apply to your Void, but if you do so you may not take the Spark granting/Endjump version of this Event.

Wellspring of Power

The Superhuman Civil War, for all its flash and change of the status quo, is ultimately unimportant. In space the Annihilation Wave was destroying galaxies, entire solar systems being blown up in its battles. Even on Earth the Grandmaster and Baron Zemo of the Thunderbolts were playing a game for the fate of the Earth – and potentially more – through the Wellspring of Power.

This Wellspring is a thing half magic and half science which is a source of endless varieties of super powers. It was used to empower the Squadron Sinister, and is stated to be the reason that so many 'scientific' powers can bend reality and the laws of physics including being why vibranium and adamantium work as they do. It is a cosmic source of super powers and comic book physics.

And Baron Zemo and the Grandmaster are poised to fight over who will have control over it. And now you must join that game. Once the two begin hunting down outlets of the Wellspring of Power you must begin as well, and you must find the final uncapped spring, which won't be guaranteed to be where it was in the comics, and reach it. The Grandmaster will reach it first, but if you don't reach it as quickly as possible you will be too late to matter. Baron Zemo ultimately needed the super powered population of Earth willing their power to flow towards him to defeat the Grandmaster here.

Making this all harder is that to counterbalance you another cosmic level force has been added to the game. Possibly this could be the Stranger, Thanos, Galactus, the Celestial Host, or something else, but they too will be manipulating super powered individuals in this hunt, and they will know of you and your capabilities, and be determined to seize control over the Wellspring before you can.

You then must face a choice. You must either take control over the wellspring or seal it.

If you seal it you will gain, as your **Reward** an **Inner Wellspring** which will prevent outside forces from suppressing your powers. Nothing can turn off your super powers or strip them from you or depower you except for yourself.

If you choose to take control this means full, total control over it such as Baron Zemo and the Grandmaster both sought. You do not need to use this power to take over the world and reshape it to your desires as they sought, but you can expect people to have doubts that you aren't intending to. Even if you can convince the Earth, there are protocols set in place among the races of the Marvel universe to band together and fully wield their powers against such a threat to the fabric of space and time as you will become.

You must hold them off. Which may draw the attention of other, higher cosmic beings as once opposed Korvac or Thanos when he gained the Infinity Gauntlet. If you can't convince these beings not to fight you, you'll have to defeat them as well.

Maintain your hold on the Wellspring of Power till the end of the jump and your **Reward** is simple: You can keep the **Wellspring of Power**, a cosmic tier wellspring of strength and super powers which could empower the entire Earth with a myriad of superpowers and recreate nearly any power in the Marvel universe.

Or you could merely turn this power inwards, using it to give you truly **Cosmic Might** surpassing any Elder of the Universe or Galactus, as well as igniting your **Spark**.

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.

Cancellation: 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.

Into the Heroic Age: 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.

Through the Nexus: 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.

Notes:

Jump by Fafnir's Foe

Reminder Mark Grayson (from Invincible) arrived here through an inter-reality portal during this time, implying they're the same multiverse and reachable by in-jump means.

The jump focuses on the main plot of the Marvel universe during the period of Bendis's New Avengers run/between Avengers Disassembled and the Heroic Age. Which means a focus on the Avengers and big crossover events (Civil War, Secret Invasion, World War Hulk, Dark Reign, Siege). Things radiate out from there as necessary to fill in backgrounds or powers that show up there. This means that the X-Titles are mostly ignored because Marvel was focusing them on Mutant Matters and dividing the Avengers and X-Men pretty heavily during this period. Similarly more magical/occult sides like Ghost Rider, Doctor Strange, and even Thor are mostly ignored outside of the Occult Background (since it needs it) and Siege. And Daredevil is ignored because… he is probably the superhero I care about least.

I could actually list a lot of non-Civil War examples for "Street Level" both from this time (Kate Bishop shooting through Kree battle armor with normal arrows) and out of it (Captain America's entire time in the Avengers), but Civil War brought it home and rubbed our noses in the trope.

Not all of the Illuminati were on the Pro-Registration side, but the organization by its nature was about turning superheroes into a centrally controlled organization and manipulating them for ends similar to the Registration act. Also while Illuminated takes potshots at Namor for being far too dumb to be one of the world's smartest beings, he's the one that's sort of on the right side of every argument they have. He's also one of my absolute favorites in the Silver Age (if talking comic his might be in 4th place, if talking hero he's probably in 3rd) but he's usually pretty dumb even by Super Drama standards.

Cheeseburger was Carol Danvers' call sign when she was the air force's top pilot.

Combat Encyclopedia would give you Fighting Skills 7 on Marvel's Power Grid. This is where I remind, however, that Fighting Skills on the power grid stops counting 'how good' and becomes 'how many styles you're good at' theoretically starting at 5, but Fighting Skills is not the most accurate part of the power grid (honestly it's probably the least useful after speed which mostly is 'can they fly or teleport'). Captain America is only a 6, but in pure fighting skills he outperforms Wolverine and Rogue (both 7s) by a fair margin – both of whom end up having to fall back on and rely on powers.

For Super Strength I consulted handbooks and got twitchy because… The 2004 Handbooks were not 100% accurate but the 2006-2010 rounds of handbooks make the 2004 ones look wonderful. At least one of them actually said 'class 25 or greater' for Luke Cage as he was clearly closer to Venom than Spider-Man (who got class 25 in that handbook but that was when he was the Other which made him nebulously stronger… but still obviously less than Luke; the 2008-2010 one put him at 'at least 10 tons' when he's clearly higher than other class 10/10 tons characters). Officially Ares is only 70 but he also outperformed Ms Marvel (75) and Iron Man (85) in raw strength and was brought onto the team because they needed someone with more raw power than she had. That said, Carol and Tony underperform for their listed values. I will give them props for generally using Class X instead of X tons for things that have never meant actual tons. Except by the 2008-2010 run they had gone from using tons level or class to 'has lifted X tons before' and treating this as the same as the other which becomes extra confusing.

Cloning Tech is the sort of superhero cloning tech we see in these comics. It works, but it sucks compared to the Jackal's, Mr. Sinister's, or the High Evolutionary. You want those you want to get Tinkerer and Power Broker (Spidercide) or Advanced Ideas (Mr. Sinister/the High Evolutionary).

Super Skrulls are inconsistent in this period. We are told multiple times they have all the powers of each character at their level… and we see Wolverine Skrulls who don't have healing factors, Spider-Man Skrulls who don't have Super Senses, Carol Danvers casually one-shotting Thing Skrulls when she normally at this time can't hurt the Thing without extreme difficulty, Namor easily overpowering a skrull with his powers, Thor skrulls going down to people who couldn't match Ragnarok (who was explicitly weaker than Thor), etc. So given every time the Super Skrulls were put to a test they had much weaker versions of the powers, you get weaker versions. It's why you get a package deal.

Gamma Mutate: Yes, I know that Sasquatch wasn't retconned to be a gamma mutate till later but did have the same power set (and ostensibly She-Hulk level strength) including the transformation. Given how minor of a character they were it wasn't worth writing up Gamma Mutate with less options but non-gamma based for them.

Ultra: Only includes those powers that Ultragirl demonstrates to some extent during this period. That is to say she has super strength, implied super physique, flight, and mentions the skrulls hid from her aura sight. The Handbook says she has other powers (flame immunity and that he powers have been known to permanently grow in extreme situations) and the wiki lists a healing factor, but no signs of these in this period because Ultragirl pretty much does nothing.

So what can Advanced Ideas really do? You're a comic book scientist. With just it you're a higher ranking AIM scientist, the Wizard, Bruce Banner when not dealing with gamma, Tony when not dealing with suits, or Reed Richards or Henry Pym on one of their bad days. You can do a whole lot of things, and you probably wouldn't make an Iron Man suit, you could make a 2nd tier suit of powered armor, or while you'd probably not manage to replicate Antman perfectly you could make shrinking tech. With **I Had an Idea** on a good day you're Reed on one of his good days at which point the question is less 'what can you do' and more 'what can't you do' (properly replicate Thor).

So what can't Tinkering do that Advanced Ideas can? Tinkering makes you a low end super scientist. You can pal around with the likes of Norman Osborn, but as impressive as his goblin serum is, it drives you insane. He didn't build the Iron Patriot tech (in fact he made it worse). But he still manages to make rail guns and supply beyond cutting edge military tech. Still you're a lot more street level, and Norman has a lot of resources and other scientists helping. Still you can make street tier powered armor, flawed super power serums, and a whole lot of things, just more 'Spider-Man will beat this' level of tech.

Extremis (Classic): So there's problems of consistency with the story line. Notably using a car as a weapon should break the car before it does anything to Tony, and construction equipment normally well below Tony's strength capacity was used to highlight his increased strength and take them out. You can't scale it to Tony because Tony is nerfed to hell and back with no narrative explanation except they wanted to have him get the shit beat out of him. So I tried to fit it based on the showings and use what actual numbers were given. We also get stuff about Tony needing better reflexes, but it's not shown why other than he is freezing up.

Mimicry: During this period he didn't pick up skills and specifically mimicked mutants and not other beings. This is the 3rd jump I've done Mimic's powers in and each time they're different. Gone are the days of his OP mimicking skills from mundane people as well as powers from anyone.

Teleportals: I'd have named it Manifold except Eden Fesi's powers in Hickman's run function completely differently. As for can this reach other dimensions than Earth's… I don't know. I'd say yes, but not alternate realities (i.e. teleporting to Asgard possible, teleporting to Earth-712 not possible) since that's the standard for higher end teleportation in Marvel.

I would advise taking willpower perks before taking Omega. I'd advise taking even more before touching Collective. Collective is more expensive than Golden Man because used

properly it's more powerful in a direct fight, it has a lot more other options, and it has higher growth potential. Of course, you'll probably want a companion who you can feed off of (Wolverine might be a good choice).

I Want vs Supreme Candidate: I Want is Billy Kaplan's magic. Very powerful, but 0 skill. It's direct will directed reality warping that doesn't require specific spells, or anything but power and desire. Supreme Candidate makes you a high end mage, gives you a good deal of raw magical power but less than I Want, instead it gives you a great deal of magical knowledge enough that you could step into Strange's shoes and possibly play Sorcerer Supreme. Both are expensive because both can do nearly anything. Supreme Candidate gives you more upfront power, but I Want gives you more potential power. Supreme Candidate + God = Loki's magical powers. Supreme Candidate + Scientist Supreme + I Had an Idea = Pretty good Doctor Doom impression.

On Sentry and speed: The wiki says he's FTL because he flew to the sun and back in 'moments' … citing a comic where we have no idea how long it was. He could have done it in under 16 minutes. But it was enough time for people to realize he'd left, start running around like headless chickens, and be confused. It could have been 30 minutes, it could have been 4. It also talks about him flying to Saturn and back almost instantly… while forgetting that this was a thing done to buy the skrulls time and effectively removed him from a major battle that we don't know how long it took so… wank responsibly. Though I do think he's FTL in space.

How powerful is the golden Sentry: Strength, and speed the Sentry beats Thor and the Hulk. Energy blasts he doesn't have as many showings to actually match Thor's, but in this period he seems to match Thor's. This is a period where Thor's showings are worse than they've been since Kirby and Lee stopped trying to make him fight street crime in the 60s, but the Sentry sits comfortably at the level where 'punching out Galactus' is a real possibility, and unlike Thor he doesn't need actual fighting skill to defeat the Hulk.

Godly Weapon is actually a combination of the sword Loki used against the Disir and things Ares did with his axe but which might have been a quality of Ares himself (and were represented as such in Power of a God).

Norn Stone power level: They let the Hood operate at his previous default level without his Hood, and gave a bunch of villains a power up. Siege didn't go into detail beyond 'oh these guys are stronger than usual' and glowing rainbow energy that let Cap's shield cut through the Void's darkness tentacles and made Mjolnir go from hurting it to vaguely hurting it more. In another comic we did see people's powers develop new aspects. I

could probably bring in things they did in other comics, but the Norn Stones are extremely inconsistent and each time they show up they work differently especially this time.

Potable Demon vs the Hood: Zom is theoretically more powerful than Dormammu. In that Zom was originally introduced as a being specifically more powerful than Dormammu which the Ancient One released to deal with Dormammu's sister because she was otherwise too powerful to deal with. Potable Demon also gives you a greater portion of their power than the Hood so Potable Demon will give you more raw power than the Hood does at its maximum, but Hood does have more variety in effects you can produce from it.

One More Deal: Is with Mephisto. By taking it you can't interfere with his plans. This means no stopping One More Day, no stopping Siege, no saving humanity from being sinful beings that will choose evil over good (so no creating a utopia), no killing off humanity/destroying the Earth since they have to continue to sin and create evil, and no directly opposing Mephisto. Saving individual people or helping individual people become better people isn't a problem unless he's directly plotting around them.

Changelog:

Version 1.0.0: Released.

Version 1.0.1: Added Goblin power. Added that Elemental Control can be purchased multiple times. Added an option to get Arana with Spider-Powers Version 1 and Complete Spider-Suite, added an upgrade to get Arana and Psychic Webbing with Spider-Powers Version 2. Added an Agoraphobia drawback. Renamed Cyborg Clone to Leaper Incognito. Added (Cyborg) Clone for customized (if somewhat weaker) versions of canon characters. Fixed that Every Man origin description just stopped mid sentence. Fixed that Right Hand Woman didn't list what perks she got (and added a note of her analytic, PR, and logistic skills even if not at the level of the perks for the first two of those).