

BARBER
MUHR
BROCCARDO
MOSSA

DOCTOR STRANGE / THE PUNISHER

MAGIC BULLETS



*"Who could pass
up on a concept
like this?"*

– MultiversityComics.com

MARVEL

Dr. Strange/Punisher: Magic Bullets

Introduction

What new mafia threat is so great that the Punisher needs Doctor Strange's help? When mafia demons strike, it'll take the combined skills of Doctor Strange and the Punisher to stop them! But does this mean that Stephen Strange is about to adopt Frank Castle's lethal ways? Or will the Punisher be learning some new tricks? The Sorcerer Supreme must work on being a little more grounded, while Frank has to expand his worldview in surprising new directions. But with monstrous mobsters on the rampage, this mismatched pair has their work cut out for them. Here, you will be needing these:

+1000 CP

Location:

New York, New York, USA or anywhere within the five Burroughs such as Manhattan, Bronx, Brooklyn, Queens, or Staten Island

Origin:

You may choose your age, sex, and appearance for free

Mystic: One of the few remaining magic users of notable scale

Vigilante: Someone with a grudge or grievance they need settling (receives a 300 CP stipend for items only)

Underworld: In short, a criminal or criminally sociopathic occultist with demonic aspirations

Perks:

General

Don't Kill Anybody [Free] you can make your attacks maim, injure, knockout, stun or otherwise non-lethally incapacitate foes.

I Heard It from Marcos [Free]: Where'd you 'hear' that information that pertains to your goal or quest and which may or may not provide a noticeable edge in succeeding at said goal or quest? You're a solid source for obtaining and gathering information, always seeming to be on the up and up with what's happening.

So Damn Private [100-200]: You are beyond low-key, with a simple hooded jacket you can enter any building and space without any fuss or unwarranted scrutiny. Second level upgrade includes a perception filter which allows you to go unseen, unscented, unheard to non-magical folk, ordinary folk can still physically interact with you. Toggleable

Jumper Supreme [300]: or you could have been if magic hadn't been largely snuffed out. You still possess the knowledge and experience of an expert sorcerer/magic user, enough to be more than a match for Wong and can put up a fight against Mordo, you will still have to compensate for a lack of magical energies some way. You're still far from unseating Strange with this alone but with time and resources of your own, who knows?

Mystic

Don't Worry I'm a Doctor [100]: you're a professional and as such have done your fair share of studying, researching and diagnosing the problem. Skills in deduction, investigation, troubleshooting, analysis and problem-solving; may also come with a doctorate degree in your choice of study. Can also purchase multiple times at a discount for a different field or discipline.

Magical Weaponry [200]: you now have the requisite knowledge and skill in both crafting items of magical effect and power as well as imbuing magical spells and effects temporarily or (with extra effort) permanently into existing items. Limited by available magic energy and the quality and type of material(s) used in the item's making. Does not naturally mesh with electronic, digital, or technology above the level of combustion engines thus making magitech a difficult prospect but not impossible.

Tap In [400]: you possess the talent and knowledge of how to link yourself, others, objects and even places with extraplanar/dimensional forces and channel those forces/energy into actively used

spells, rites, rituals etc. Can with practice and experience link multiple sources to a single recipient and link multiple recipients to one or more sources.

Conjure Shape [600]: you have proficiency in a unique spell that allows the user to conjure and create magical constructs, specifically of weaponry. The aesthetics are up to the user, they could be realistic copies, ethereal or ghostly, or translucent energy, etc. At the start, this perk allows for simple ranged weapons like slings, bows, javelins/throwing spears and knives as well as cold weapons such as swords, axes, hammers or spears. Lastly, you have begun to create 'trick' or basic mechanical weaponry like compound bows, crossbows, giant scissors, extendible/retractable spears, switchblade style swords. For an additional 50 CP, you can raise your immediate proficiency. At this level, you can now create 19th century firearms and explosives like revolvers, lever-action rifles, pump-action shotguns, gatling guns, Molotov cocktails and dynamite. And for a final 50 CP, you have learned how to create 20th century weaponry including high-caliber/high-velocity 'ammo', fully automatics: such as smg's, rifles, lmg's, shotguns, personal explosives such as grenades, mines, claymores, high explosives like C4, and launchers for grenade and rpg.

Vigilante

I Understand How to Sneak [100]: you are ninja stealthy; you know how to stay out of sight, mute your steps and general movements, use cover to hide and evade detection, lose tails and thwart tracking methods, bypass locks and traps, and quickly infiltrate guarded/secured areas. With skills like these, you could make an outstanding thief and spy if need be.

Head on a Swivel, No Bleeding Me... [200]: unless you screw up that is, you now possess a heightened awareness of your surroundings which allows you to quickly identify dangers, hazards, threats, and safeties. Additionally, you are exceedingly lucky in all dangerous circumstances and scenarios, never being taken out off panel or screen, never to a nameless goon or mook, and never to bad luck or accidents. Your enemies are going to have to work for your demise personally if they want a shot at taking you down.

Army of Me [400]: years and years of gritty combat situations has molded you into an army comprised of a single person, or more accurately a combatant as deadly and effective at carnage and destruction as a squad of highly trained soldiers. Includes comic book level grit and toughness as well as mastery of close-quarters battle, marksmanship, demolitions, cyber-technical warfare and tactics.

I Just Know My Limits [600]: and with that awareness you can calmly, accurately, and most importantly quickly assess the pros and cons of any situation/scenario you find yourself in which allows you to intuit the best course of action, at the best time and opportunity for the best effect. Can be more finely tuned and improved according to the skills and knowledge one possesses and acquires. Additionally, through this insight you have come understand the limits of others, nothing and no one is undefeatable, unsealable, untrappable, uncontainable, impenetrable, or unkillable—in front of you no defense, regeneration, supernatural state or effect, or immortality is absolute.

Underworld

A Rising Don [100]: you are a cut above the common street thug or criminal; you have the conviction and streetwise intelligence in order to thrive in the criminal underworld and make a lasting mark in it.

Stygian Geometries [200]: you are a brilliant occultist and demonologist; you know how to summon demonic and eldritch beings into your world as well as how to command them to do your bidding. Be wary that you do not summon anything greater than you can handle, only practice and experience can assuredly reign in any summons.

Stygian Influence [400]: where exactly you acquired this is unclear but you now possess the means and ability to enhance others with eldritch energies to superhuman or inhuman degrees (can decide if the enhancement is permanent or temporary and if it comes with visible changes to the recipient) as well as embed your own will as a dominant lingering influence upon their actions, behaviors, and ethics/morals.

Stygian Vengeance [600]: you have been empowered by dark eldritch forces from an unnamed nether-realm. Normally you would look absolutely monstrous but fuck all that, you just want power. Benefits include enhanced strength and physical durability, a single supernatural ability such as incinerating vision, strongly corrosive touch/strikes, elemental breath or blasts. And lastly, a concealable/toggleable physical augmentation such as wings for flying, inhuman legs for faster movement speed or higher jumping, a natural weapon like sharp claws for rending flesh and bone. For an additional 100 CP, additional energies were deposited into you during your *upliftment*. You are now even more dangerous, you can tank small arms fire and personnel explosives, shrug off blunt force trauma, endure thermal extremes, rip and tear through civilian vehicles and metal, and have improved resistance to undesired magical effects.

Equipment and Artifacts:

Items are discounted where specified. Items can be bought multiple times. Same or similar items may be imported into each at no extra cost.

Basic Essentials:

Transit Pass [Free]: this pass works for any form of public transportation and is unlimited.

War Journal [Free]: a mental log of your escapades that can be referred back to and even relived in full, can often provide insights and clues into things of interest or importance.

Fresh Gear [Free for all/50 CP for additional sets]: a nice set of clothes befitting your origin, basic kit containing the minimum necessary tools or implements for your background.

Satchel/Messenger Bag [100 CP/ Discount one for all]: a seemingly magical pouch of holding things, it's much bigger on the inside and can preserve items many times longer than they normally would.

Equipment:

One Piece [2 Purchases Free for Vigilante, 50 CP for other origins and each additional item]: a mundane semi-auto pistol/revolver or a machine pistol or smaller scale SMG of your choice. Firearms will always have a full clip or reload when reaching into a pouch or pocket for one.

Casting Focus [Free for Mystic, 50 CP for each additional]: a small, worn or handheld, mystical trinket that aids greatly when casting spells or working magical effects. Helps the wearer focus their mind and bolster their willpower while easing the flow and manipulation of magical energies.

Magical Weaponry [Discount for Vigilante, 100 CP each]: your choice of single melee weapon or powder-based firearm. It has been augmented to not break under stress or use, do more damage than it normally should and can harm or affect beings that are normally unbothered by mundane weapons. Firearms will always have a full clip or reload when reaching into a pouch or pocket for one.

Arsenal [200 CP/ Discount Vigilante]: same as above but enough to outfit a smallish team of 4-6 with them.

Artifact [200 CP/Discount for all]: magical artifact of your choice, may select a known one or make a custom one with an ability similar in scope/power as the following:

➤Amulet of Amtura: teleports wielder 30 feet in any direction

›Wand of Imprisonment: imagine a cage or cell, literal or metaphoric, and aim with intention at a target

›Cloak of Levitation: allow the wearer to hover and fly at vehicle speeds

›Axe of Angarruumus: extremely durable and sharp axe, able to cleave through magic

Plane of Phantom Eagle [300 CP]: a ghostly propeller plane from WWI era, that was flown by a legendary pilot whom garnered much hatred from German pilots. Has no need to re-fuel, any damage is quickly repaired as if nothing happened. Equipped with a cockpit mounted machine gun capable of easily shooting down enemy prop planes, even some contemporary planes and does extra damage to creatures or beings unbothered by normal or lesser weaponry.

Enchanted Tome of Unknown [500 CP]: serves as a conduit to a mystical plane of unspecified energy and origin. With the tome the user can 'tap in' to the plane and utilize its energy for any manner of spellwork or ritual. The tome also details how to summon otherworldly creatures that may or may not reside within the mystical plane being drawn from. Also allows the user to mutate and control the body/mind of other beings especially if they were touched by the energy from the mystical plane.

Properties:

Rundown [Free]: a small basic single bedroom apartment, in a less than desirable part of town

Hideout [100 CP+, Discounted for all]: smart thinking, a separate site or location disguised as something uninteresting or innocuous. Useful for resting between missions or outings and for planning the next. This base of your is somehow harder than normal to find or track down without help from yourself, also it seems to never run out of basic utilities. For an additional 100 CP, the base has been expanded to include space for a couple dozen people, with several specialty rooms like a command center, training, research, equipment storage or modification, and garage for vehicles.

Jumper Sanctorum [300 CP, discounted for Mystic]: a three-story building with a basement, in whichever style of your choosing, that is built on a confluence of potent magical ley lines. This place will also be magically warded from being discovered by non-magical means and still remains incredibly difficult to locate even with magical means. Due to its mystical nature, the exact dimensions of the Sanctum Sanctorum are variable allowing the building to be more spacious on the interior. It has at least a dozen rooms useable for different purposes, unlimited utilities, re-stocks basic supplies regularly.

Companions:

Import or create (100 CP): Import an existing companion or create a brand new one. They are given an origin and 700 CP to spend how they like.

Canon (100 CP): Invite someone from the setting to go along with you on your journey.

Strange Punishment (200): quickly into your entry you come across these two individuals and easily developed a rapport. One of them is sorcerer of high talent and ability despite the magical drought, with the other being a rough and tumble sort with a somewhat unsettling penchant for killing all things. Both companions may have an appearance and personality of your influence and share a single companion slot.

Unlimited drawbacks may be taken

Drawbacks

Short Stay [Free]: the comic's story probably takes place over the course of just a few days, so if desired you may leave the jump the following week.

Just Get Involved [100-200]: You will essentially be on the story's rails until conclusion, no matter what the world will conspire to have events happen in front of you or at least near you, additional tier forces you into plot and action no matter what.

Self-Insert [100-200]: the lead cast is somehow indisposed; you will now effectively take the place of Dr. Strange or Punisher within the story; additional 100 for doing it all by yourself as you will now go through every single trial and ordeal they go through in the story.

Punk Ass [100-200]: Everything hurts more, no extra damage just hurts more; additional tier does include extra damage.

Haters [200 per rival]: an opposing or hostile faction hates your ass, and has significant manpower and resources to do something about it; additional tiers increase number of factions or crews.

Nemesis [300 per adversary]: someone really has it out for you and is actively against you; they will always be a threat to you regardless of power or ability. Additional purchases increase the number of rivals.

On-site Procurement [300]: You're locked out of your warehouse and all out of context items are confiscated until the end of the jump.

Ready for the Raw [300]: All out of context powers, perks, or abilities are disabled for the remainder of the jump. You are stripped down to your body-mod and in jump purchases.

No Maj [300-400]: For 300 CP, you now have no personal magic energy/power meaning you are unable to use spells without external help or equipment. For another 100 CP, you can't even make use of external magic or artifacts, they will remain inert and/or unresponsive for you.

The End

It was a short stay but an eventful one, I hope. Now comes the final choice: stay in this setting, shuffle off to another vista, or call it quits and run along home to your native reality?



Notes:

Change Log:

Ruffdraft started (5/15/26)
Origins and perk lines finished (7/5/26)
Added drawbacks and items (7/8/26)
Added a cover pic, finished document (8/14/26)
Finished version 1 (8/30/26)
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