


For this jump, you will take on the role of a new "super-criminal" who has been brought to Ryker's Island for trespassing in a laboratory. Luckily, your arrival coincides with Norman Osborn breaking himself and other super-criminals out.

A short while later, the **Avengers** will be deceived and trapped by a super team from Earth-619, who call themself the **Ultimates**. Consisting of variants of Sentry, Wolverine, Captain Marvel, Spider-Man, Iron Patriot, Hawkeye, and Ares, the **Ultimates** pretend to be heroes; however, on Earth-619, they are better known as the **Thunderbolts**!

Together, you and other Marvel Super-Villains must team up to expose the **Thunderbolts** as the frauds they are to save the world… so that you can conquer it at your leisure.



## Jumpchain Mode: +1000 CP

This option will give you **+1000 CP,** and you will enter into this setting for a minimum of 10 years. At the end of the jump, you will be given the option of Moving onto the next jump, staying in this setting, or returning to your original continuity. You also gain **+500 CP** to spend in the **Superpower** section.

## Gauntlet Mode: +0 CP

With this option, you will not gain any **CP** from mode selection. In this mode, you will not have your out-of-jump perks, items, and companions for the duration of this jump, but you will gain twice the amount of **CP** for any **Drawbacks** you take, and you also gain **+250 CP** to spend in the **Superpower** section.

## Gauntlet Trilogy Mode: -0 CP

By selecting this option, you will be locked into taking each scenario in succession as a continuation of this Jumpchain. Each Scenario will mechanically count as a separate Gauntlet, restricting your perks, items, and companions for the duration, so you can only use perks, powers, and items purchased from that Jump-Doc. You will not gain initial CP, but can gain double **CP** per **Drawbacks** taken, and any time you purchase a **Superpower,** you may select another that costs the same or less and gain it for **Free**.
This is also the only way to be eligible to purchase **Fusion Boosted Perks**.




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# Origin:

Supervillains can be categorized by their role and motive, but what type of villain are you?

**The Imposter**
You're supposedly a hero imposing martial law and assaulting crime fighters, wait do heroes do that?

**The Dictator**
Your people know better than to disagree with you as you prove your superior intellect.

**The Mercenary**
What you do might not be very nice, but you know how to do it well and be well paid for it.

**The Superior Criminal**
You're just trying to make an unlawful living with your intellect and powers; is that a crime? Yes.



## Perk:

Discounts cost 50% of their initial price for their respective **Origin,** with any **-100 CP** or **-50 CP** Discounted Perk being **Free**.

**Lego Man - Free**
As you are entering into the blocky world of Lego, you will need your appearance to match. With this **Alt-Form Filter,** any active **Alt-Form** will take on the standard layout of a Lego Mini-Fig or a Lego Big-Fig, depending on the **Alt-Form's** size.

**Lego Land - Free**
You can use this **Narrative Perk** to alter any setting so that it becomes the Lego version of that setting.

**Builder - Free**
You are now able to safely disassemble Lego, Duplo, or any other construction toys into their base components and know how to reassemble them into any structure you want.

**Why didn't you tingle? -100 CP**
It's rather annoying when your enemies have some kind of superpowered warning for your activities. Be it some form of spider sense or a magical ward alarm, when this Perk is active, your opponents cannot sense you beyond their five standard senses.

**I know how to fly this in my sleep -200 CP**
Somehow, it seems you're an expert pilot whenever you're sitting behind the controls of any form of vehicle; you just seem to know how to pilot it. This will work on mundane Earth vehicles, Iron Man suits, and even alien space technology that you've never seen before.

**Why aren't they assembling -400 CP**
Yes, your enemies are standing at the ready, backing out a call to action and shouting "Avengers, Assemble"… but nothing happens. When this perk is active, it will surreptitiously block any attempts by your enemies to call in reinforcements. How this blocks those calls for aid will depend on the method used to contact them.

**This Stone is from another universe -600 CP**
You are now able to bend powers and items, even Non-Fiatbacked ones, so that they tap into the forces and laws of the universe you are in, allowing them to work in universes where they shouldn't; however, they may work in a dramatically different way. When using the soul stone in the Dark Souls setting, it could create a new first flame, or when using a Green Lantern ring in Undertale. It could produce soul constructs instead of light and be powered by kindness instead of willpower.
**This Perk is also a Capstone Booster.**

**The Imposter**

**He always has the perfect excuse -100 CP (Free for "The Imposter")**
You're a master of response as you always seem to know the exact thing to say to counter any accusation. Sometimes this will be a threat, sometimes it will be a misdirection, sometimes you might just tell them no. Regardless, you always have something to say.

**We have an unexpected threat -200 CP (Discounted for "The Imposter")**
Sometimes a small amount of fear can go a long way, and you know exactly how to stoke the flames of fear and panic. With this perk, you know exactly how to make people believe a fictional strength of your invention is coming to get them.

**Do you really believe it's impossible? -400 CP (Discounted for "The Imposter")**
Sometimes it's a lot harder to convince people that something isn't impossible than it is to convince them that it's true. Thanks, this perk you are an expert at twisting the truth and possible statements so that what would always seem like an impossible lie seems possible enough that people consider it as a possible truth despite its absurdity.

**Are you supposed to be the Sinister Seven? -600 CP (Discounted for "The Imposter")**
Paranoia and deception are two very useful tools, as you can utilise this perk to make anyone paranoid about others and trick them into believing that whatever people you designate are the target's enemies. The better affiliated the target is with the designated people, the longer it will take to take effect.
**Booster**
This perk is now boosted into a **Narrative Perk,** as at the start of the jump or once per Jump per target, you can alter a person's history so that they are the target's true enemy. This can be done through false memories, retroactive pasts, and simple altered states of consciousness.

**The Dictator**

**I know a knife in the back when I see it -100 CP (Free for "The Dictator")**
How dare they try to use you, and they thought he wouldn't notice. With this perk, whenever others are trying to use you for their own benefit, you will be aware, and you will know what their objectives are.

**You arrived precisely when I intended -200 CP (Discounted for "The Dictator")**
You are a master of manipulation, able to time everything down to the moment. Thanks to this perk, you can plan out events and activities and choose when each action in your plan takes place.

**When I say leave, you leave -400 CP (Discounted for "The Dictator")**
You will become an expert at extracting others from imprisonment. With this perk, you can target someone who is being held against their will. When you do so, you will gain a mental map of their location even if you don't know where they are, all of the security features keeping them contained, knowledge about every other person at the facility, as well as any weaknesses within the structure, both literal and figurative. From this, you should have an easy time determining how to break the individual out.

**We prevent our enemies from existing -600 CP (Discounted for "The Dictator")**
That always seems to be another thorn in your side and another surprise, a so-called hero desperate to defeat you. With this perk, you will gain an extra awareness of when a new enemy has been created. This can be in the literal sense for mechanoids or cloned individuals and figurative for individuals who see you as an enemy whom gain new power or purpose.
**Booster**
You're now gaining a pre-emptive awareness of when these new enemies are to be created as well as the choice to sniff them out. When this is active, you will gain an overview of the new enemy sometime before its creation and can choose to prevent it. This could be the shields on a spaceship holding, a spider getting squished, or just an iceberg never washing up upon the shore; either way, these foes will never challenge you.

**The Mercenary**

**Did you think I wouldn't notice such a simple test -100 CP (Free for "The Mercenary")**
You are no fool, and we're not falling for the petty tricks and manipulations. Thanks to this you gain a passive awareness of when others are trying to test you, as well as how to pass these tests without them noticing that you counter manipulations.

**Thanks for the new toys -200 CP (Discounted for "The Mercenary")**
You now have an eye for items that best fit you, as whenever you steal something, it will always seem to be perfect for you, be that clothes that seem to exactly fit or weapons that are exactly what you need for the next situation.

**You might as well be an open book -400 CP (Discounted for "The Mercenary")**
You now possess the ability to cold-read any aspect of the person you can perceive, including their mind, body, and soul. The more aspects of a person you can perceive, the more accurately you can read them, even if they have mental and physical capability to prevent cold reading, they would be useless if you can see their soul, magic, life-energy, or psychic echo.

**I've got more than a cave and box of scraps -600 CP (Discounted for "The Mercenary")**
You seem to have a knack for finding any tools or equipment that you might need. Whenever you designate an item, fate will seem to redirect events so that you find it with ease; even the rarest metals like Adamantium and Vibranium might as well be commonplace for you. That is so long as they exist.
**Booster**
Perhaps you've become a master alchemist, as you seem to be able to convert any tool or material into another tool or material. How much is needed will depend on the atomic make-up and mass of the objects, as well as your understanding of the material being converted. You could easily convert a steel monkey wrench into two or three iron screwdrivers with diamond handles, so long as you had a basic understanding of the atomic structures of the materials involved.

**The Superior Criminal**

**No one is foolish enough to steal from me -100 CP (Free for "The Superior Criminal")**
Anything that you truthfully believe to be yours will now have a small, almost undetectable mark on it. This magical mark will make it so that even the concept of stealing that item will be blocked to everyone. Thanks to this, it will not be possible for anyone to consciously steal anything you mark as yours.

**I have eyes on every street corner -200 CP (Discounted for "The Superior Criminal")**
You seem to have eyes and ears everywhere, as whenever you target someone with this perk, you will gain an awareness of their location in relation to yourself, as well as being able to see and hear them through the perception of anything around them, including people, animals, and recording devices.

**My secrets are exactly that mine -400 CP (Discounted for "The Superior Criminal")**
You're now a master of disguising your own capabilities, as through this perk you can block anyone's analysis or perception abilities from seeing what skills, powers, and abilities you possess. While this won't prevent people from seeing what you can do, it will make it harder for them to work out for themselves what those abilities actually are if there is any ambiguity.

**An annoyance but only a minor one -600 CP (Discounted for "The Superior Criminal")**
While this perk is active, you gain an awareness of any plans that are made that negatively affect you. This will give you all the details that have been planned out, as well as any secrets the planners have hidden within, allowing you to know the true plans of your enemy as they make them.
**Booster**
Why stop your enemies' plans when you can have someone do that for you? Whenever you want to interfere with the plans of others, you can create interference in fate so that obstacles and individuals hinder those steps or outright prevent them from being completed.

# Items:

The first purchase of discounted items costs 50% of their initial price for their respective **Origin,** with the **-100 CP** or **-50 CP** Discounted Perk being **Free**.

**Costume - Free**



As a supervillain, you will need your very own costume. You can customize this costume using the options from the Lego Character Builder, which also allows you to apply the options to different types of clothing, form-fitting bodysuits, with face masks or cowls.

**The Spider-Buggy -200 CP**

This buggy is a specialized vehicle featuring a wide variety of spider-themed functions. The vehicle has a gravity localizer which, combined with adhesive tracks, allows it to climb walls and drive upside-down or on sheer vertical surfaces without issue. The onboard computer systems can be used to control a headlight-based Spider-signal and ejector seats. The buggy has a wide variety of web-based weaponry, including front-mounted web-shooters, web grenade launchers, and web-fluid airbags. When not in use, the buggy can activate a camouflage system that can disguise it to look like a standard car or unfold its wheels into articulated spider-like legs.

**Thanos-Copter -400 CP**

This bright yellow personalised helicopter is the favoured toy of Thanos, the Mad Titan. While the cabin itself is a personal space cruiser capable of traveling between solar systems in minutes, the false propeller is actually a double-ended blade that has been magically reinforced to cut through any mundane material.

**The Imposter**

**Electric Claw Glove -100 CP (Free for “The Imposter”)**

This pair of decontaminated carbonadium gloves contains an energy-based claw mechanism capable of cutting and delivering powerful electric shocks on contact. The edges of the claws are partially sharp enough to cut through most organic material, but the tips are blunted to prevent them from penetrating, with them producing a high-voltage electrical current designed to safely or harmlessly stun and incapacitate opponents.

**Dragonfang -200 CP (Discounted for “The Imposter”)**

This powerful blade was carved from the tusk of an extradimensional dragon; thanks to this, the blade is able to drink and absorb magical energy. From this, the blade is capable of shattering mystical wards and shielding, or even destroying a spell that is midair.

**Hades Bident -400 CP (Discounted for "The Imposter")**
A tool that once belonged to the god of the dead, this two-pronged pitchfork looks like a weapon, but it lacks its sharpness and is surprisingly brittle. This Biden was used to restructure the underworld and create guards for the dead. By striking the two prongs against the ground, you can move earth, potentially creating an earthquake, or by striking the ferrule upon the ground, you can shape rocks and soil into designs of your imagination, including hands and minions.

**Moonstone -600 CP (Discounted for "The Imposter")**
This powerful magical stone was once a part of the Lifestone Tree, an ancient effort to create champions to safeguard the galaxy. The Lifestone Tree was eventually shattered, causing many fragments of the Lifestones to pass through warp space and fall to Earth. The Moonstone allows its wielder to temporarily absorb it into their nervous system in order to draw energy from it. With this energy, they can project it as a blinding light from any part of their body, shoot it as laser-like blasts from their hands, project it for flight, and they can enhance their physical capabilities to superhuman levels.

**The Dictator**

**Private Number -100 CP (Free for "The Dictator")**
You now have an earpiece communication device that can be contacted at any time by anyone you want to have access. Anyone who can contact you will be aware that they can, and all they need to do is put their finger to their ear and will it to activate. This will allow them to communicate with you regardless of where in the multiverse you are. Should you no longer want someone to contact you, they will be aware that they are no longer able to.

**Bloodgem -200 CP (Discounted for "The Dictator")**
This bright red gemstone is psionic in nature, recovering the user's desire for revenge in exchange for power. The stronger the user's desire for revenge, the greater their strength, durability, speed, reflexes, stamina, and regenerative capabilities become. Those with a powerful desire for revenge but weak willpower may go into a berserker rage until they either satiate their revenge or stop touching the stone, at which point they could collapse into a coma. If the user has no clear desire for vengeance, the stone will have no effect.

**Embassy -400 CP (Discounted for "The Dictator")**
With this private property, no one you do not give permission to can legally enter, and any activities you or your guests perform within it can not be charged against in a court of law.

**Doom Suit -600 CP (Discounted for "The Dictator")**
This powerful suit of armour is one of Dr Doom's standard models, reinforced to combat magical forces. The main suit of armor is crafted from titanium reinforced by magical runes and augmented with a nuclear-powered, computer-assisted battle assistant. The suit can project magical and nonmagical energy blasts, can perform rocket-based and levitation cloak flight, can absorb electrical and magical energy as well, and use a combination of magical and mundane protection in order to survive in the void of space, the depths of the ocean, and even the pits of hell.

**The Mercenary**

**Reactive Tie -100 CP (Free for "The Mercenary")**
This high-tech Tie goes with any mercenary's ensemble. The tie reacts to incoming attacks faster than humans can and will attempt to block them; however, its internal Kevlar plates can only block 2 or 3 low-caliber rounds or a singular high caliber shot before they become useless and need replacing.

**Paste-Gun -200 CP (Discounted for "The Mercenary")**
The signature weapon of Peter Petruski, also known as ~~Paste-Pot Pete~~ the Trapster. This "paste-gun" fires a stream of an adhesive that dries instantly; it can adhere to nearly any surface and is virtually unbreakable, flameproof, and vulnerable only to ultraviolet light.

**Time glasses -400 CP (Discounted for "The Mercenary")**
This simple-looking pair of spectacles allows the user to see the current location at any point in the past or future. The glasses have a tab and dial that allow the user to alter the time displayed; however, often the future, and sometimes the past, will change while the user is viewing it because the user is viewing it.

**Bea Arthur -600 CP (Discounted for "The Mercenary")**
This spaceship is the beloved vehicle of the Deadpool Corp. This spaceship is not only capable of traversing the Marvel universe within a few hours but also of side-shifting to nearby parallel realities. The ship has some difficulty in finding new realities, requiring it to scan the surrounding realities from the ship's current position in order to add them to the multiversal map. Once added to the multiversal map, the ship can jump to any of them almost instantly, with the furthest taking longer to get to, as it has to quickly travel through the nearest parallel realities on the multiversal map that link them together.

**The Superior Criminal**

**Negative Suit -100 CP (Free for "The Superior Criminal")**
This special suit is embedded with a variant of the Darkforce, though this can't be used offensively, it will allow you to alter the fabric, changing the colour. While the suit is normally black, you can change it to a neon white, Vantablack, glow like a blacklight, fluorescent pinkest pink, and many other strange colours.

**Shock Gauntlets -200 CP (Discounted for “The Superior Criminal”)**
This set of vibro-shock gauntlets can project a concentrated blast of air that has been vibrated at an intense frequency. This allows the user to effectively throw long-range vibrational punches, as well as vibrate the structure of something in order to weaken or destroy it. Holding the thumb trigger down for an extended period of time increases the intensity, speed, and even spread of the air blasts.

**Mysterious Setup -400 CP (Discounted for “The Superior Criminal”)**
These attachments contain sonar detectors, aerosolised mist sprayers and holographic projectors. Together, these tools allow you to make fully 3D illusions that seem completely real, allowing the user to create fake monsters, shifting environments, or multiple copies of yourself, all while still having a full awareness of your surroundings.

**Build Stone -600 CP (Discounted for “The Superior Criminal”)**
This so-called infinity stone is not native to this reality, while holding this stone, the user is able to instantly reformat any available resources into anything they could imagine. Using this, you could build any object, facsimile, technology, animal, or even person from whatever materials are available; however, while they will function, they will not have any of the internal mechanisms they should contain to function, and any pseudo-living organisms created using this will lack any memories or true sentience.

## Companions:

Gain **+300 CP** to spend on the companions section.

**Import Companion -50/200 CP**
You can import companions into this Jump for **-50 CP** each or eight for **-200 CP**.
Each companion gains an **Origin** and **+400 CP**.

**Special Import - Free**
If you already have a companion who is native to the Marvel universe, you can import them for **Free**, with them merging with the native version of themself.
Each companion imported this way gains an **Origin** and **+600 CP**.

**Canon Companion - Free/-100 CP**
You may take any willing and well-informed canon character as a companion for **Free** or pay **-100 CP** each to select a canon character to automatically become a companion.

**Custom Companion -100 CP**
With this option, you can gain new non-canon characters either by creating a custom character, getting a copy of a character from another Marvel property like Vultress Felicia Hardy, or picking hybrid identities like a Peggy Carter who became her world's Taskmaster or a character who only existed temporarily like Peter Parker the Arachknight.

**Sticky The Thieving Tarantula!!! - Free**
This human-level intelligence tarantula is devoted to crime and can telepathically speak with you.

**Mockingbird -50 CP**
Kate Bishop’s parents were killed by the assassin Bullseye when she was very young. In order to get revenge, she trained hard to become a killing machine. With Bullseye taking on the identity of Hawkleye, Kate decided to take on her own identity as he performs terror attacks against the Thunderbolts in order to avenge her parents. Eventually, she found out that not only was this a different Bullseye than the one who killed her parents, but he had killed the original, and that Wilson Fisk was the one who ordered the hit. With a new target, Kate joined the Thunderbolts initiative program.

**Emerald Lioness -50 CP**
Ava Ayala’s father was a hero who used his White Tiger Amulet to protect people; however, he was hunted and killed by Kraven the Hunter. Kraven gave the Amulet to Calypso, who sacrificed it to Sagbata and corrupted the magic into something more toxic. When Ava Ayala managed to break in and steal back her father’s amulet, she was overcome with pain as it twisted her into a state neither living nor dead. With her new power, she hunted down Kraven and publicly executed him, gaining the attention of Ares, who aided her in suppressing the instincts of the corrupted amulet in exchange for her joining the Thunderbolts initiative program.

**Shockwave -50 CP**
Chase Stein was the son of rebels who was constantly overlooked and undervalued by his family. Over time, he created his own enhanced version of the shockers gauntlets, and when he was ready, he reported not only his own family but all of their allies to the Thunderbolts and even used his gauntlets to help them capture them, earning him a spot in the Thunderbolts initiative program.

**Young Blood -100 CP**
Alex Wilder was the son of rebels who one day came across magical tomes his parents were holding onto. Reading through them, he was dragged to hell. During his time in Hell, he learned how to understand magic, even going so far as to fuse with a demon. When he managed to return to the living world, he found that his parents and their allies had already been captured by the Thunderbolts. His attempt to rescue them caught the attention of Iron Patriot, who respected his intelligence

**Tommy Violent -100 CP**
Tommy Shepherd was the son of a famous mutant hero, but when she had a mental breakdown, she erased not only her family but most of the X-Men before she was killed. Confused and angry, Tommy awoke his super speed and hunted down the mutants who killed his mother, including his own grandfather, Magneto. Turning in the bounty got him the attention of Daken, who decided to recruit the boy.

**Heavyweight -100 CP**
Teddy Altman is the illegitimate hybrid child of both the Kree and Skrull royal families. Having been abandoned by the Kree after the Skrulls were exterminated in a genocidal war, Teddy had to take on a human appearance before he killed Hank Pym, who was responsible for the technology the Kree used for the extermination.

**Jurass-kicker -100 CP**
Gertrude Yorkes was the daughter of rebels who had been developing raptor monsters to fight against the thunderbolts. When the raid took place, Gertrude was knocked into the equipment, causing her to rapidly mutate and warp her mind. She was then captured by the thunderbolts, who forcefully recruited her as she could transform into a raptor monster and take command of any other lizards, forcing them to follow her will.

**Darkchild -150 CP**
Illyana Rasputina was tricked by N'astirh into opening a portal to Limbo, where she became trapped. Over the years, she was trapped and became warped by the chaotic energies, transforming her into a true demon. When she eventually led a demon army to attack New York, she was defeated by the Sentry, and her demonic energy was bound to a magic sword, forcing her into servitude to whoever wielded it. With this purchase, the servitude has been transferred to you.

**Quill Queen -150 CP**
Nico Minoru was the daughter of rebels who had been trained to use magic by her mother. While she wielded magic, she unintentionally killed a divine crow of Odin and was commanded to eat it. This minor divinity mixed with her own magical capabilities twisted her, allowing her to transform into a harpy-like creature. When the thunderbolts raided them, Ares recognised her divinity and decided to utilise it.

**Mystic -150 CP**
Kamala Khan gained her powers through a mystic bracelet that belonged to her grandmother; however, when she came into contact with Captain Marvel, they paired her with Moonstone. Seeing her as a potential danger, Karla used her powers to indoctrinate Kamala into her greatest acolyte and pseudo-sidekick.

**Solar Empress -150 CP**
Karolina Dean is the daughter of aliens who escaped the destruction of their home planet of Majesdane. After arriving on Earth, they joined the rebellion, hoping to prevent the destruction of their new home. Unbeknownst to them, their daughter had developed an addiction to magical energy after stealing from her friend Nico. When the Thunderbolts raided them, she found herself drawn to Captain Marvel when she tried to drink the power of the moonstone, only to be knocked out. When she awoke, she found herself being controlled by Karla using her addiction.

## Scenario: DC

For this jump, you will take on the role of a new "super-criminal" who has been brought to Stryker's Island for trespassing in a laboratory. Luckily, your arrival coincides with Lex Luthor breaking himself and other super-criminals out.

A short while later, the **Justice League** will be deceived and trapped by a super team from Earth-3, who call themself the **Justice Syndicate**. Consisting of Ultraman, Owlman, Superwoman, Johnny Quick, Power Ring, Sea King, and Grid, the **Justice Syndicate** pretends to be heroes; however, on Earth-3, they are better known as the **Crime Syndicate**!

Together, you and other DC Super-Villains must team up to expose the **Crime Syndicate** as the frauds they are to save the world… so that you can conquer it at your leisure.



You can not select this Scenario if you have previously used the **Lego DC Super-Villain Jumpdoc,** and can not use the **Lego DC Super-Villain Jumpdoc** as a Jump in the future of your Jumpchain.

If you take this scenario, you will have to utilise the **Lego DC Super-Villain Jumpdoc** at the end of the main jump and use it as though starting a new Jumpchain.

Using this scenario will gain a bonus +**300 CP** to spend in the **Lego DC Super-Villain Jumpdoc,** but you can not purchase any perks, items, or powers you have already purchased in this Jumpdoc.

Mechanically, the jump document will not count as a separate Jump but instead as a scenario extension of this Jump.

If you have taken the **Super Famous** drawback in this Jumpdoc, you must take it for this Scenario.

## Scenario: Amalgam (Requires Gauntlet Trilogy Mode)




For this jump, you will take on the role of a new "super-criminal" who has been brought to Stryker's Island for trespassing in a laboratory. Luckily, your arrival coincides with Alexander Osborn breaking himself and other super-criminals out.

A short while later, the **Judgement League** will be deceived and trapped by a super team from Earth-206, who call themself the **Ultra-Society**. Consisting of Golden Dawn, Night Claw, Marvel Woman, Lightning Bug, Power Patriot, Sea Hawk, and Hephaestus, the **Ultra-Society** pretends to be heroes; however, on Earth-206, they are better known as the **Thunder Syndicate**!

Together, you and other Amalgam Super-Villains must team up to expose the **Thunder Syndicate** as the frauds they are to save the world… so that you can conquer it at your leisure.

This section will function as a new Jump and will have almost all the Perks, Items, and Drawbacks from the **Lego Marvel Supervillain Jump** and the **Lego DC Supervillain Jump,** except any duplicate options and the options costing **-600 CP** will be removed.



You will retain both the Origins chosen in the **Lego Marvel Supervillain Jump** and the **Lego DC Supervillain Jump**, but will not be able to purchase any perks, items, or powers that you have previously purchased in this Jumpdoc or the **Lego DC Supervillain Jumpdoc**.

If you have taken the **Super Famous** drawback, you will be a fusion of both options in this Scenario

Named Companions can be purchased in this document; however, each named companion is a fusion with their corresponding counterpoint, such as **Nippy The Charlatan Crab!!!** and as **Sticky The Thieving Tarantula!!!** would become **Snippy The Scoundrel Scorpion!!!**

By selecting the **Amalgam** Scenario you will be eligible to purchase the **Fusion Boosted Perks** listed below If you have previously purchased their corresponding perks.

**Requires "I think our friend here isn't from our universe" and "This Stone is from another universe":**

**I Bring Universes with me and force reality to kneel -600 CP**
The nature of reality bends to your will as the laws and rules of each reality you visit stay with you. All powers and items that you designated, even your own Non-Fiatbacked powers can be shifted so that they function the same as they would in any reality that you have visited. Battling the Iron Lantern, you could change the universal laws around them to the world of Undertale, warping them into a monster, to the world of Captain Planet, converting the light into roots, or even to a mundane world, making the power suit a powerless metal cage.
**This Perk is also a Capstone Booster.**

**Requires "We are the Justice Syndicate" and "Are you supposed to be the Sinister Seven?":**

**The Past is malleable and mine to control -600 CP**
You can now customize and set up a fake past for anyone you target. This will let you learn their true history and change the details in the process, altering and creating evidence so that the story you create seems true.
**Booster**
This perk will now act as a **Narrative Perk,** allowing you to completely customize any selected character's backstory either at the start of the jump or once per Jump per target as a retroactive retcon.

**Requires "A valuable addition to our growing forces" and "We prevent our enemies from existing?":**

**Drawn to be as though by fate -600 CP**
You now seem to have a toggleable bubble of fate that you can control. Thanks to this, you can use cause/effect and random happenstance to manipulate events so that you either meet the chosen people or so that you never meet, even when right next to each other.
**Booster**
Why simply repeal or attract fate when you can simply steal it? Thanks to this perk, you can copy or steal the fated encounters of others, such as meeting true love, a moment of success, or even the awakening of a mutant ability, and give them to as many people as you wish. Through this, you could create an outbreak of super soldiers, prevent anyone from dying from specific happenstands or even bestow the circumstance of that death on another.

**Requires "I've just finished fashioning a cold-gun out of bed springs and soap" and "I've got more than a cave and box of scraps":**

**I can forge anything -600 CP**
You are now a supernatural technological master as you now gain a complete understanding of how to create any technology or craftsmanship from any work of fiction from scratch. This also gives you a full understanding of any components and resources utilised during their creation. With this, simply by thinking about the starship enterprise, a lantern battery, a magical wand, or medication, you will know how to create them. This will also indicate what components and principles are compatible with you and the local setting, meaning that you will know if you are capable of creating the selected technology and if they will work in the jump you're in; if they don't, become Fiatback.
**Booster**
You no longer need to actually create the items you plan to make, and now, by merely having the resources available, you can instantly transform them into the finished product. You will gain the knowledge and experience from performing each step of construction, but you will get the final result instantly.

**Requires "Good thing they're too busy fighting those goofs" and "An annoyance but only a minor one":**

**This world is designed to match my Intentions -600 CP**
You seem to be more than a prophet, as you can now mentally read the events that are going to take place in the future as though reading a work of fiction. This allows you to learn the events relevant to you, plan out your responses to those events, and see how the world reacts to those choices.
**Booster**
This boost makes the perk more than just prediction, as it can rewrite history. When this perk is activated, you will be able to view the records of the history of the world you are in as a story and can rewrite it as you see fit. Anything you rewrite will change history, creating a knock-on effect that changes reality. You can also choose to isolate a change in the past so that the events afterwards do not change, but the history is recontextualised to allow those events to have taken place in the current history as far as events relate to you.

**Special Import - Free**
If you already have a companion who is native to the Amalgam universe, you can import them for **Free**, with them merging with the native version of themself.
Each companion imported this way gains an **Origin** and **+600 CP**.

**Fusion Import - Free**
You can choose to fuse 2 companions so long as one is native to the Marvel universe and the other is native to the DC universe. The fusion can be imported for **Free**, with them making the native version of themself canon.
Each companion imported this way gains an **Origin** and **+600 CP**.

## Superpowers:

Comic book worlds often contain a myriad of Superpowered characters, and in this section, you will be able to purchase a wide variety of powers.

**General Powers:**
This section contains powers that can be purchased in each scenario and the main jump.
**Absorption - Free (Mandatory, Incompatible with “Famous Hero”)**
This is a story-based power specific to your initially created character, aka "Rookie". With this power, you can stand in front of glowing generators and absorb whatever is inside them. Doing so will add a specific power to your set for the duration of this Jump.



**Acrobat -50 CP**
Your body is now incredibly physically fit, matching that of Olympic-level athletes. This gives you exceptional flexibility, balance, bodily coordination, speed, reflexes, strength, and endurance. From this, you can spin on horizontal poles in order to launch yourself up into the air. You can also launch yourself off walls that are placed close together and use them to wall-jump up to greater heights.

**Buff -150 CP**
You can now double in size, enhancing your muscle mass to make the muscles in your arms, legs, and chest far more pronounced.

**Deflect -50 CP**
You are now able to create a mirror-like surface in front of yourself. This surface will allow you to deflect incoming lasers, either back at the caster or at another point, useful if you don't have such beams on your team.

**Dig -100 CP**
Possibly through the use of claws or other implements, you are able to dig up what's beneath you mechanically. This can be used to dig up treasure, but can also be used to quickly create a hole or tunnel.

**Electricity -200 CP**
You are now able to generate and project electricity as an attack. You are also able to charge up electrical devices and generators.

**Electricity Immunity -50 CP (Free with “Electricity”)**
You are now immune to electricity, as the energy passes through your body, it causes no negative effects.

**Explosives -100/150 CP**
You can now summon explosive balls of energy that you can use as weapons or for demolition. Silver LEGO objects in the environment require explosions to be broken and used.
For **-100 CP,** you can toss your explosive balls as though they were grenades.
For **-150 CP,** you can also launch your explosive balls like rockets by targeting something and willing them to fly to it.

**Flight -200 CP**
You now possess the capability to enter a "flying" state, where you can fly, moving up, down, and around. You can accelerate while moving to increase your speed, and it goes without saying, but with this, you can feasibly get to any spot on a map that's out of a normal person's reach.

**Giant -300 CP**
You are now able to grow in size, increasing your strength and durability. You can grow up to ten times your normal height proportionally to your regular appearance.

**Glide -50 CP (Free with “Flight”)**
While this won’t give you the true power of flight, you are now able to gently lower yourself towards the ground from any height without harming yourself. This will allow you to gain extra distance out of your jumps.

**Heat Beam -200 CP**
You are now able to fire a beam of heat that would allow you to destroy Gold LEGO objects. Objects will heat up before being destroyed, but you can also use the heat beam to trace a line around a wall in order to cut out a particular shape from it. The heat beam also works well against enemies, since it's a constant damage flow.

**Heat Immunity -50 CP (Free with “Heat Beam”)**
You are now immune to fire and extreme heat, as it can not burn your body or cause negative effects.

**Ice Blast -200 CP**
You can now create blasts of icy clouds and ice beams, which can be used to put out fires or freeze enemies. It can also be used on certain bodies of water to form them into ice structures.

**Ice Immunity -50 CP (Free with “Ice Blast”)**
You are now immune to ice and extreme cold, as it can not freeze your body or cause negative effects.

**Mind Control -300 CP**
You are now able to tap into the minds of others, allowing you to assume control of those who are weak-willed or susceptible to your mind control. While controlling someone, you can use their body and all their abilities as if they were your own.

**Plant Growth -200 CP**
You are now able to manipulate plant life either by creating some kind of plant life that will affect the area or by directly manipulating plants that are already alive and in bloom.

**Shrink -100 CP (Discounted with "Buff" or "Tiny" Free with Both)**
You can now halve in size, allowing you to enter into smaller spaces, such as traveling through vents. This can also be used to make it harder for others to strike you by quickly reducing your size in combat.

**Smash -150 CP**
You are now able to perform a charged strike attack, allowing you to hit enemies with enhanced force or break down walls in a single punch.

**Sonic Blast -100 CP**
You are now able to release a sonic blast that will break all those glass LEGOs, as well as cause damage to anyone in the area.

**Stealth -50 CP**
You are now able to render yourself invisible to security cameras and other non-living recording devices.

**Super-Strength -200 CP (Discounted with "Smash")**
You now have the ability to pull and pick up large and heavy objects with ease. This also allows you to pull on objects with LEGO orange handles attached, either by moving the object around, picking it up, or ripping it off its mounting.

**Super-Speed -200 CP**
You now have Super-Speed, allowing you to move at hyper-velocity, build objects instantly by auto-assembling bouncing LEGO bricks, and run up walls.

**Target -50 CP**
You can also now target anything with this power, making it so that any Projectiles you fire always hit the target you have marked. This is used to fine-tune where you send your projectiles, and when throwing a single weapon, it can hit multiple targets.

**Tech Support -100 CP**
You are now able to hack into any technology; depending on the panel, you may have to implement further interaction, either tapping a button or even manipulating a small puzzle. When technology is damaged, such as having smoke and sparks coming off it, you can use this power to have the item completely repaired.

**Telekinesis -100 CP**
You are now able to pick up people and objects at a distance. This can be used to move or build objects without touching them, including the LEGO pieces with colored sparkles on them.

**Teleport -150 CP**
You are now able to perform a short-range teleportation with focus or preset locations. You can use this to teleport to distant locations.

**Tiny -300 (Discounted with “Giant”)**
You are now able to shrink in size, down to one percent of your normal height, proportionally to your regular appearance. This allows you to enter tiny spaces such as fuse boxes and under doors.

**Toxic Immunity -50 CP**
You now have a passive resistance to toxins, as you can walk through toxic gas or toxic goo with no ill effects.

**Tracking -50 CP**
You are now able to track anything, as long as you have something in mind and are at a location where they have been recently, you will be able to make some colored footprints appear. Follow these prints in their trail to reach the endpoint, to find what you are tracking.

**Transform -100 CP**
This ability allows you to shapeshift, allowing you to effectively change your appearance into that of a different person.

**Marvel Powers:**
This section contains powers that can only be purchased during the Marvel Jump or Marvel Scenario.

**Chi -150 CP**
You are now able to tap into the mystical force of chi, allowing you to charge up and, once full, release a beam of yellow light.

**Cut -150 CP**
You are now able to use your hand like a blade, allowing you to cut through green vines and other objects that might otherwise be impassable.

**Elastic -200 CP**
You are now able to stretch and bend your body as though it were rubber. You can also inflate or contort yourself into various shapes, including a sphere, allowing you to roll around like a ball.

**Gravity Mines -50 CP**
You now have some control over gravity, allowing you to create Gravity Mines that can be tossed out to create localised gravity wells that can be used to harm and slow down enemies or attract loose objects.

**Portal -50 CP**
You are now able to see and reopen closed portals, allowing you to expand them into working portals. Once the portal is open, anyone can pass freely through it, leading to the other side in another location.

**Rune -200 CP**
You are now able to perform magic and interact with magical runes. Mechanically, this will allow you to draw energy from the surrounding dimensions and link runes to alter the environment in some way.

**Time -200 CP**
You are now able to bend time itself, allowing you to manipulate LEGO Objects that glow green, letting you pull objects forward or backward in time. This can be used to forcefully age objects or restore objects to their past state.

**Spider-Powers -100 CP**
You can fire webs and attach to walls, climbing around them, similar to walking on any surface; however, it is quicker to crawl on all fours. You can use your webs to entangle enemies and move to just about any area someone who can fly can go, although not quite as fast.

## Drawbacks:



**Blocks-Be-Gone - Free**
Normally, this world and jump setting would be compromised by various forms of LEGO, the children's construction toy. With this drawback, you can change that, making it so that the world is no longer plastic but instead a regular Marvel world of organic people and plants.

**Super Famous - Free**
Rather than being the custom player character known as the "Rookie", you can instead select any canon Marvel character and replace them.

**I'm his biggest fan +100 CP**
There is an immortal weirdo who seems to know everything about your in-jump powers, abilities, and history. They also seem desperate to share this information with anyone who will listen.

**Who designed your costume? +100 CP**
Your costume will no longer be designed by you and will now be the result of using the random function on the LEGO Marvel Super Villain character builder. You will automatically be equipped with the costume whenever action takes place and will be unable to remove any part of it unless you are in your downtime.

**This one doesn't say anything +100 CP**
You are now mute, incapable of speaking, and any attempts to communicate with others audibly will fail miserably.

**Deal with the hangers on +100 CP**
It seems your allies have some form of Anti-Plot armour, as whenever you are not with them, they will lose every fight they get in. It won't matter how powerful they are or how weak their opponents they will simply lose as long as you are not around.

**Batteries sold separately +100 CP**
You now have one new superpower: the ability to make anything you touch glow in the dark, whether that's a tool, a vehicle, or another person. Anything you touch now glows in the dark regardless of your intentions. Post-Jump, you will be able to toggle this.

**I need my TV time +100 CP**
You have a serious TV addiction, and I mean serious. Your need for TV is now similar to your need for sleep, as if you don't watch at least an hour of television per day, you will feel exhausted, with that exhaustion only growing the longer you go without TV.

**Why do I never take the keys out of that thing? +100 CP**
It seems that there must be a cosmic order of criminals determined to take away your means of transportation, as whenever you stop looking at any vehicles you own or are in temporary possession of a vehicle, it will be stolen the second you stop paying attention to it.

**Call me metal man +100 CP**
Through this jump, you will have no idea how any of your powers actually work. You can use them and occasionally figure out some tricks, but when it comes down to how they function, you haven't a clue.

**I'm as much of an expert on tennis as I am on boxing +100 CP**
You keep becoming hyper-focused on mundane activities and obscure hobbies. While this, in and of itself, is not much of an issue, you keep getting the overwhelming desire to share and pester others about your current obsession.

**Wait, didn't we just beat you? +200 CP**
Whenever you defeat someone and leave them unattended, they will gain a second wind after a short rest, forcing you to fight them again before you can beat them for real.

**I, too, am a master of stealth +200 CP**
Whenever it comes up in conversation, you keep talking about how supposedly amazing at stealth you are, claiming to be the supreme shadow. However, most people will just think you're arrogant.

**So where is this buried treasure +200 CP**
You can not complete this jump until you find a small, durable box that has been buried somewhere on land. You will gain a compass that, once every 24 hours, you can press a button on, and it will point in the direction of the box.

**Being bad makes me feel bad +200 CP**
Whenever you do something bad or Villains you will be overcome by a feeling of guilt and sadness, making it far harder for you to be the bad guy.

**Watch out, that raccoon has a gun +200**
It seems that the furry community is a lot more common in Lego, as a large number of the public will start wearing animal costumes. Also, you will have a great deal of difficulty differentiating people in animal costumes from actual animals, often thinking that they are just animals that are out to get you.

**So much for your support +200 CP**
Whenever you need to use intellect to solve whatever problem you are facing, you will be on your own. Any allies you have with you will become completely useless, saying the same pointless lines on repeat. As such, it will fall to you to do all the mental lifting.

**Literally? or Literally Literally? +200 CP**
Perhaps people think your honesty or maybe sarcasm is a foreign concept to everyone around you, but regardless, anything you say will be taken literally. Sometimes your words will even be taken to their most literal extreme and backfire on you in horrible ways.

**I'm sure it was in my wallet +200 CP**
It seems you are terrible at keeping track of your possessions. Anytime you put something down, you forget where you put it the second it leaves your sight, making it far harder for you and others to find.

**What a hideous corruption +300 CP**
There seems to be some terrible corruption making its way around the world that replaces mundane people with hideous knockoffs that disgust you in ways you can't quite express. In the Lego world, people will be replaced by Mega Blocks, Pantasy, Lumibricks, Cobi, and Duplo figures. In a mundane world, this would be akin to people being replaced by manikins, homunculi, patchwork people, and zombie-like living corpses. While these people won't be any more dangerous than ordinary humans, they will be disgusting to you.

**It's Evil like stealing candy from a baby +300 CP**
Perhaps you have landed in a 90's era universe, as now each of your allies will have a far darker and grittier view of good and evil. The heroes are far more likely to torture and kill to get their way, while the Villains are far more deranged and psychotic.

**Beware the fierce and ferocious beast +300 CP**
Someone has found and unleashed a terrible monster from Greek mythology, the Manticore. This monster is over ten feet tall, with eyes of flame and teeth of steel, traveling the land and sky with its goal to end you at any cost. Its voice may also sound like that of Brian Wecht.

**The enemy of my enemies is not my friend +300 CP**
There is an old saying about fair-weather friends, but you are now suffering from a lack of any type of friend. With this drawback, half the Villains who would otherwise be your allies will not break out on their own and consider you their enemy above anyone else.

**You really think you can stop me +?00 CP**
Whenever you are facing a group of enemies, they will always get reinforcements and additional support. When fighting superpowered foes, they will gain additional support from other powered individuals whose powers are not as powerful.
For **+100 CP,** you will always have to face twice the number of enemies you otherwise would.
For **+300 CP,** you will have to face ten times the number of enemies you otherwise would.
For **+500 CP,** you will have to fight twenty times the number of enemies you otherwise would.
For **+1000 CP,** you will have to fight fifty times the number of enemies you otherwise would.

# The End:

You have completed this jump so what is your next great adventure?

**Remain:**
You want to stay in this world long term? Ok as a consolation prize you gain an extra **+1000 CP** to spend in this Document however you wish.

**Move On:**
On to the next Jump and the next adventure!

**Home:**
No more Jumps? Have you finished with your jumpchain adventure? I hope you enjoy going home but as a bonus you gain a **Warp Gate** item that will allow you to travel between your home continuity and this Jump setting once per day, have fun.

**A Little Bit of Everything: (Requires Gauntlet Trilogy Mode)**
Well it seems you got all the benefits as by completing all 3 **Gauntlet's** you gain the following:

- **+500 CP** to spend in each Gauntlet.
- You can continue onto your next jump and if that jump was created by **DeverosSphere** you gain **+100 CP** to spend in it.
- 3 **Warp Gate** items one to each setting that will allow you to travel to and from your current continuity and the corresponding setting. Time when you use the gate to leave each setting meaning no matter how long you are away no time will pass.