(NSFW) Marvel



V1 by gastroc2525

Eons ago, a Celestial known as the Progenitor fell onto Earth and died, seeding the Earth with limitless potential. Costumed metahumans have since taken to the streets, fighting crime or seeking power with their own two fists. You'll find yourself surrounded by allies and enemies, maybe even lovers.

At the same time, the galactic community finds itself in a state of constant conflict over resources and territory. The Kree and Skrull empires fight a series of battles, and the gods of Asgard survive the presence of Loki and the Enchantress.

Take 1000 choice points (CP) to spend below.

Location:

Pick one of the following locations to begin, or roll a 1d8 to randomly determine your starting location.

1. **New York** - New York is home to many famous heroes and villains. Spider-Man makes his daily rounds here, and the Fantastic Four face threats both big and small.
2. **Wakanda** - This small nation is home to Black Panther and his allies, hiding vast stores of vibranium. You'll start in the capital city of Birnin Zana.
3. **Atlantis** - The underwater nation of Atlantis is home to Atlanteans and their king, Namor. I hope you can breathe underwater.
4. **Savage Land** - These lands, located in Antarctica, are full of dinosaurs and scantily-clad tribesmen. The savage land is a tropical paradise filled to the brim with life.
5. **Asgard** - The homeland of the mighty Thor, Asgard is filled with deities of every shape and size.
6. **Knowhere** - Knowhere is a city and research station built in the severed head of a celestial.
7. **Xandar** - Xandar is home of the Nova Corps and a popular spot to invade. At least the planet is safe and largely peaceful.
8. **Sakaar** - Sakaar is a war-torn world and home to the Green Scar.

Origin:

You may freely select your age (as long as you are an adult) and gender as you enter this world. While origins give a background by default, you may select to use any of the origins below as a drop-in, lacking memories and possessing only basic paperwork.

Hero - You are a bona fide team player. Not only do you fight for good, you are also willing to help others become the best they can be.

Solo - You do your own thing. You could be anything from a vigilante to a mercenary, but the one thing you definitely are is free.

Threat - You aren't here to make friends; you're here to change the status quo, and you don't care who you have to break to do so.

Perks:

All origins receive a **50% discount** on all associated perks (with discounted **100 CP** perks being free) and a **600 CP** stipend to spend on perks.

Comic Cleanup [Free] Your attractiveness is raised by three on a scale of ten. If desired, your sexual characteristics may also become truly impressive in both size and quality. A copy of this Perk is automatically given to all individuals in a jump without this sentence, unless you'd rather they didn't have it.

Lewd Timeline [Free] You are protected by a small form of porn physics. You can handle any biologically impossible insertions, your refractory period is reduced as far as biologically possible, you can become fertile or infertile at will, and your reproductive system never causes any pain. You may grant a copy of this perk to anyone you touch.

Quiet Streets [Optional, Free] With this perk you may limit your time here to the street level. You'll only encounter street-level threats. Thanos won't invade, Galactus won't attempt to consume your planet, and the world won't be shaken by the appearance of a Skrull invasion. Those threats still exist, and so do the heroes that fight them. You'll just never see past the street level while you're here.

There are three exceptions to this protection. First, you may freely break this barrier by looking for trouble beyond the street level (such as meddling in the affairs of Dr. Doom). Second, your protection wanes as you grow in power (a cosmic hero in the streets of New York will find supervillains attracted to their presence even with a low profile). Third, scenarios you take aren't subject to this barrier.

Quippage [100] You have a sharp wit capable of destabilizing even the world's most capable individuals. The more you know about an individual, the deeper these words can cut, making this perk especially effective on foes you face regularly.

Inspiring Figure [100] Your presence inspires your allies to greatness and intimidates your enemies. This is a minor luck effect that helps your friends and hurts your enemies. Additionally, you are an amazing public speaker.

Galaxy of Opportunity [100] The cosmos calls to be explored. Not only are you able to learn languages at an extreme rate (fluency in a couple of hours), you are immune to the many mundane diseases you might find out there in the cosmos. You retain the capacity for sex even as a normally sexless creature like an android, and you are sexually compatible with every alien species you meet.

Parker Luck [200] You are cursed to be surrounded by beautiful people. Not only do you bump into beautiful individuals often, you also tend to attract them as well. Something about you is especially endearing to these prospective lovers.

You can leverage this attraction into a full-on relationship if you'd like. You can even maintain multiple of these relationships at the same time. These polyamorous relationships are largely

drama-free, your presence producing a web of attraction that leads your whole harem to become thick as thieves. Any polyamorous relationships you enter or create are legally and socially acceptable.

Avoiding Ultron [200] You are immune to the troubles that follow mad scientists the world over. Your creations are loyal to you. This isn't the result of perk-based mind control either; instead, you are a fantastic parent and mentor to your creations.

AIs you create never develop a thirst for conquest or seek to eradicate human life, clones never become unstable and dangerous, and children you produce seem to thrive under your quiet care.

Perfect Host [200] You are an amazing host in every sense of the word. Your body is built to support symbiotic friends and implants. Not only does your genetic code adapt to any new implants you install, your body also seems to work synergistically with the new implant by pulling all the value it can out of the add-on.

Implants and symbiotes you install have their weaknesses dramatically reduced, and any upgrades added to your body are automatically added to this perk and thus fiat-backed to work in other worlds.

Spider Pheromones [400] You are an addiction that is difficult to break. You have an animal magnetism that draws other people to you. You smell like love, taste like sex, and feel immensely comfortable. This effect grows in proportion to the strength of the metahuman you are attracting. This magnetism only works on the people you'd like it to.

You are a lover par excellence, capable of reducing iron-willed heroes into quivering messes. This perk also provides you with an extreme resistance to the negative side effects of metahuman powers while in the bedroom. You may grant this resistance to any of your partners.

Diplomatic Immunity [400] You are utterly immune to prosecution for your crimes. How this is accomplished is up to you; whether you are the leader of a foreign nation or just know some useful superpowered lawyers, the effect is the same.

Any crimes you commit that are less than murder will be ignored by the law through a series of convenient loopholes and legal nonsense. Murder and above will simply net you a few years in a low-security and comfortable prison.

Normally, this immunity would earn you the hatred of the public, but this seems to be the opposite in your case. The public almost always seems to be on your side for indiscretions, drawn to your mystery and danger.

Unbreakable Fourth Wall [400] Marvel has quite a few characters that can break beyond the fourth wall. They use this power to read ahead, potentially gaining insight on new characters. This doesn't work on you.

You may shape the contents of future or past thought or speech bubbles to your heart's content. You can feed fourth-wall breakers false information as your fake bubbles shape the bubbles of other people, potentially producing entire false timelines.

Sadly, this perk does not prevent you from being beaten with your own health bar.

Raw Potential [600] Your genome is adaptive and potent. Effects that would normally damage or destroy you instead grant you greater power. Doses of gamma radiation that would normally give you cancer now supercharge your powers, prolonged exposure to cosmic rays would see you walking away with superpowers, and being bitten by a mutant spider would grant you the ability to walk up walls.

Having sex with a metahuman counts as an effect for the purpose of this perk, acting as the same effect that gave them their powers. Attempts to abuse this perk, such as continuously sleeping under a wave of gamma radiation, will be met with rapidly diminishing returns.

If desired, your children inherit any biological powers you possess (such as the x-gene). If you have any alt-forms, they can inherit those alt-forms as well.

Continuous Education [600] Your powers are unlatched from any limiters that prevent their growth. Not only are you continuously capable of developing new uses for pre-existing powers, your powers themselves also seem to constantly grow.

You will also slowly lose any weaknesses or limitations that come from your abilities.

No You Move [600] You are extremely resistant to “hax.” A wizard striking you with a spell will be surprised to find himself facing a pissed-off lizardman instead of a tiny newt. Time-travelers will find your timestream near-impossible to mess with, and teleporters can’t move you more than a couple feet if you’re unwilling.

As a final boon, your powers cannot be stolen, suppressed, nullified, lost, or copied.

Hero Perks:

Good PR [100] You start with an amazing reputation as you enter each jump, even as a Drop-In. This reputation is strong enough to fuel several fan clubs, and only grows as you act as a hero. Other heroes can even be wowed by being in your presence, with the brave willing to proposition you for a good time.



I Can Do This All Day [100] You are blessed with a degree of pain tolerance and endurance. Your body will give out before your mind.

Additionally, while you may not have a healing factor, your body heals remarkably well. Your insides could be turned into meatballs, and a trip to the hospital would see you walking away with only a couple of cool scars in a couple of months.

Fastball Special [200] You are amazing at factoring in your teammates' abilities with your battle plans. Your enemies will think you've spent hours practicing with your teammates when you've just been improvising. You can use this ability with anyone, even gaining a sixth sense for the powers of temporary teammates.

As a side bonus, you are really good at throwing objects (and people). You can ricochet throwing weapons off walls and back into your hands.

Web-Head [200] You are amazing at tying up foes non-lethally. Not only do you know how to pull your punches just enough to avoid caving in skulls, with a rope and a couple of minutes, you could even get the Rhino to stay still.

The bedroom applications of this power should not be understated.

SHIELD Backing [400] While this isn't necessarily SHIELD itself, you have the tacit support of world governments. You'll have full discretion to act in the defense of the world and never face the legal issues that other heroes do from time to time.

This government backing continues into resources and support. You'll receive the latest technology to use in your hero work, and the government will always have tight-lipped doctors available to heal you up after going down in a fight. You'll even have a sexy assistant/handler to manage these contacts and provide you with direct communication with the government.

Worthy [400] You are an honorable warrior, and the weapons of this world know it. You can use any item locked to specific users. Biometric locks and ancient enchantments fold in your presence, letting you use those items with impunity.

Fantastic! [600] This world is only years from utopia, and you know just how to get it there. You have all the skills and experience required to change this world for the better, being able to produce change that will last.

Through complex maneuvering and inspired decisions, you can shape the world into a reflection of what you'd want it to be. This change will take years, but you'll always have the opportunity to live in your utopia before you leave on your next grand adventure. The exact form this utopia takes is up to you, but it will always be a net gain for the citizens of the world.

By My Beard! [600] You possess the barest embers of divine power. These embers form what could only be called the "jumper-force," a small cosmic force with great potential. As you seek to understand this power, it will grow. It will grow until it reaches its full potential as a blazing bonfire of near-infinite power.

This force can be used to power your own development. Your powers become stronger as the jumper-force grows, eventually matching the mighty Thor. This is but a secondary effect; the major power of the jumper-force is that it can be used as a battery to power miracles. This drains the force of some strength. To restore that strength, you must simply spend some time relaxing in your "jumper-sleep." You count as in your "jumper-sleep" during any sleep or relaxation you undergo.

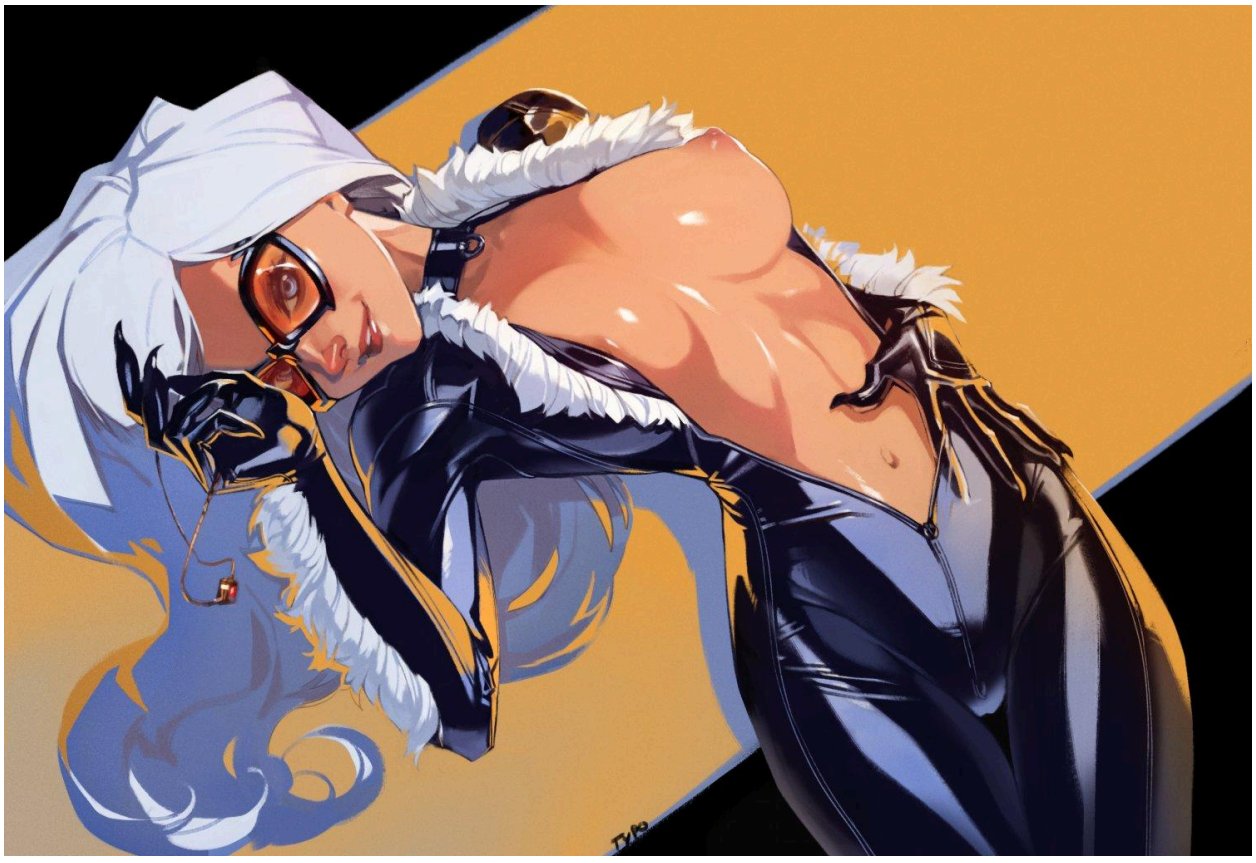
Solo Perks:

Castle Doctrine [100] Violence is your language. You have a talent for all things blunt, bladed, or barreled. Not only do you have enough skill to match Frank Castle in combat, but you'll learn from each fight you participate in. Any scars you receive in these fights serve to better highlight your attractive features and never hurt your appearance.

Star-Lord [100] You are an amazing pilot, capable of flying nearly any ship you come across. You also know enough about alien technology to repair and maintain those ships.

Kingpin [200] It isn't always about the money, but most of the time it is. Not only do you have a talent for business that borders on the extreme, you also have a sixth sense for good opportunities to gain and spend your cash.

The more money you have, the better you look in the eyes of other people. Your attractiveness increases directly with your bank account, making it simple to get others to follow your plans or just to have fun with other members of high society.



Fury [200] You are amazing when it comes to tactics and planning. Your cunning mind could handle managing multiple heroes at the same time, and your schemes are incredibly difficult to disrupt. If you wanted to change how the world works or seize power for yourself, you could do both easily.

Great Responsibility [400] You build a sort of “karma” when acting as a solo. Time you spend preparing, planning, and scheming pays off 300% when you actually put your plans into motion. You have a tactical mind capable of producing these plans with efficiency.

The more of these plans succeed, the easier it is to snowball into future plans. In effect, taking great responsibility now leads to greater power later on.

Super Science [400] You know the basics of super science and are capable of producing advanced technology. Take the power **Beyond Clever** for free. You also know how to produce faster-than-light spacecraft and laser weaponry equal to galactic standards.

Equipment you produce is fiat-backed to work in other worlds and difficult to reverse engineer. You are also quite good at reverse engineering alien technology.

Friendly Neighborhood [600] You have a sort of control over your “territory”. Your territory includes any real estate or items you own and your allies. While you maintain and protect your territory, you experience a solid boost to your overall power. This applies when you are fighting inside your territory or fighting in service of your territory.

The territory you protect pays you back for the protection in a wide variety of ways. People will simply pay you back (usually with favors, but can be monetarily), whereas your land becomes prosperous and beautiful, and your equipment functions wonderfully for you.

You have a sixth sense for when your territory is threatened and always seem to arrive just in time to protect it.

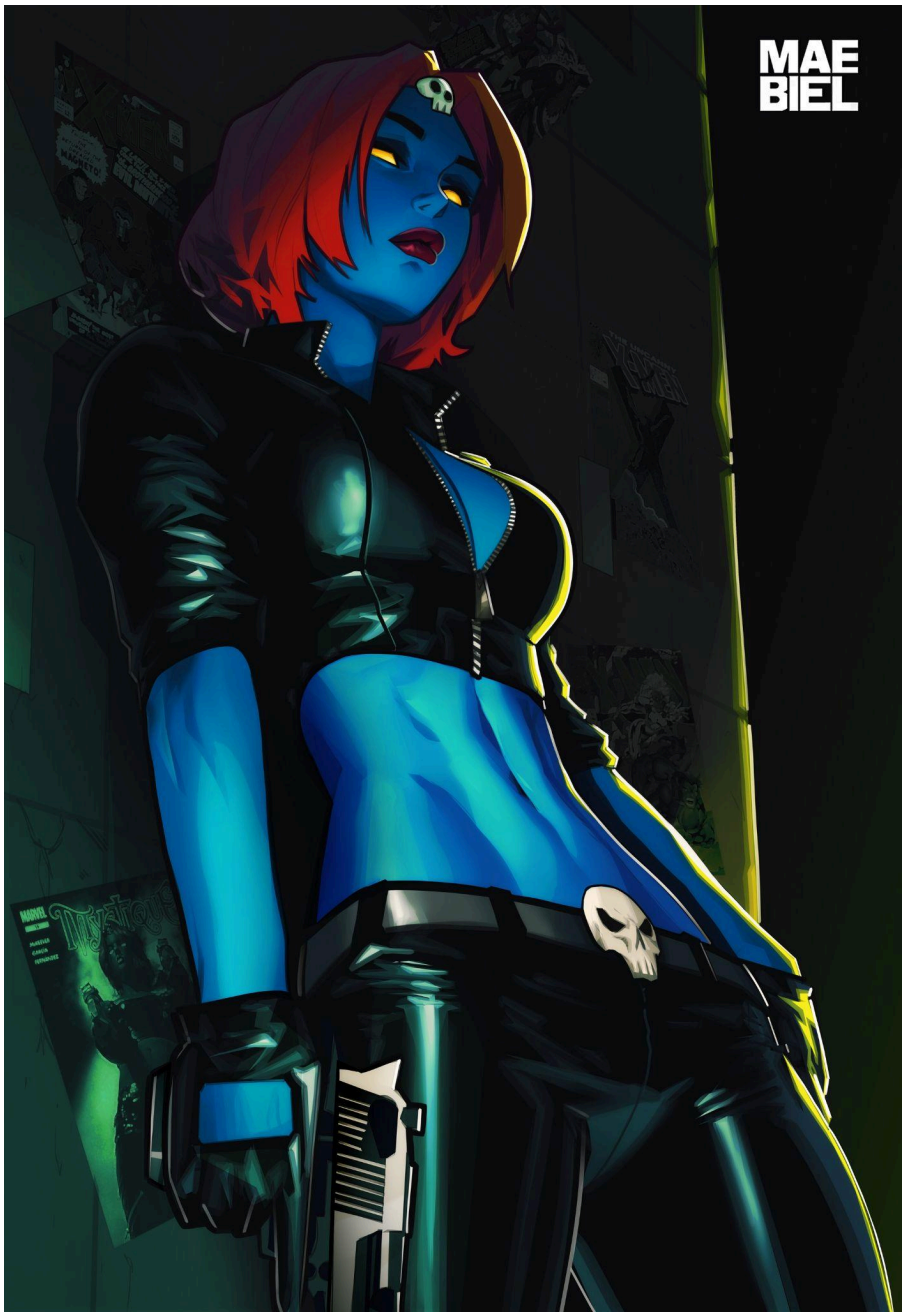
Genome Imprint [600] Like a Klyntar symbiote, you possess the ability to absorb the genetics of creatures you come into close contact with. As Venom used this ability to copy the powers of Spider-Man, you can use this power to copy the powers of the creatures surrounding you.

Your genomic imprint is based upon physical contact. Touching someone for a couple of seconds would provide only the barest whispers of their power, whereas fully consuming another creature would provide the whole gene. You needn’t kill others to take their power; prolonged physical contact with another is sufficient if done long enough.

This perk only works on powers coming from a biological source. For example, you likely wouldn’t receive anything of note from touching Dr. Strange, because his powers come from the soul instead of the body.

Threat Perks:

Who Deserves to Rule? [100] You are absolutely immune to the effects of mental manipulation, corruption, and hypnosis. This includes the reading of your thoughts, any abilities that control minds, and even complete immunity to the pheromones of others. Most of this immunity comes from your iron will, but this protection also functions as a mystical defense against such intrusions.



You may freely give a copy of this perk to anyone you'd like, but those copies do not protect against mental manipulation used by you. You may dial this protection up if you'd like them to have some resistance to your powers.

Sinister Six [100] You are a lord of evil, a prince of thieves. You possess all of the qualities that make one into a skilled supervillain.

You have villainy down pat, knowing when to act extravagant or intimidating as the situation demands it.

As your infamy grows, you make lesser villains and heroes buckle in fear. This fear will twist into a dark attraction in individuals you are attracted to.

Two More Take Its Place [200] Your criminal enterprises are effective and stubborn. The heroes might find and destroy your operations in one location, but your loyal minions will simply open two better-hidden operations in different locations.

You inspire fanaticism in your henchmen and women. They will never rat you out and would rather die than dishonor your name.

God of Lies [200] You are an expert manipulator and liar. You know exactly the kind of lies that will be believed, and when to just lie by omission. You are an amazing actor, capable of forming convincing disguises and bluffing your way through security.

You are also a master of giving “we aren’t so different, you and I” speeches. Your speeches will have little effect on paragons of virtue like Captain America (unless you’ve put them into an insane situation), but have a decent chance of changing the minds of less inflexible heroes.

Brotherhood [400] You’ll find other metahumans flocking to your banner because of your ideals. These metahumans, even selfish villains, will work collectively to further your goals. Your ideals are so powerful that they can even pull heroes into your brotherhood of villainy.

Once you have your hooks into a MetaHuman this way, they’ll hold to your ideals through nearly anything. Even if they manage to break free of your cult of personality, they’ll eventually relapse into your waiting arms.

Apocalypse Now [400] Take **200 CP** worth of powers for free. Additionally, your powers have undergone the same techno-organic enhancement as Archangel. These enhancements serve to dramatically increase the power and versatility of the abilities you possess.

Your enhancement is hereditary, with your children receiving a copy of this perk. Your fertility is likewise enhanced, producing twins or triplets easily.

Many Angled [600] You are the source of an all-consuming corruption. You may spread this corruption through your body fluids. Biting or kissing is only moderately effective, with sex with you being the most likely to corrupt another.

Take **300 CP** to spend on powers in this document. You receive those powers, and so does anyone corrupted by your power. You may choose how these powers and your corruption manifest. Your corruption may cause physical changes to victims or alter their memories or personalities. Once an individual has been fully corrupted by you, they will begin to spread your corruption to others.

You can select up to two characters in the world to act as a "patient zero" for your corruption. As you enter the world, those characters are infected (shortly becoming fully corrupt). They'll always find themselves in a fantastic position to spread your corruption.

If your corruption comes into contact with a different corruptive force, perhaps a techno-organic virus or zombie plague, it absorbs the other force. This sees your corruption grow into a spreading and evolving scourge of the universe.

I’ve Come to Bargain [600] You are something of a monkey’s paw, a mischievous djinn, or a diabolical deal maker. You gain **Advanced Training (Chaos Magic)** for free, but unless you have **Magician,** you can only use your chaos magic to grant wishes. You cannot grant your own

wishes, nor can you grant the wishes of anyone you hold complete power over. Instead, you must seek out others' wishes to grant.

With your chaos magic bending reality, you can grant nearly any wish. You fuel your wishes, and thus cannot grant any wish impossible for yourself to accomplish. This mainly means that you cannot wish dead anyone who you cannot kill, obtain items that are impossible for you to obtain, or resurrect the dead except on very rare occasions.

This all begs a very important question: why would you seek to grant the wishes of others? The answer is simple: you get paid to do so. Each wish you grant, for good or ill, grants you a portion of demonic power. You can also embed your wishes into magical contracts. These contracts are magically enforced and binding.

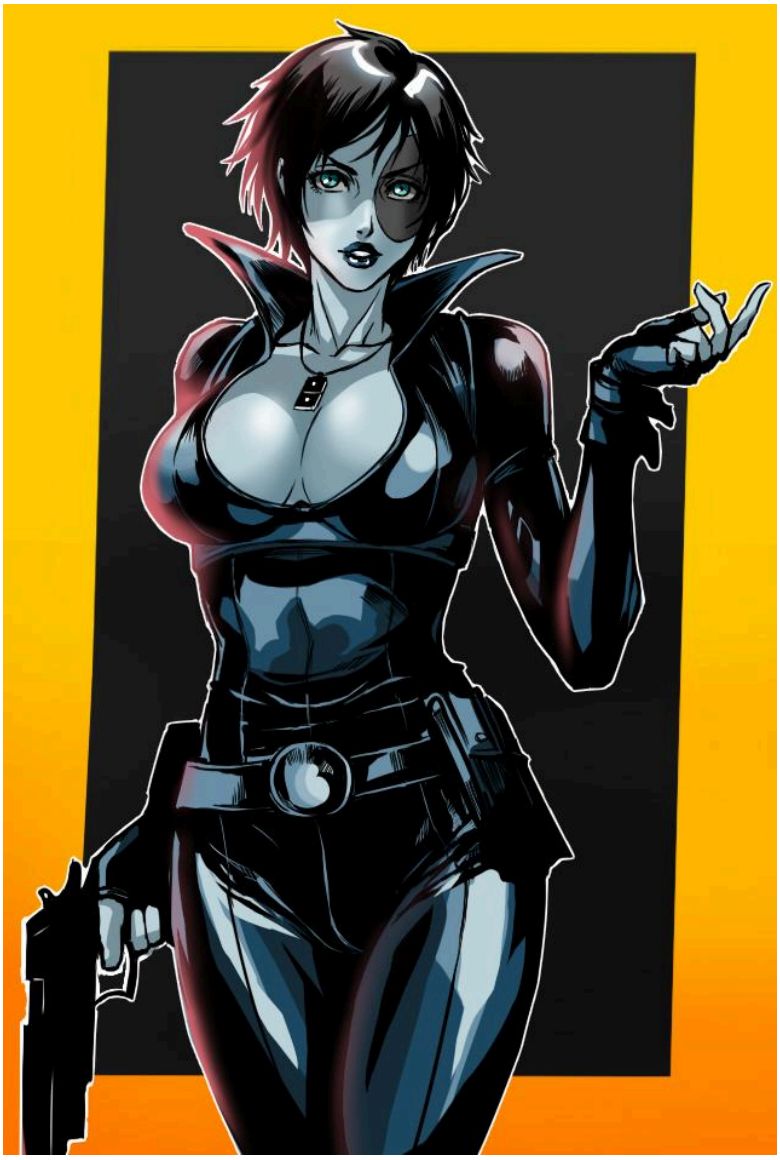
You are not under any obligation to properly grant the wishes you hear. For a random example, if a hero wanted to sell his marriage to save his great aunt, you could snap your fingers and make it so. If he wants to complain that you are now married to his ex-wife, he'll have to take it up with somebody else.

Powers:

Some powers have upgrades. This is noted in their descriptions and with an indentation. You must purchase the original power to obtain its upgrade. Upgrades can receive their own upgrades; this is noted by a large indentation. One only needs to purchase the upgrade directly above the sub-upgrade to purchase it.

You have a **400 CP** stipend to spend on powers.

Custom Powers [Cost Varies] Using the powers below as a rough guideline, you may freely design your own unique power set.



- **100 CP** yields incredibly minor powers such as the abilities of the mutant Toad.
- **200 CP** yields powers of some utility, such as the abilities of the mutant Domino.
- **400 CP** yields powers of true utility, such as the abilities of the mutant Archangel.
- **600 CP** yields powers of extreme utility, such as the abilities of the mutant Rogue.
- **800 CP** yields powers at omega level, such as the abilities of the mutant Storm.
- **1600 CP** yields powers beyond omega level, such as the abilities of Franklin Richards.

These custom powers come with a modifier based on the source of your powers.

Deviant [+200] Your powers are a result of your deviant genes. Your appearance is negatively impacted by your powers, and your powers tend to be unstable. You would almost certainly be hated on sight by most of the people in the Marvel universe.

Mutant [+100] Your powers come from a mutant X-gene. Your appearance may be altered by your powers, but this is often not the case (if you have a huge change, take another +100 CP). Your powers tend to be unstable, and mutants are wildly hated by the citizens of this world.

Mutate [0] Your powers come from an external source, such as a radioactive spider bite. Your appearance is only ever improved by this process. Your powers are also shockingly stable, and you aren't wildly hated by people at large.

Inhuman [100] Your powers are a result of exposure to Terrigen mists. Not only do your powers tend to be stable, your body is also a result of careful experimentation that grants you a peak human physique (take **Erskine Formula** below for free). Inhumans aren't widely known by society at large, but have the support of their society.

Eternal [400] Your powers are a result of careful Celestial experimentation. Your appearance is sublime, your powers are under your direct control, and you have a superhuman physique (take **Erskine Formula** and **Burstein Process** below for free). You are also immortal and can resurrect if killed in the resurrection chamber (this acts as a 1-up you can use every year).

Erskine Formula [100] You may not have undergone the same process as the one used on Captain America, but you still sit at the same peak of human potential. Not only are you superhumanly strong and durable, you also have near-infinite stamina.

Your enhanced liver grants you immunity to common drugs and poisons, and your enhanced immune system gives you immunity to diseases and increased longevity. Most terrifying of all the enhancements is a boost to your cognitive function that allows you to learn far faster than a regular human.

Your physique and sexual characteristics are similarly enhanced at your discretion.

Burstein Process [100 Upgrade] You now possess nigh-invulnerable skin and a greatly increased physique from the defaults given in **Erskine Formula** above. Your healing factor is also greatly increased, letting you walk off whatever gets through your bulletproof skin.

Atlantean [100 Upgrade] You are an Atlantean like the fierce Sub-Mariner. You are immune to the fierce pressures of the ocean and fully amphibious, capable of breathing water as well as air. As you purchased this power, you do not need continuous contact with water to maintain your powers like other Atlanteans.

Tasky [200 Upgrade] You possess a photographic memory and a body capable of flawlessly copying the actions of others. This memory has made you into a master combatant who knows (essentially) every fighting style in the world.

You do not receive the memory problems that Taskmaster possesses with this power.

Spider Totem [200 Upgrade] You are host to the same abilities as the famous Spider-Man! Not only are you capable of crawling up walls with just your hands and feet and significantly more agile and powerful than before, you are also host to a powerful danger sense known as the Spidey Sense. Lastly, you receive a powerful regenerative healing factor.

Ultimate Spider-Man [200 Upgrade] You receive new powers equal to the powers received by Miles Morales of the Ultimate Universe. You are capable of generating electric blasts from your hands and bending light around yourself to produce near-invisibility.

I'm Something of a Scientist Myself [200 Upgrade] You have been affected by Norman Osborn's Goblin Formula. This dramatically boosts your physique beyond the **Erskine Formula**. You also gain a powerful healing factor.

You do not suffer from any mental instability from the Goblin Formula. In addition, while most users of the Goblin Formula wear masks, some have their appearance altered by the formula. You may choose to have your appearance take on a "goblin-like" tinge.

If you also possess **Beyond Clever**, you gain a mental database of Osborn technology such as the Goblin Glider and his Pumpkin Bombs.

Extremis Virus [200 Upgrade] You've been infected with the Extremis Virus. This nano-mechanical virus dramatically boosts your physique. Not only can you out-strength an Iron Man suit, you can run up to three hundred miles per hour.

You no longer need to eat, drink, breathe, or sleep. You can also discharge energy from your body by breathing fire or channeling electricity through your hands.

If you also possess **Beyond Clever** and **With a Box of Scraps!** you are capable of producing the extremis tech of Tony Stark.

Inhuman Physiology [Special; Cost Varies] There are many species in the Marvel Universe. You may select one of these species as your own, gaining all the powers (and weaknesses) of your choice. In this jump, your alien body will be your main form, but after this jump, you may shift into this alien form with a thought, it being one of your alt-forms.

You may only choose one of these powers. Each additional power you take from this section costs **200** additional CP to purchase and renders you a hybrid of the two species. You possess all of the powers and weaknesses of both species at their full strength.

Populated Galaxy [Cost Varies] Using the options below as a rough guideline, you may freely become an unlisted species.

Kree Physiology [200] You are one of the terrifying Kree, citizens of the Kree Empire. Your people dwell in the stars and thus possess a powerful physicality. You are twice as strong, durable, and enduring as a human. Take **Erskine Formula** for free above. You

also possess a “seventh sense” which provides you with an inbuilt talent for psychic abilities.

Kree are unable to breathe normally in Earth’s atmosphere, and a rare material known as Tantalum-180 is torture to your body.

Flora Colossi Physiology [200] You are a living plant, a member of the same species as Groot. You have a supernatural physique (Take **Erskine Formula** for free above), and the minor ability to shapeshift by altering your vines. Your biology also allows you to survive powerful attacks and regenerate from near-complete destruction.

As for weaknesses, you are weak to anything a plant is weak to. This includes fire, termites, rot, and cold. You also speak solely by saying the phrase “I am Groot”. People who spend time around you will quickly pick up on what you are actually saying, but strangers will be unable to figure out your deep inner world.

Skrull Physiology [200] You are a Skrull, one of those near-boundless shapeshifters. You can form into nearly any solid object, shapeshift to any size from a housefly to a giant, and perfectly disguise yourself as others. The only limitations to your shapeshifting are that you cannot use an individual’s powers when shifted into them, and you cannot take non-solid shapes.

The super-skrulls, genetic warriors with superpowers, should represent those powers by taking **Custom Powers** or other **powers**. Super-skrulls retain their shapeshifting abilities.

Symbiote Physiology [300] You are a goopy, formless mass of symbiotic sludge, a Klyntar. The Klyntar were created by Knull to be his formless army. Klyntar can bond with various hosts symbiotically to dramatically boost the power of both. They can also pull qualities from the genome of their hosts to adopt their powers.

Klyntar are capable of formless shapeshifting, can grant supernatural power to their hosts, and can divide asexually to produce new Klyntar. Klyntar are weak to sonic and electric attacks.

If you’d prefer to be the host, you may purchase **A Goopy Little Friend** instead. This power doesn’t grant you any of the above abilities, but instead grants you a follower (or, at your discretion, companion) with **Symbiote Physiology.** You two are as perfectly compatible as Cletus Kasady and the Carnage symbiote.

Makluan Physiology [600] You are a Makluan, giant dragon-like aliens who wield cosmic power. Makluans have supernatural physical attributes, a powerful regenerative healing factor, and the ability to shapeshift like a Skrull above. They can also produce a burning mist from their mouths as a versatile breath weapon.

Makluans are capable of asexual reproduction, producing eggs in solitude.

Strontian Physiology [600] You are a Strontian, godlike aliens whose powers come from their own confidence. While your confidence is high, you can punch out the Hulk. These confidence-based powers include flight, supernatural physical characteristics, heat beams, and superhuman breath.

Strontians are weak to magic and a specific wavelength of radiation.

Android [100] You are a machine of metal and wires, immune to the many frailties of human existence. Powered by an exotic energy source, you are not subject to the downsides of metabolism. You do not need sleep, oxygen, food, or water. Your hydraulic muscles grant you a superhuman physique roughly equivalent to **Erskine Formula** above. You are immune to all drugs and diseases and possess a photographic memory.

You are fully sexually compatible and have numerous sexual features that are impossible for humans to replicate. You may choose to be covered in perfect synthflesh, granting you a human disguise unbreakable except through surgery.

A Bright Vision [300 Upgrade] You are not simply an android but rather a Synthezoid. Your body is composed of Horton cells, perfect mimics of human physiology, but many times more durable. This makes your body more powerful and durable than before, equivalent to the **Burstein Process** above.

On your head is a solar gem capable of producing power from the sun. This process is so efficient that it can power your entire body and even act as a tool. You can expel this energy from your hands to produce electric blasts, and use the energy to power cutting lasers in your eyes.

Your body is similarly capable of altering its density, allowing you to go invisible or intangible with a thought. You are also capable of using this ability to fly.

Ultron - 69 [300 Upgrade] You are no longer just a robot, but rather a self-improving AI. You receive a superhuman intellect equal to **Beyond Clever** (take it for free) below, and capable of upgrading itself.

You may use your programming like a virus to produce other, lesser AI personalities. These personalities can take over other machines. You are also capable of constructing bodies equal to **Android** above to place these AI personalities within. Once per jump, upon your destruction, you may reboot back into one of these androids without losing your memories or the chain.

Your body is capable of easily interfacing with technology and will integrate any technology you add to it. Any tools added to your body become fiat-backed to work in other worlds and are added to this power. Any upgrades you make may be added to the minion androids you produce above.

Super Adaptoid [300 Upgrade] Your technology has gained the capacity to copy the powers of anyone you touch. You may scan up to sixteen powers this way, and wield up

to eight at a time. Extremely powerful abilities can take up more than a single slot (potentially becoming unusable).

The number of slots you possess (both active and inactive) increases as time passes and your systems automatically improve.

The Fury [300 Upgrade] Not only can you copy abilities, you can also proactively develop defenses and countermeasures against metahumans. These countermeasures take up a slot, but you now start with double the number of active and inactive slots.

The rate at which you gain new slots is doubled from **Super Adaptoid** above.

Hulk Strongest There Is! [400] You are a gamma mutate capable of extreme destruction, having undergone the same process as Bruce Banner. With rage, you can enter an alt-form; this monstrous form is huge, supernaturally powerful, and durable beyond belief. In this form, you can topple buildings, break vehicles, and throw around construction equipment like it's nothing.

While in this form, you become more animalistic and prone to rage. This rage is beneficial because the angrier you are, the stronger you grow. While you remain in control of yourself (unlike the Hulk proper), it will take practice to maintain your wits while hulked out.

A Superhero Lawyer? [100 Upgrade] You are in full control of yourself while within your Hulk form, and the form itself becomes aesthetically pleasing. You maintain all your powers, just finding it easier to control yourself.

Leader [200 Upgrade] While in the alt-form above, you now possess a superhuman intellect powered by gamma radiation. This intellect allows you to scheme, plot, and otherwise lead with efficiency. You also have telekinesis and telepathy equal to your intellect, which is a fierce combination with your superhuman abilities above.

You may take this upgrade for free if you give up the superhuman physique given by **Hulk Strongest There Is!** Above. You do not need to have a bulging head for this power to work, but you can have a megamind if you desire.

Doctor Doctor [200 Upgrade] All abilities tied to your Hulk form are now generic abilities that apply to you in all forms. You may choose whether your hair goes green as a result of this change.

The Green Door [200 Upgrade] You may self-resurrect once per jump by passing through a glowing door of gamma radiation, without losing your chain. You arrive at the nearest safe place from the site of your death.

Your Hulk form is similarly upgraded, possessing significantly stronger powers during the night. You also possess a powerful regeneration capable of sustaining life even if you were chopped into pieces and stuffed in jars.

Red Hulk [200 Upgrade] While within your Hulk form, you are an unprecedented energy sponge capable of absorbing vast amounts of outside energy. You can emit this energy with a thought, burning your surroundings with fire.

Beyond Clever [200] You are a supergenius capable of extreme feats of science and engineering. While not in the top three of this world, you possess the ability to produce a product as useful as Spider-Man's webs without much effort. This intelligence also allows you to produce various smaller gadgets and gizmos.

With a Box of Scraps! [100 Upgrade] You are a mind equal in intellect to the CEO of Stark Industries, Tony Stark. You also possess mental blueprints for all of his various inventions, including his various battle suits. You also gain a secondary effect, that being the ability to produce your inventions effectively with inferior or scavenged materials.

Murderworld [100 Upgrade] You have inherited the whimsical genius of Arcade. This power grants you the knowledge he uses to produce his twisted puzzle machines and devious plots. You also receive the creativity to produce murderworlds of your own, including lewd traps limited only by your imagination and resources.

Mojoverse [100 Upgrade] You possess the ratings-dominating mind of Mojo. The TV host has produced a variety of twisted machines for his programs, and you are capable of the same. The main struggle with this power is that your machines are most effective when you are attempting to entertain, and more direct tools are weaker than you'd expect.

Red Room [100 Upgrade] You possess intimate knowledge of the various pieces of brainwashing that were used by the Red Room on their initiates. Not only can you brainwash others in the same way, you can also use embedded commands locked within the physiques of Red Room graduates.

Wakanda Database [100 Upgrade] This is an interesting power. You possess knowledge of centuries of Wakanda science, capable of reproducing its technical wonders.

This technology often requires vibranium to produce, so you also possess the ability to spin threads of vibranium from lesser materials.

Pym Particles [200 Upgrade] You are now capable of matching wits with Hank Pym, the creator of Pym Particles. You also possess mental blueprints of all his various inventions, including this shrinking suit and ant-communication device.

Doom Comes for You All! [300 Upgrade] Victor Von Doom is your mental equal in everything but magic (you'll have to buy that later). Not only do you have mental blueprints of his inventions, you also possess a doomsuit of your own.

Once per jump, you may survive death by claiming it was a doombot copy instead. This acts as a 1-up and does not cause you to fail your chain.

Richards! [400 Upgrade] You are the mental match of Mr. Fantastic, creator and producer of… well, it's a lot. You possess mental blueprints of his various inventions, including the Fantasticar and unstable molecule clothing.

A Little Sinister [400 Upgrade] You are the mental match of Nathaniel Essex, better known as Mister Sinister. You possess mental blueprints of his various biological enhancements, cloning processes, and psionic tools.

Galactic Database [400 Upgrade] Oh dear, this appears to be the technological databases of several advanced stellar civilizations. Nothing here comes from hyper-advanced civilizations like the Celestials, but you could match the Kree and the Skrull laser gun for laser gun.

Celestial Toolbox [600 Upgrade] It seems the database has some Celestial technology in it. It'll take decades of dedicated study to understand the principles used, but eventually you could reverse engineer all Celestial technology. Until that day, your database contains enough Celestial technology to be useful but not overpowering.

Magician [200] You have taken the first steps towards learning magic, developing basic knowledge of a single school. This power may be taken up to three times, each time giving you access to a different school of magic. Each time you take this power, the quality of your internal energy increases. With all three purchases, you can match the sorcerer supreme with your power (but not necessarily your skill).

- **Egocentric Magic:** Egocentric magic was the first form of magic discovered and covers magic from within. Casters of egocentric magic learn the basics required to astrally project, communicate telepathically, and hypnotise or control others.
- **Ecocentric Magic:** Ecocentric magic was the second form of magic discovered and allows the wielder to pull energy from their surroundings. Sorcerers may use this energy to produce blasts of energy, illusions, and powerful force fields. Advanced users may even use this power to control the elements.
- **Exocentric Magic:** Exocentric magic was the third form of magic discovered and gives the wielder the ability to call upon cosmic beings to power specific and useful spells. An example is the famous "Crimson Bands of Cyttorak". This magic may also be used to travel to local dimensions.

Advanced Training [200 Upgrade] You are capable of using a form of magic untaught to other magicians. You may purchase this power multiple times, each time granting a new advanced discipline. You are not limited to the examples below.

- **Necromancy**: Produced by the dark god Chthon, necromancy uses life force and human sacrifice to produce many great and terrible effects. The first vampires, zombies, and werewolves were all produced by necromancy.

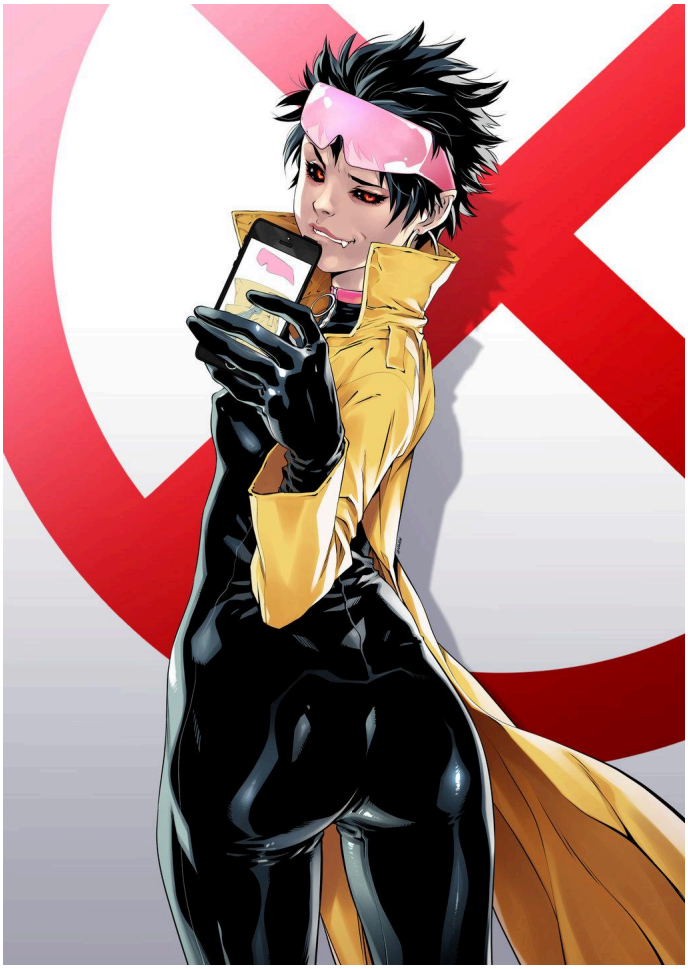
- **Quantum Sorcery:** Produced by Adam Warlock, quantum sorcery allows its wielder to use magic that alters matter and the rules of reality. Quantum sorcery allows for flight, energy projection, and transmutation.
- **Technomancy:** Magic that can alter technology is very powerful indeed in this world of technology. You can wield technology as if it were one of the traditional elements
- **Chaos Magic:** This magic arises from possibilities, altering reality in many powerful and dangerous ways. You are capable of using these possibilities, but must maintain a careful vigil. Chaos magic tends to consume the unworthy.

Vampire [200] You are an undead creature of great strength. You are freed from the requirements of life, food, water, sleep, and oxygen. You also possess a superhuman physique capable of matching **Erskine Formula** above (take it for free). You are also capable of hypnotizing others with a look, although this doesn't work on the strong-willed.

Vampires have many weaknesses. Sunlight burns you, silver causes great damage, religious symbols repel you, and you cannot enter homes without an invitation. You may give a copy of this power to others you drain fully of blood, dominating their minds in the process (if desired).

Daywalker [200 Upgrade] You are not a pure vampire, but an accursed hybrid of human and vampire. This does not hurt your powers, but rather elevates them all. You also lack any of the weaknesses common in other vampires.

You may still grant others vampirism with a bite, dominating them in the process (if desired). If you want, however, you can grant a copy of this perk to anyone you turn.



SHIELD Training [100] You've been given basic combat training equal to the skills learned by SHIELD agents. You know the basics of infiltration, using firearms, and close-quarters combat.

Black Widow [100 Upgrade] You have been trained further as a spy and assassin. You are the match of Natasha Romanov in combat and Nicholas Fury in tactics. You know how to use nearly every melee weapon ever built, and can use firearms like a sharpshooter.

Bullseye [100 Upgrade] You can use ranged weapons without fail,

capable of hitting every possible shot with unerring accuracy. This applies to firearms, bows, and even throwing weapons.

Chi User [200 Upgrade] Your body produces fighting energy that you can use to power your martial arts. While using chi, you are supernaturally strong, durable, and capable of performing superhuman feats.

You are now the absolute grandmaster of a single mundane martial art of your choice and a master of three other mundane martial arts.

Ten Rings [100 Upgrade] You have vastly increased chi stores and a copy of the Ten Rings of Shang-Chi. You know the martial arts required to wield the ten rings correctly, and can match Shang-Chi blow for blow in combat.

The ten rings grant you superhuman physical characteristics and allow for flight. You can control the ten rings with your mind, telekinetically wielding them. Your copies of the ten rings don't hurt selfish wearers like the original set.

Iron Fist [100 Upgrade] Your chi is improved to match the Iron Fist Daniel Rand. This allows you to use the many chi abilities wielded by Iron Fist, including the famous Iron Fist Punch, which tears through foes.

Divine Empowerment [200] You have been granted blessings by one of the many gods of this world. Not only do you possess superhuman attributes (take **Erskine Formula** above for free), you also receive blessings tied to your status as a divine champion, mostly depending on which spiritual being is doing your empowerment.

You do not need to do anything for the powers you gained above, but if you wish to continue developing powers from your deity, you must follow their guidance and act to further their plans. Once a blessing has been granted to you, it becomes a part of this power and thus cannot be taken from you.

This power is not limited to deities; any sufficiently powerful spirit can empower mortals (such as demons).

Divine Hybrid [200 Upgrade] You are not only a champion of your god, but granted a portion of their power. This is either through birth or a divine gift. As a hybrid, you receive **Burstein Process** for free and gain new powerful blessings tied to who granted you their power.

Unlike empowerment above, your power grows naturally as you continue to explore your powers and learn about them.

This power is not limited to deities; any sufficiently powerful spirit can make you a hybrid (such as demons).

Divine Physiology [200 Upgrade] You are not a hybrid, but a full spiritual being in your own right, equal to a lesser Olympian god. You have power over three

divine domains of your choosing (the smaller the domain, the more power you have over it).

Your physique is stronger than the hybrid above by a large margin, and you are capable of shapeshifting as you see fit. This power is not limited to deities; you can be any sufficiently powerful spirit (such as a demon).

Your other powers can elevate you to a higher status in your pantheon. You can also grant your mortal worshippers **Divine Empowerment** above.

Psion [200] You wield psionic powers covering a single discipline. You become a master at your chosen discipline, empowered to use all basic techniques associated with it. You may purchase this power multiple times. Each purchase grants you mastery over a new discipline and boosts your psionic might by a moderate amount. You are not limited to the examples below.

- **Telekinesis:** You can move items with your mind. You are strong enough to match a human with **Erskine Formula** telekinetically, but this can be improved with practice. This strength is doubled for each purchase of **Psion** you have.
- **Telepath:** You can communicate with others mentally, read surface thoughts, and even suggest thoughts to others. With practice, you'll be able to enter other minds, alter memories, and seize direct control of others.
- **Psionic Energy Projection:** You can produce psionic constructs, mainly force fields, from thin air. These psionic constructions are temporary but fully physical. The strength of these constructions is doubled for each purchase of **Psion** you have.
- **Pyrokinesis:** You are capable of summoning psionic flames and scorching your surroundings with blazing heat. Your temperature control is extreme.

Nova Force Host [400] You are a host to the Nova Force, capable of using all of the same powers as Richard Rider and Sam Alexander. You have superhuman physical features, the ability to manipulate energy (largely through energy and concussive blasts), and flight. You also possess a minor healing factor as a result.

Hosts of the Nova Force typically experience overwhelming pressure coming from the force and require assistance to maintain the state. You lack these weaknesses and can maintain yourself as host indefinitely. You may also receive a Nova Corps uniform and helmet if desired.

Power Cosmic [800] You are chosen as a herald of Galactus, possessing a portion of the Power Cosmic. You are capable of limited reality-bending, no longer require food, drink, oxygen, or sleep, are nearly invulnerable, and capable of traveling unaided through the void of space.

You may choose if you actually work for Galactus or not. If you are not working for Galactus, he will investigate why a herald of his has arrived and is operating independently.

> **World Eater [800]** You are no longer a mere herald, but instead a cosmic being powered directly by the Power Cosmic itself. A peer of Galactus instead of a servant.

As a bearer of the Power Cosmic, you possess phenomenal cosmic power. You can resurrect the dead, warp reality, and even transform into a body of pure energy.

You may select if you must consume planets to survive. If you must consume planets to survive, you receive an additional boon: you can create heralds by granting them the **Power Cosmic** above for free.

Pheromones [200] You output pheromones that instantly entrance any members of the gender you are attracted to (sorry bisexuals, you must pick one). Individuals without a biological sense of smell are immune to these effects. Entranced individuals must follow your orders and will remain entranced for as long as they remain in your presence, plus fifteen minutes. This power has diminished effects on individuals with extreme willpower.

Purple Pheromones [200 Upgrade] Your pheromones now entice anyone instead of just the gender you are attracted to.

Individuals who remain in your pheromones for longer than 48 hours find themselves permanently altered by the experience. This typically manifests as a desire for relapse.

Items:

All origins receive a stipend of **400 CP** and a **50% discount** on all associated items, with discounted **100 CP** items being free. All items cannot be lost, stolen, or permanently destroyed. Consumable items are replenished at dawn. You may import items from previous jumps into the items you purchase here, provided they match types.

Genius Billionaire Playboy Philanthropist [Cost Varies] This item is as simple as it is useful: cold, hard cash. This income arrives at the start of each jump. It is not subject to taxes and is fully legal.

For **free**, you receive enough money to live without working for a month.

For **100 CP**, you receive roughly a million dollars.

For **200 CP**, you receive roughly a hundred million dollars.

For **300 CP**, you receive roughly a billion dollars.

For each additional **100 CP** you spend, you receive ten times the above amount of money. You may instead spend an additional **100 CP** to convert this fortune into a yearly income instead of a once-per-jump event.

Sexy in Spandex [100] You have a superhero costume perfectly fitted to your body. The costume has a custom design and appearance set by you. The costume is resistant to most firearms and padded to resist melee combat.

The costume is made from Reed Richards' unstable molecules. This wonder material perfectly reflects the powers wielded by its wearer. It's also capable of shifting designs on the fly with some basic programming, capable of even turning translucent.

Lonely Metahumans Near You [200] This lovely little app is based on Cerebro software. It will automatically tag MetaHumans nearby and begin creating a lovely dating profile for them. A copy of this app will then appear on their smart device. The app protects secret information and just serves as a lovely way to get in contact with new supers.

Power Inhibitor Collar [400] This metallic collar is nearly indestructible and uniquely suited to restraining superpowered individuals. Once the collar is placed on a neck and latched shut, it actively suppresses the powers of its wearer. You are immune to your own collars.

Once placed upon the neck of another, you can set up parameters to manage the new prisoner. By default, wearers cannot act with hostile intent against you, feel intense guilt and shame if they think with hostile intent about you, and feel pleasure if they make you happy. This set of directives can be seamlessly altered.

You receive eight of these collars with a purchase, and get a new collar each time one is placed upon the neck of a wearer. These new collars arrive the next day in a nondescript box.

Homeland [600] You own a small nation of relative importance. The location, culture, and demographics of your nation may be freely selected by you. Your homeland cannot be larger than the nation of France.

You have **400 CP** worth of powers to collectively grant your people. You may select whether your people have the same set of powers (such as all your people being Atlanteans), or if they have their own expression of these powers (such as a nation of mutants). Your people are fond of your rule and are proud to have you as their ruler. You can implement whatever twisted laws and lewd policies your heart desires.

Your nation holds a special resource of great importance, like vibranium deposits or terrigen mists. These resources are a secret from the world at large. Your nation follows you from jump to jump and retains any upgrades made to it.

> **Krakoa [200 Upgrade]** The land of your nation is alive and vibrantly tied to the people that live within it. The land itself is alive and watches over your people, and your rule. Your land overflows with bountiful life, producing plants and animals to aid your people.
>
> Like the mutant namesake of this item, your nation is capable of two fantastic feats. First, the land itself produces gateways that are tied to the genetics of your people. These gateways allow for instantaneous transportation across the globe. Second, the people of your nation are automatically resurrected when they perish. This can be accomplished however you'd like, whether you clone the original in a vat or they grow from the soil itself. These resurrections take 48 hours to complete.
>
> As long as this process is not disrupted by invaders, your own death is prevented by these automatic resurrections. You won't fail your chain or activate a 1-up while your land is still unoccupied.
>
> The aesthetics of your land are not limited to the plant-life of Krakoa, but up to your own discretion. The whole nation might be a sleek floating island like Attilan or a castled European nation like Latvaria, your imagination is the limit.

Hero Items:

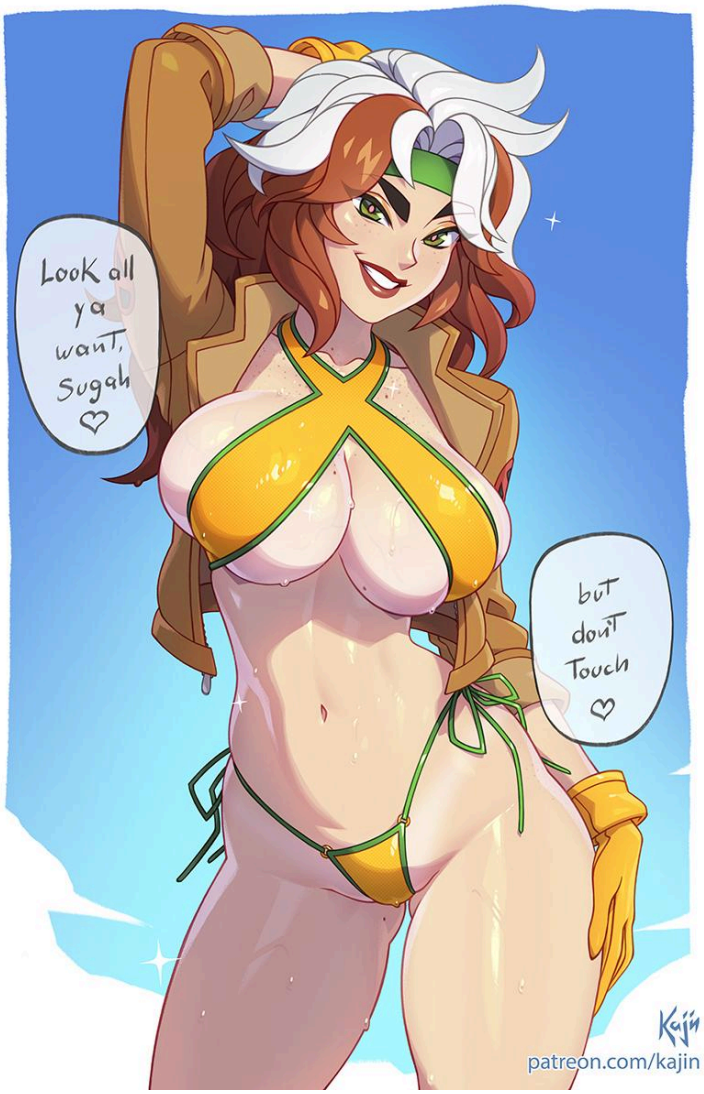
Vibranium Gadget [100 CP] You have a weapon or tool made from the material vibranium. This weapon or tool is therefore nearly indestructible. You know the basics of how to use your chosen tool in combat and outside it.

Quinjet [100 CP] This plane is an exact copy of the Avenger's famous jet. Perfectly suited to atmospheric flight, this jet can get anywhere on the globe within a couple of hours.

If you'd prefer, this can be a basic prototype Fantasticar.

Prototype Armor [200 CP] This Stark-made suit was found abandoned and repurposed for your use. It possesses an arc reactor for power and repulsors in the hands and feet. The armor can fly, fire repulsor blasts, and dramatically increase your strength and durability.

The armor appears to have hidden features that will slowly unlock. The number of hidden features is limited, but they will arrive to help you out in your darkest moments.



H.E.R.B.I.E. [200 CP] This little robot is the perfect portable butler, friend, and lab assistant. Not only does H.E.R.B.I.E. fit within a backpack, he also has a database full of house skills and scientific information.

H.E.R.B.I.E. can fly, perform complex calculations, and work using various gadgets on his body. H.E.R.B.I.E. is efficient enough in a lab that he could replace up to five assistants.

X-Mansion [400 CP] This massive mansion is a near one-to-one copy of the mansion owned by Charles Xavier and home to the X-Men. The mansion is large enough to host hundreds, possesses a danger room capable of generating hard light constructs for training, has on-site medical and research laboratories, and has dedicated holding cells for metahumans.

Your mansion follows you from jump to jump and retains any upgrades made to it.

Uru Weapon [400 CP] This weapon is a magical masterwork coming from the furnaces of Asgard. Appearing to be a mundane melee weapon of your choice, this little beast is near indestructible and grants its wielder power.

Your weapon is tied to a godly concept, like storms or light, which gives its wielder the ability to manipulate that concept. The weapon is also enchanted to reject wielders who are not worthy to use the weapon, the exact qualifications for worthiness being determined by you. The wielder can also swing this weapon to fly through the air at extreme speeds.

Space Stone [600 CP] This little blue stone has immense power over space itself. It can teleport individuals, produce miniature black holes, and even control gravity. Advanced use of the stone allows you to appear in multiple locations at once or to alter the distances between locations.

As you purchased the stone for CP, its boundless power can be used harmlessly by you. This protection doesn't extend to other people.

Time Stone [600 CP] This cosmic gemstone has power over time. Its wielder can slow down or speed up time, travel through time, and rapidly age or deage others. Advanced use of the stone allows its wielder to trap others within time loops, doomed to live the same moment forever.

As you purchased the stone for CP, its boundless power can be used harmlessly by you. This protection doesn't extend to other people.

Solo Items:

I Need Pictures of Spider-Man! [100] You have a solid career in photography. Not only do you make enough money to support yourself by selling pictures of yourself to a local newspaper, you can also increase your payout by taking risky pictures. Risky pictures include photos during fights or more sexual photos. Comes with a handheld digital camera.



You also possess a small apartment in a city of your choosing. It's nothing special but has all of the basics for life. Rent is free.

Element Gun [100] This little pistol is capable of producing and manipulating the elements. With some clever use, this pistol can produce a set of unique effects and pack a serious punch.

Armory [200] This small room in your warehouse is filled to the brim with firearms and melee weapons. Like, a concerning amount of firearms. Most of these weapons would be illegal, but this item also provides you with the necessary licenses to use any of them.

The back wall of the armory is covered in weapons a little above mundane, laser weapons salvaged from alien invaders, perhaps. There's also a black bag hanging on that back wall, full to the brim with nearly every sex toy imaginable.

Milano [200] This beautiful spacecraft is capable of traveling faster than the speed of light. Not only is the ship built to explore the stars, with equipment and facilities for long-term travel, it is also highly effective in starship combat. The ship's interior may be decorated as you see fit, and is always as luxurious as a five-star resort.

Eye of Agamotto [400] The Eye of Agamotto is an artifact wielded by the Sorcerer Supreme. It contains the power to cast an all-revealing light, play back events, and grant the wearer the

ability to peer into another's soul. You also automatically receive one purchase of **Magician** above for free.

The original eye is limited to only working for the pure-hearted. Your eye lacks this limitation.

Jumper Industries [400] You are the newest owner of this little mega-corporation. This mega corporation has a focus on developing technologies and numerous contracts with world governments.

Jumper Industries runs largely by itself, always turning a tidy profit. This tidy profit can then be used by you to produce your own pet projects. These projects are aided by a team of R&D scientists eager to help you accomplish whatever twisted mad science you desire. The main company will then take the principles learned during this research to improve its own products.

Jumper Industries follows you into each new jump you enter, becoming a major player in the technological sector. At your discretion you may keep staff on as followers, or just recruit new staff from the worlds you enter.

The Rings of the Mandarin [600] These ten rings wield cosmic power like a tool, each containing its own technological ability. The original rings contained the spirits of dead aliens; your copies lack those spirits and cannot possess you.

- Remaker: Grants the ability to alter matter.
- Influence: Grants the ability to generate bolts of force.
- Spin: Grants the ability to produce spinning air. This air can move objects, hurt enemies, and propel the wearer through the air.
- Spectral: Grants the ability to disintegrate objects; it has a twenty-minute recharge time.
- Nightbringer: Grants the ability to summon darkness to an area.
- Daimonic: Grants the ability to control the electromagnetic spectrum.
- Incandescence: Grants the ability to cast bolts of fire and light objects ablaze.
- The Liar: Grants the ability to produce fully convincing illusions.
- Lightning: Grants the ability to shoot bolts of lightning
- Zero: Grants the ability to summon cold and sheets of ice.

Reality Stone [600 CP] This cosmic gemstone has power over reality. Its wielder can resurrect the dead, alter local physics, or accomplish the impossible. Advanced use of the stone allows its wielder to create their own alternate reality, dictating reality as they see fit.

As you purchased the stone for CP, its boundless power can be used harmlessly by you. This protection doesn’t extend to other people.

Threat Items:

Organization [100/200] This criminal organization has elected to make you one of its members. As a member of this villainous apparatus, you receive multiple benefits. The organization supplies you with cloned henchmen or henchwomen, cutting-edge technology, and leads on valuable items. You can pay the organization back for these boons, and doing so improves the quality of your clones, equipment, and information.

For an additional undiscounted **100 CP,** you may upgrade this item. This upgrade turns you from a member of an organization into the owner and head of your own multinational criminal organization large enough to rival Hydra (you can even take over an existing organization instead, if desired). You have disposable income, your own secret island lair, and a boundless army of expendable goons. You also gain a set of supervillain minions about as powerful as the Wrecking Crew, and a capable (and shockingly loyal) second-in-command femme fatale to help you run things.

Hood of the Nisanti [100] This simple cloak is a mystical marvel capable of granting its wearer levitation and flight, as well as invisibility while the wearer is holding his breath. The cloak develops in power as you wear it, boosting the wearer's demonic power.

The normal Hood of the Nisanti is tied to Dormammu; this cloak is not subject to the same weakness.



The Darkhold [200] This dark book of spells was created by Chthon to serve as the foundational text of dark magic. Written within the dark pages are numerous spells too dangerous to use lightly. A user of magic could do much evil with the spells within, and someone unskilled with magic will find the book to be a useful (but demanding) mentor.

The dark magic of the Darkhold includes spells to travel to other planes, spells to control the wills of others, and spells to siphon energy from others. If you have **Magician** above, you gain a free purchase of **Advanced Training (necromancy)**.

The original book was cursed and eventually took over its hosts. Your copy lacks this curse and its dark will. All corruption from the book is entirely dependent on your own desires.

Casket of Ancient Winters [200] This frozen box is an ancient weapon filled with frost and bitter cold. When opened, the box releases a freezing wind that instantly freezes the target in front of it.

Your Casket comes with the ability to adjust the extent of the freezing. At full power, the target shatters into ice crystals, instantly frozen. Lower powers let you permanently freeze a target into a beautiful ice statue, aware of its surroundings but frozen immobile. These ice sculptures are permanently frozen until you desire them to thaw, unable to warm unless the rescuer has access to the Gem of Infinite Suns.

The Ebony Blade [400] This black blade was forged by Merlin and handed down through the series of Black Knights. The blade feasts on blood and can cut through nearly any material. The blade even allows its wielder to feast upon souls.

Users of the Ebony Blade cannot be harmed by it, and nobody wielding the blade can die in battle. The original was cursed and eventually took over its hosts as it fed on their inner darkness; your copy lacks this curse (but would still really like some blood).

Mother Mold [400] This massive supercomputer and factory complex is host to the Sentinel intelligence Mother Mold. Mother Mold is capable of exponential improvement by utilizing nano-Sentinels to improve itself, and is connected to a scalable factory that can mass-produce Sentinels.

Instead of being programmed to destroy mutantkind, Mother Mold is irreversibly programmed to serve as your ally and confidant. She'll produce Sentinel armies to further your plans, develop countermeasures for your enemies, and continue her constant evolution to support you. Her loyalty is unshakeable.

The Mother Mold complex is already connected to the resource-rich mines necessary to produce sentinels. If desired, you can take the entire Mother Mold complex as a warehouse addon instead of an in-world location. Mother Mold herself is a follower unless you'd prefer her to be a companion.

Power Stone [600] This little purple stone has immense access to power itself. It grants its users near-unlimited physical strength, stamina, near-invulnerability, and can work as an infinite supply of energy.

As you purchased the stone for CP, its boundless power can be used harmlessly by you. This protection doesn't extend to other people.

Mind Stone [600] This little yellow stone has immense access to the mind. It grants its user the ability to manipulate minds, psychic powers, and supercharges the mind of the user.

As you purchased the stone for CP, its boundless power can be used harmlessly by you. This protection doesn't extend to other people.

Companions:

Recruit Anyone [Free] If you can convince someone to follow you, you can take them with you as a follower or companion. You may use this perk in subsequent Jumps.

Old Friends [100] You may import or create companions for the cost of **100 CP** per four companions. Each imported companion receives an origin and a **600 CP** stipend to spend on purchases in this document. This option may be taken twice.

New Friends [100] For **100 CP**, you may take four companions from this world. This option can be taken multiple times. They receive an origin, **600 CP** to spend, and their canon abilities.

Original Companions:

All original companions receive an origin with a **600 CP** stipend to spend above. The gender of each original companion may be freely swapped, with their history changing to match. All companions are adults.

> **(Dark Reflection)** Each companion presented below has a mirror universe counterpart. When you purchase a companion, you may choose to purchase either their original history or a darker history that better fits solos and threats. In effect, each original companion below is essentially two companions in one.
>
> You can purchase both histories if you'd like. You can import the two histories together as a single companion with individual stipends.

Sidekick [100] This young runaway developed powers on her eighteenth birthday. When the streets eventually got too difficult for them, she decided on a new plan. She chose to become your sidekick and made a shabby costume that matches your own.

She is young and inexperienced when it comes to hero work, but she'll be eternally grateful if you'd provide a place for her to crash (and food, can't forget food). She is also enough of a blank slate that it'd be easy to turn her into a proper hero (or villain).

> **(Dark Reflection)** Once you see underneath her costume, you realize that the youth is actually a runaway deviant. With strong and unstable powers, she can either be extremely useful or an actual liability. At least her physical appearance is pleasing, with green skin and tusks that make her look more like an orc than a mutated deviant.
>
> She does have two benefits over the sidekick. Her powers are significantly stronger, and deviant is a rather apt descriptor of them in the bedroom.

The sidekick has **Custom Power [400]** and is a **Mutate [0].** The deviant has **Custom Power [600]** and is a **Deviant [+200].**

Science Whiz [100] You entered a pen pal program (mostly through boredom, or perhaps some time in prison if you are a threat), and ended up matching with a foreign scientist of little renown.

The funny thing is, she's actually really good at what she does. You'll get samples of her technology from time to time, each sample being more useful than the last. She seems to enjoy making inventions for you and will eagerly ask for feedback with each letter.

About halfway through the jump, she'll have saved enough money to travel to your location, hoping to meet you in person. You'll then find that she's not only a great beauty but a massive tease. She'll spend days tormenting you with her voluptuous body, and you'll have no idea if she actually knows what she's doing or not.

> **(Dark Reflection)** Your lovely scientist friend isn't wholly unconnected from the world of superheroes after all. She's actually a scientist working for AIM. AIM has her working on various plots throughout the world, but they are also kind enough to give her plenty of free time.
>
> She'll arrive at your location far before the halfway point, eager to get to know you. Being a scientist-terrorist is stressful work, and she's been looking for a way to relieve it.
>
> If you're a hero, you won't figure out her secret identity for ages. If you're a threat, she'll approach you right away. It seems AIM approves of your relationship and wants her to work as your in-house death-ray contractor.

Both scientists have **Beyond Clever** and **With a Box of Scraps!** The AIM scientist has **SHIELD Training,** and the other has **Quippage.**

Frozen in Ice [100] You once discovered a hidden compartment within a building you worked at. Inside the hidden compartment was a bunker for one person, a person who was extremely grateful to be released from her imprisonment.

The woman is clearly superpowered to an extreme degree, and this seems to be affecting you both. Her pheromones cause an irresistible attraction in you, and your pheromones do the same for her. If you aren't careful, you could end up unable to keep your hands off each other.

Regardless of your chemical attraction, the two of you are highly compatible mentally as well. She's funny, kind, and most of all brave. You'll quickly become best friends (if you don't become lovers first).

> **(Dark Reflection)** There was no woman in the bunker, but rather a block of ice. As you entered the room, a sensor triggered, rapidly thawing the ice block to reveal a frozen woman. Closer inspection of the bunker makes it rather obvious that this place was built by Hydra agents. The woman is built like the perfect Aryan ideal with blonde hair, blue eyes, and the body of a Valkyrie.
>
> You'd expect her to be a member of Hydra herself, but it seems that the opposite is true. She was a freedom fighter in Paris before she was captured and frozen solid.
>
> She's curious to see the modern world and more than a little embarrassed that she was naked in the tube.

The bunker dweller has **Erskine Formula, Burstein Process, SHIELD Training,** and **Black Widow.** The Hydra prisoner has **Psion x2 (Telekinesis and Psionic Energy Projection).**

Eternal Companion [200] You've been seeing this girl for a while now, and she's perfect. So perfect that it's starting to be a little concerning. She's rich, funny, beautiful, and intelligent. So you're stuck wondering why she's hanging around you.

Your girl is actually an Eternal. Not only is she immortal and unaging, she's also one of the few Eternals who hasn't sought out a lover in millennia. She would have kept up her lonely life if she hadn't seen you from afar. Something about your face reminded her of when she was young, and she decided she had to get closer.

The Eternal is snarky, world-weary, and wise. She is happy to have finally met a kindred spirit, and if she ever finds out that you have superpowers, she'll gladly tell you about her own.

> **(Dark Reflection)** You've been seeing this girl for a while now, and she's perfect. So perfect that it's starting to be a little concerning. She's rich, funny, beautiful, and intelligent. So you're stuck wondering why she's hanging around you.
>
> Your girl is actually an immensely powerful mutant. You were kind to her in a way you don't even remember, but she's never forgotten. She hasn't received much kindness in her life, largely due to the strain of her powers.
>
> She has a powerful set of powers that are tied to her three split personalities. These personalities have each fallen for you in their own way. The first of these personalities is the maiden (a beautiful and optimistic personality, but a bit naive), who has flight and superhuman attributes. The second is the mother (a nurturer who is sometimes shy), who is a powerful healer. The third is the crone (a dominating personality who secretly wants to be cared for), who can generate and wield dangerous diseases and poisons.
>
> These three personalities push for control, but they all have the same desires. They'll meet together in council to decide on actions. In reality, the girl's powers are not separate, but all parts of her true power, which is biokinesis. They are subconsciously aware of this fact and will generate new manifestations of that power when necessary.

The Eternal has **Custom Power (your choice) [400]** and is an **Eternal [400]**; the mutant has **Custom Power (biokinesis) [800], Castle Doctrine,** and is a **Mutant [+100].**

Monster of Circumstance [200] This beautiful young woman broke into your home in the middle of the night, falling asleep on your couch. When you awoke the next day, she was still sleeping peacefully, unaware of what was going on.

You thought about calling the police, but then looked at the state she was in. She was naked as the day she was born, unhealthily skinny, and disheveled. Instead of calling the police, you just woke her up. After her panic, she explained it all to you. Or rather, turned into a gigantic red monster with glowing green eyes. It seems she's a hulk. You were able to get her calmed down and even offered her a place to stay for a while. That was the beginning of your friendship.

Her Hulk self is both eloquent and kind, reflecting the same qualities of the woman underneath. She'll never hurt you in Hulk form and seems dedicated to living as low-profile as she can. If you're able to get her back to normalcy, you'll have a staunch ally. She even offers to help with the rent. She'll search for jobs, fix things around the house, and cook and clean for you. She even jokes that you could use her sexually if you wanted to, at least… you're pretty sure she's joking.

> **(Dark Reflection)** When your house got broken into this time, it was by a vampire looking for a midnight snack. You instead woke up to see the vampire dead, and a vampire hunter eating the food in your fridge.
>
> The vampire hunter is old, older than dust, and as pretty as an ancient portrait. She's got an androgynous beauty that fits her athletic build. She tells you that a vampire countess is seeking to have you. If you want to stay alive, she's got to stay close to you, so she'll be living here.
>
> You're pretty sure she's lying about the vampire countess, not really seeing any vampires past the first day, but she assures you she's been keeping a careful watch.
>
> She's old enough to lack human social skills, and you'll see her silently watching you as you sleep from the corner of the room. At least the two of you get along great, and she definitely seems good at hunting vampires.

The Hulk has **Hulk Strongest There is!**, **The Green Door**, and **Red Hulk.** The vampire hunter has **Vampire, Daywalker, SHIELD Training, Castle Doctrine,** and **Vibranium Gadget (sword).**

Fairy Tale Princess [200] This beautiful woman arrived in your homeland, asking for you specifically. She says she's a scholar, attempting to record the events of this world.

She's from the magical realm of Avalon, every bit the beautiful fairy-tale noblewoman you'd imagine when you think of the word. She's sought you out to ask for information on your journeys through the cosmos.

Once she meets you, however, she'll become dedicated to recording your life. She's convinced you are going to change this Earth, for good or ill, permanently. She's determined to be present while reality changes. She'll even attempt to be present while you are enjoying other women, just to make certain to record everything (she assures you, at least).

> **(Dark Reflection)** This knight ends up in your homeland, asking for you specifically. Once she sees you, she'll cast off her helmet and challenge you to a duel.
>
> It seems that ages ago, her ancestor dueled your ancestor and lost. This duel was for a hand in marriage, which lay unclaimed for about a hundred years. You were born then, which made her honor-bound to wed you. As a denizen of Avalon, she's trained as a knight her whole life to beat you.

She'd really like to get out of the agreement, so she's come to duel for freedom from the contract. It really is a shame then that you're a jumper, and therefore fated to win this duel.

You may do whatever you'd like with your victory, and she'll be surprisingly content with your decision. She just asks that she can remain a knight.

The princess has **Magician x3** and **Divine Empowerment (Gaia).** The knight has **The Ebony Blade, Erskine Formula, Burstein Process,** and **Tasky.**

Drawbacks:

Shipping Wars [0] This particular timeline is perfect for your desired ships to take place. The individuals will quickly find each other and forge a powerful bond.

Supplement [0] You may use this document as a supplement to a different Marvel Universe jump.

Earth-TRN454 [0] You may freely gender-swap the various characters in this continuity. This transformation needn't be universal, letting you pick and choose which characters to swap.

Earth-8311 [0] The baseline species of this world is humanity. You may choose to swap out humanity as the base species of Earth. The chosen species can be the dominant species or coexist with humanity. These species cannot be meaningfully more powerful than humans. You could swap out humans for anthropomorphic rabbits, but not Eternals. You may choose which characters end up as which species.

Alternate Universe [0] You are entering a version of the Marvel Universe by jumping here, but you have some say over where you end up. You can pick a specific timeline to enter into, following a particular comic run, TV show, or even fanfiction.

Characterization [0] You can enter this world in the place of a specific character. You do not receive their abilities, but instead only the powers you purchased above. Their history will twist to fit your purchases.

Experienced [0] You may freely alter the ages of the characters here. This age change needn't be universal, letting you pick and choose which characters to swap.

Best of Both Worlds [0] This world needn't be limited to male or female. Instead, you'll see that this Earth has a third sex. This group of hermaphrodites possesses functional male and female genitalia (in effect becoming a full futanari). You may choose to be one of these hermaphrodites, choose to make specific characters hermaphrodites, or simply render a portion of the population hermaphrodites at a ratio of your choice.

Another World [+100] This world is different from what you expected. It fits a different theme, and your out-of-universe knowledge will be at least partially wrong. Select one of the following options or create your own using the rest as guidelines.

> *War-Torn: This world is torn into pieces by the metal machines used to fight the mutants. Mutant warlords lead legions of mutated humans into battle against the last bastions of civilization. In the west, you hear of an untainted land called Latvaria, ruled by a wise and powerful king.*
>
> *Science-Fiction: Reed Richards elected to sell his many inventions for use by the regular humans who populate this world. Workers commute in flying buses, and people eagerly await a new development in the HERBIE line of household robotics. The number of mad scientists in the world also seems to have increased, but who could blame them?*

The Hyperborean Age?: In this world, the mighty rule by strength and wit. Spider-Man, a mighty witchdoctor, keeps his people of Big-Apple village safe from the monstrous creatures that dwell in the bush. Nearby, Xavier, the king of minds, has established his mighty steel empire by inviting every demigod to come to his kingdom.

Extended Stay [+100] Your jump time is extended by ten years for each purchase of this drawback. You may take this drawback up to nine times, for a maximum jump time of one hundred years.

Nudist [+100] Wearing clothes is deeply uncomfortable for you. You'll be able to tolerate clothes in survival situations such as cold weather, but you'll only truly be comfortable nude.

Corruption [+100] A person in a position of power over you hates you. This could be a teacher, boss, or family member, but they are only willing to do the bare minimum of their responsibilities towards you.

Jumper is a Menace [+100] You've managed to piss off JJJ, and now he's focused his entire media empire on broadcasting your every blunder. Even heroic actions will get blown out of proportion, and villains cannot avoid getting their schemes spoiled by his powerful investigative reporting.

Massive Target [+200] You make enemies quickly. These enemies can range from annoying to dangerous, but you are guaranteed to have at least one serious attempt on your life while you are here.

Archenemy [+200] You've found yourself the target of a powerful rogue. They view you as one of their greatest enemies and seem dedicated to wiping you out.

Life Gets Worse [+200] The towns you find yourself in seem to suffer, getting worse as time goes on. Ugly graffiti appears on the walls around town, stores are broken into and thus leave town, and it always seems to be raining.

Mad Titan [+400] Thanos is utterly convinced you've got to go. Largely, he thinks your death will appease Death and thus will stop at nothing to hunt you down and end your life. The only benefit you have is a year-long prep period before he becomes aware of you.

No Friends [+300] You cannot bring companions from previous jumps into this one.

No Perks [+300] Perks from other jumps do not work during this jump.

No Items [+300] Items from other jumps do not work during this jump.

Scenarios:

There is no limit to the number of simultaneous scenarios you may take. As usual, characters may be freely gender-swapped as per **Earth-TRN454** above. Scenario companions receive **Sexy in Spandex** for free. All gained companions are adults. <u>All scenario companions gained through my (NSFW) jumps can be imported together as a group companion with individual stipends.</u>

The Friendly Neighborhood Spider-Woman!:

Petra Parker, otherwise known as the amazing Spider-Woman, has had her eye on you for a long while. If you're not a drop-in, then you went to school together, with the queen of the nerds maintaining a secret crush on you. If you are a drop-in, then you'll quickly find yourself bumping into Spider-Woman, either by her saving you or by you two working together as heroes (or maybe even fighting each other).



Petra is a massive nerd, being equal parts inventor and scientist. She's got a responsible side that comes from her work as Spider-Woman and the tragic death of her Uncle Ben. She also cares a great deal for her aunt May. She has a massive capacity for suffering as well, essentially having the worst luck in the world. Deep down, she even has a spiteful side that only rarely manifests.

You'll find out quickly that the two of you get along. She's quick-witted, resourceful, and friendly. Her nerdy personality and

general tomboyishness lead her to essentially become one of the boys, especially when you realise that she's essentially a bisexual extraordinaire.

You may change the target of this scenario from Petra to any other Spider person (or spider-related person) in the Marvel universe. The backstory and perks change depending on who you pick.



To pass this scenario, you've simply got to ensure that you and Petra survive to the end of your jump time. She's also got to be willing to travel with you as a companion. If you manage to get Petra in with any of her three love interests (Gwen Stacy, Mary Jane Watson, or Felicia Hardy), you can take them as a companion and import them together as a group with individual stipends.

Reward(s): Spider-Woman joins you on your chain as a companion. She receives the following perks and powers for free. As an additional bonus, you also receive a small snow globe of New York City.

Petra has all of the following: **Quippage, Parker Luck, Spider Pheromones, Castle Doctrine, Friendly Neighborhood, Great Responsibility, Erskine Formula, Spider Totem,** and **Beyond Clever.**

Family Matters:

Upon taking this scenario, you lose any memory of taking it. In the place of these memories are false memories of you taking a different scenario. For all intents and purposes, this false scenario appears to be passing as normal. This scenario is a lie, with Loki Laufeydottir acting in the place of an important character in the scenario.

Loki is attempting to deceive you for her own purposes. Primarily, she finds you deeply interesting. Secondarily, she finds it extremely fun to cause you mischief. She'll keep up the ruse and cause you strife as long as you let her.



Luckily, you've got Loki's sister Thor on your side. Thor will discover her sister's plot halfway through the jump and leap to save you. The fact that she finds you adorable surely has absolutely nothing to do with her zeal.

To pass this scenario, you must simply discover Loki's presence, survive her mischief, and make it to the end of this jump with a good enough relationship to take Loki (or Thor) with you.

If desired, you can change the target of this scenario to any Asgardian-related character. Your choice of target will change the details of the scenario.

Reward(s): Loki or Thor (or both) join you on your chain as a companion. They receive the following perks and powers for free.

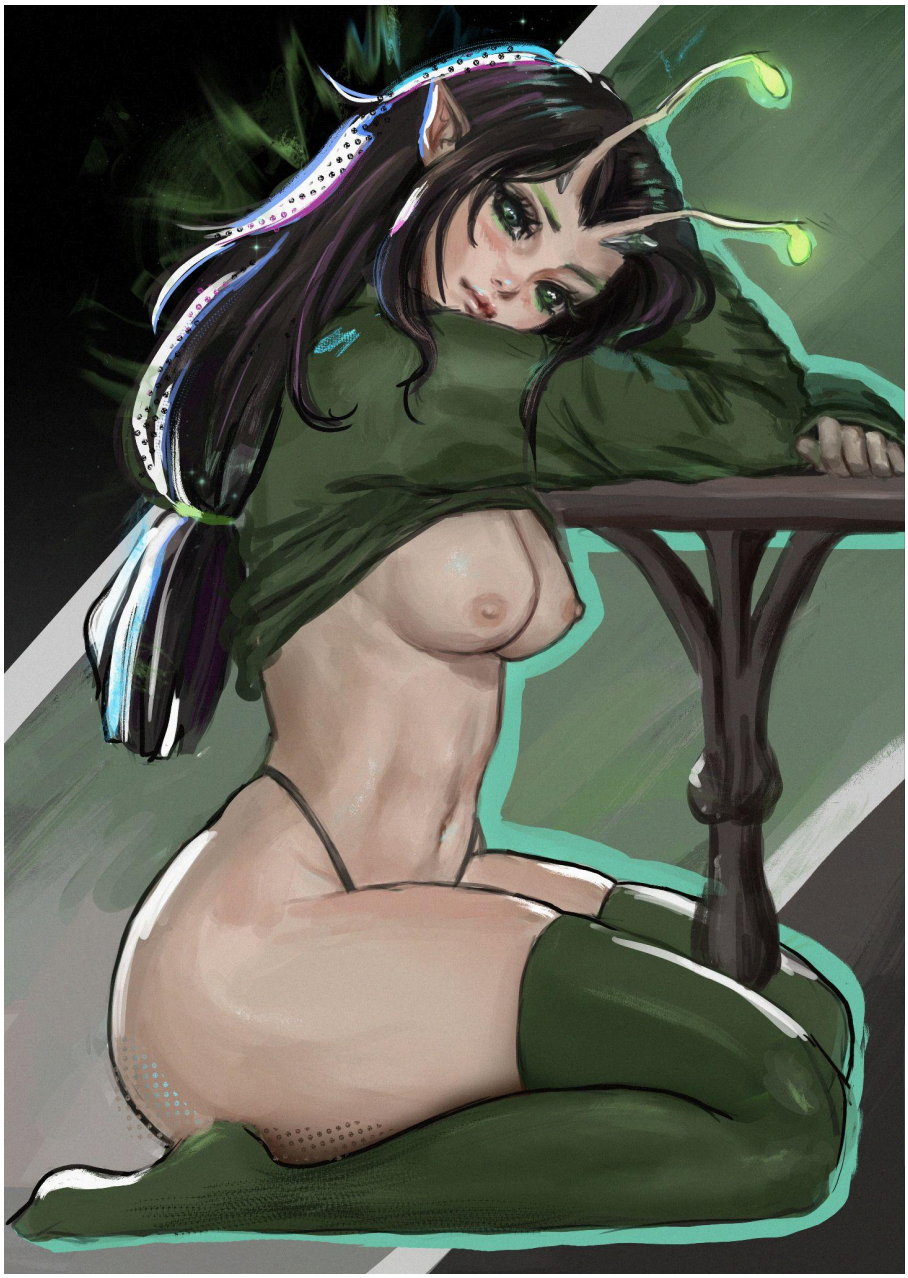
Loki has **Divine Empowerment, Divine Hybrid, Divine Physiology, Magician x3, Beyond Clever,** and **God of Lies.**

Thor has **Divine Empowerment, Divine Hybrid, Divine Physiology, Castle Doctrine, Worthy, Uru Weapon,** and a jump-locked copy of **By My Beard!**

Guardian Angels:

Welcome to the harshest prison on this side of the galaxy. You'll be inmate 451, destined for ten long years of prison life unless you do something to change it.

Your cellmate (or cellmates) will be a big help in this endeavour, because they are a member of the famous Guardians of the Galaxy. It seems they have some way to communicate with the world outside, and the rest of the Guardians are on the way.



You two will soon become as thick as thieves, bonding with your time in prison. As bleak as life within this hellhole is, the guards are effective enough to prevent most violence, and your particular cell block is filled to the brim with beauties from the galaxy at large. It seems space jail doesn't really separate prisons by gender, and they don't mind if prisoners have some "fun" as long as it doesn't mess with the schedule.

If you manage to escape before the jump is over, you pass the scenario.

Reward(s): Your particular guardians follow you on your chain as companions. They receive their full powerset converted into perks, powers, and items.

Soul Stone:

(To take this scenario, you must possess the following items: Power Stone, Time Stone, Reality Stone, Space Stone, and the Mind Stone)



As the bearer of five infinity gems, your power is unmatched in this world. Upon obtaining the fifth gem, you become aware of the Soul Stone. It calls to you across the cosmos to obtain it for yourself. The Soul Stone will demand a heavy price, the cost of which is dictated by who you are. You might have to face your greatest fears, sacrifice something dear to you, or suffer even stranger fates in order to bypass its defenses.

Once you have the stone, you must seek out the Infinity Gauntlet. The Gauntlet is held by the titan Thanos, who will seek to claim the Infinity Gems you have for herself in her mad quest for Death's love. Once you have obtained the gauntlet, the galaxy will howl in fear as you wield its near-omnipotent power.

Reward(s): You gain a fiat-backed Soul Stone and Infinity Gauntlet. If you spared the mad titan, you may take her as a companion. You also receive Thanos' perfect mate Terraxia, remade into your perfect companion and lover.

Scarlet:

You are minding your own business when one day, you are suddenly hugged from behind. You turn to confront the mysterious hugger when you realise that she's not only sobbing into your back, but she's also the Scarlet Witch.



Wanda, as she asks you to call her, is from another dimension and different from the Scarlet Witch of your new home. She tells you, through tears, that the two of you were lovers before circumstances caused you to die a quick and painful death. She was distraught and looked for a way to be with you again.

Taking possession of the Darkhold, she found a spell that allowed her to peer through other timelines and find one where you were alive. She then traveled to that world and to you.

She's happy to see you alive and claims she'll be fine if you want nothing to do with her (she won't), but she asks if you'd be willing to give her a chance to prove herself. You'll find quickly that she's beautiful, caring, and fun. It's almost like she's made for you. However, if she ever sees you in danger, she'll unleash her fury on whatever poor bastard got in your way.

To pass the scenario, you must simply survive this jump with a good enough relationship with the Scarlet Witch to take her with you on your chain.

Reward(s): Wanda joins you on your chain as a companion. She receives the following perks and powers for free.

Wanda has all of the following: **Who Deserves to Rule?, Magician x3, Advanced Training (Chaos Magic, Necromancy),** and **The Darkhold.**

Widow:

SHIELD is preparing a file on you, and Fury has sent its most capable operative to track you down. She won't be torturing you, just asking a couple questions.

If you have **SHIELD Backing**, you may choose to place Natasha as your handler from the get-go. You've already been cleared and are essentially ready to go. Everybody else will have to go through the whole process.

Natasha will move nearby and spend the next couple of months reporting on your every move. You'll see her at work, around the neighborhood; she might even choose to work for you as a personal assistant. Whichever opportunity makes getting close to you easiest.

At the end of your three months, SHIELD will decide on what actions to take. Heroes will find themselves cleared and subsequently ignored, solos will be put on a list of suspects to check again in a couple of years, and threats who've committed crimes will be put on active monitoring.

Natasha remains by your side in all three scenarios. It seems she asked for the post. Heroes will continue their hero work under her watchful eye, solos will be monitored carefully, and she'll go deep undercover as a double agent against threats.



You'll find romance with the Black Widow is a slow process; she'll get closer and closer, then pull back out of fear you'll hate her for her infertility. She'll eventually admit to herself that she has feelings for you, after months of observation, and slowly begin getting closer until it's too late to back out. Unless you happen to be capable of curing her infertility, then she'll escalate her plans rapidly.

You pass the scenario if you survive until the end of this jump and leave this jump with a good enough relationship with the Black Widow to take her with you.

If desired, you can replace Widow with other trained agents such as Yelena, Mockingbird, or Maria Hill.

Reward(s): Natasha joins you on your chain as a companion. She receives the following perks and powers for free.

Natasha has the following: **Spider Pheromones, Diplomatic Immunity, SHIELD Backing, Castle Doctrine, Erskine Formula, SHIELD Training, Black Widow,** and **Armory.**

Doomsday:

Victoria von Doom, sorcerer scientist and queen of Latveria, has spent much of her life in constant competition with Rachel Richards, a.k.a. Missus Fantastic.



After undergoing therapy with a particularly brilliant doombot, she's come to the conclusion that something needs to change in her life. So, when a particular jumper tears a hole through reality upon their entrance, she decides to pay extra close attention.

Upon finding that you are, indeed, a world traveler, she elects to kidnap you and take you back to Latveria. She claims that you are merely here as a research project, but then she places you in the greatest tower of Doomstadt and feeds you the greatest food known to man. She seems to care an inordinate amount about your happiness and will go out of her way to spend time with you.

At the same time, Rachel Richards and the Fantastic Four have discovered your kidnapping and made haste to save you from the villainous clutches of Doom. The fact that you're handsome (important for Sue) and an interdimensional being (important for Rachel) has nothing to do with how badly they want to save you. Sure, they have wanted a third in their relationship for ages, and sure, you might tick all of their boxes, but it has absolutely nothing to do with it.

This scenario has three main paths. You may spurn Doom and receive the love and affection of Rachel Richards and Susan Storm; you may spurn Missus Fantastic and the Invisible Woman and receive the undying support of Victoria von Doom; or, if you're feeling particularly suicidal (or if you have a good harem perk), you may tell them all to share.

Reward(s): The rewards depend on the path you take.

Spurn the Fantastic Four: Victoria joins you on your chain as a companion. She receives the following perks and powers for free.

Doom has all of the following: **Who Deserves to Rule?, Castle Doctrine, Beyond Clever, With a Box of Scraps!, Doom Comes for You All!, Magician x3, Advanced Training (Necromancy), SHIELD Training, Black Widow, Homeland (Latveria), Prototype Armor,** and **The Darkhold.**

Spurn Doom: Rachel Richards and Susan Storm join you on your chain as companions. They receive the following perks and powers for free.

Missus Fantastic has all of the following: **Good PR, Fantastic!, Custom Power (Stretching) [600], Mutate [0], Beyond Clever, With a Box of Scraps!, Richards!, Genius Billionaire Playboy Philanthropist [400] (Yearly billion dollars).**

Sue Storm has all of the following: **Custom Power (Invisibility) [400], Mutate [0], Psion (Psionic Energy Projection)**

Tell them to share: You gain the rewards of the other two paths.

Psylocke:

Psylocke is a name used by two individuals, Elizabeth Braddock and Kwannon. You may select which Psylocke to use for this scenario. You may take this scenario up to two times, selecting a new Psylocke each time.



You find yourself with a telepath living in your head. The woman, who calls herself Psylocke, claims that she had been trapped in her own head by the Shadow King. She claims that she was able to free herself by jumping into your head, which was possible because of your psionic closeness (when you ask what that means she dodges the question).

She urges you to help her get her body back, but for the moment she's trapped in your cranium Johnny Silverhand style. She'll manifest herself in your frame of vision, where you can even touch her mental construct.

Being inside the head of another person has caused Psylocke to get far too comfortable. She manifests in places that appear innocent but secretly play up her sexuality. She uses the thoughts she senses in your subconscious to tease you in ways that no other woman could.

To pass this scenario you must help her return to her body before you leave this world. You can get her body back through a variety of methods, from simply defeating the Shadow King to cloning (or building) a new one using your own powers. If you have a good enough relationship with your mental passenger you can even take her with you as a companion.

Reward(s): Psylocke joins you on your chain as a companion. She receives the following perks and powers for free.

Elizabeth Braddock has the following: **Psion (Telepath, Telekinesis), Divine Empowerment (Captain Britain), Castle Doctrine, Mutant [+100]**

Kwannon has the following: **SHIELD Training, Black Widow, Castle Doctrine, Psion (Telepath, Telekinesis), and Mutant [+100]**

Unbeatable:

Doreen Green, the unbeatable Squirrel Girl, finds herself with a large predicament that she needs your help with. You see, her squirrel powers have come with a major drawback in the form of an unbearable mating season. A mating season that is set to take place in a couple of weeks.

Her hormone-filled mind has latched onto you as a potential way to quell this heat. She'll move into your area, pursue you directly, and try to get you to help her with her "problem". As the season progresses she'll get more and more desperate. She'll never break and take what she wants, but her eyes will definitely get crazier and crazier as the season progresses.



Regardless of how your relationship progresses, the unbeatable Squirrel Girl is a fantastic ally to have. Not only is she surprisingly strong, her squirrel buddies have helped her defeat foes far stronger than she had any right to.

To pass this scenario you simply have to have a good enough relationship with Squirrel Girl to take her with you as a companion.

Reward(s): Squirrel Girl joins you on your chain as a companion. She receives the following perks and powers for free. She has **Custom Power (Squirrel Physiology and Communication) [600]** and **Continuous Education**.

Jolly Green Giant:

You've been framed for a crime that you didn't commit. Luckily, your lawyer is the best in the biz, the unforgettable Jennifer Walters. She'll get you out of jail within hours and work overtime to clear your name.

She'll develop a serious attraction to you during the case, but manages to keep things professional until after your name is cleared, and you walk away a free man. Then, that night, she'll visit your home for a "celebration" that is sure to be stuck in your mind for a long while.



To pass the scenario is simple: get out of jail (basically assured unless you seriously mess something up), survive the jump, and make a good enough relationship with Jen to walk away with her into your next jump.

<u>You may change the target of this scenario from Jennifer to any other Gamma Mutate in the Marvel universe.</u> Alter the details accordingly.

Reward(s): Jennifer joins you on your chain as a companion. She receives the following perks and powers for free.

Jennifer Walters has all of the following: **Quippage, Inspiring Figure, Spider Pheromones, Good PR, Fastball Special, Hulk Strongest There Is!, A Superhero Lawyer?, The Green Door,** and **SHIELD Training.**

It’s Magic:

It’s not often you see a giant portal from limbo open up in front of you, and even less common to see a seemingly normal blonde young woman fall out of it. The young woman is Illyana Rasputina, sister of Colossus and member of the X-Men. She’s also the sorceress Magik.

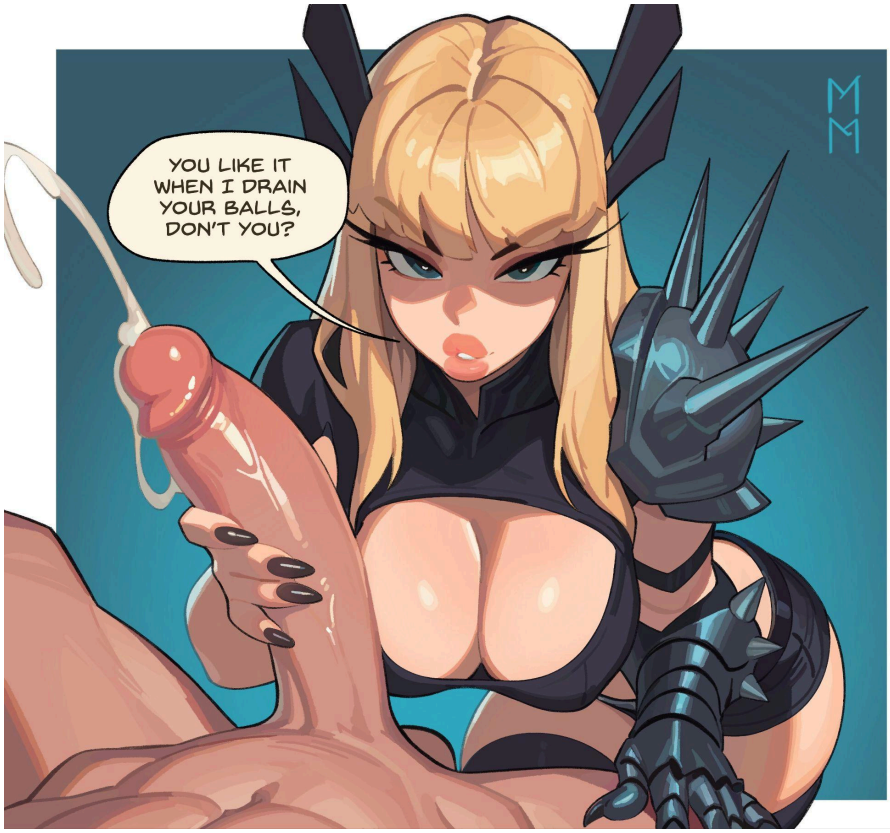
Magik is currently being hunted by the forces of Limbo, as well as the agents of Magneto. Her appearance at your home was unexpected, but perhaps lucky; nobody would be looking for Magik there.

The first thing you’ll notice about Magik is that she’s beautiful. The second is that she's kind and clever. Lastly, you’ll see the dark side she keeps secret, her Darkchylde.

She will eagerly train while hiding at your property. Her skill with her soulblade is formidable, and her dark magic is even more dangerous. The wait will try her patience. You’ll then face an attack by her enemies.

If you emerge victorious, you’ll see her truly happy for the first time. A weight will have been lifted from her shoulders, and she’ll finally recognize that she’s developed a little crush on you. If she is brave enough or encouraged enough, she’ll act on her crush and confess her feelings. If she isn’t brave enough, then the Darkchylde will emerge and shamelessly proposition you.

Illyana is a woman possessed once she gets a taste. Acting like a true succubus, she’ll drain you again and again and again. It seems that her dark persona is quite taken with you as well. Once she’s free, the Darkchylde will simply tease and torment you until you snap and give her what she really wants.



To win the scenario is simple. Survive until the end of your jump with a good enough relationship with Illyana to take her as a companion.

Reward(s): Illyana joins you on your chain as a companion. She receives the following perks and powers for free.

Magik has all of the following: **Spider Pheromones, Castle Doctrine, Custom Ability (Stepping Disks) [600], Mutant [+100], Magician x3, Advanced Training (Necromancy, Chaos Magic),** and **The Ebony Blade (imported into her magical Soulsword).**

Galacta:

As the estranged daughter of Galactus, Galacta is subject to the same hunger that torments her father. She must seek out and consume worlds, with a self-imposed diet of hostile alien planets. Recently, however, she had obtained a new hobby of watching particularly interesting mortals (you, in fact). She seems to be observing your life, providing announcements that you can faintly hear.

She's especially fond of when you face other superheroes or villains (or secretly, when you have wild passion sex with other superheroes or villains). It is like you have a constant cheerleader for your life.

Upon your eighth year in this world, you'll find yourself called by Galacta herself. She's been watching you because you have the potential to cure her hunger. This can be accomplished by a variety of methods. You may use out-of-context abilities to cure her hunger, use a completed infinity gauntlet (such as the one offered by Soul Stone), or go on a grand quest with other heroes to find a mystical artifact that Galacta assures you will cure her hunger.

To pass this scenario you must simply cure Galacta's hunger.



Reward(s): Galacta joins you on your chain as a companion. She receives the following perks and powers for free. She has **Power Cosmic, World Eater, Beyond Clever, Galactic Database,** and **Celestial Toolbox**.

She's largely a novice when it comes to wielding the Power Cosmic, and seems to be content as your cheerleader. Since losing the hunger, she cannot create heralds. She makes up for this by providing you implants for your powers (essentially granting you a stronger version of the perk **Apocalypse Now**).

Love Triangle:

You weren't expecting much from a university in the Marvel universe. Sure, your first teacher gave up teaching to become a supervillain, but that's not even strange here.

What has definitely thrown you for a loop is your classmates, more specifically, a very dangerous redhead seated right behind you. She's Jean Grey; you're certain of it. With a little bit of digging, you find that Xavier's school pays for high-performing students to audit college classes, and you've ended up with three of them in your English class.

You've got Jean, of course, the beautiful telepath who may or may not be containing a world-ending threat. Then you've got Laura Kinney, otherwise known as X-23, the clone daughter of Wolverine whose black hair, leather jacket, and attitude would be hot if they weren't so scary. Lastly, you've got Rogue, the Southern belle with the ability to suck a man's powers out of him, and not in a good way.



Rogue and Laura seem to be this universe's version of the Scott and Logan rivalry. They both flirt with Jean in their own way, determined to become the winner of the dumbest showdown. All that is left for you is to utterly ignore the extremely dangerous love triangle and finish your course in peace.

Of course, it seems that things are not going to be that simple. Jean doesn't appear to have eyes for anyone in the class but you. ***Gasp*** **A love square???**

To succeed, you must simply survive until the end of your jump. Getting a good relationship with any of the three girls will let you take them as companions. You may freely alter the members of the Love Triangle, but all three must be mutants.

Reward(s): You receive a full set of branded merch from the college you are attending, as well as a full set of branded merch from Xavier's school. Your chosen mutants also join you on your chain as companions. They receive the following perks and powers for free.

Jean has all of the following: **Psion x4, Parker Luck, Spider Pheromones, Raw Potential, Good PR,** and **Mutant [+100].**

Laura has all of the following: **Castle Doctrine, Fastball Special, Custom Power [400] (healing factor), Mutant [+100],** and **Vibranium Gadget (skeleton).**

Rogue has all of the following: **Custom Power [600] (touch absorption, flight), Mutant [+100], Erskine Formula,** and **Burstein Process.**

Avenger:

Welcome to the team, rookie. We've got a lot of ground to cover. Here's your badge; it'll tell you when we need your help. Here's your room as well; every Avenger gets room and board for free. All we expect from you is effort and teamwork.

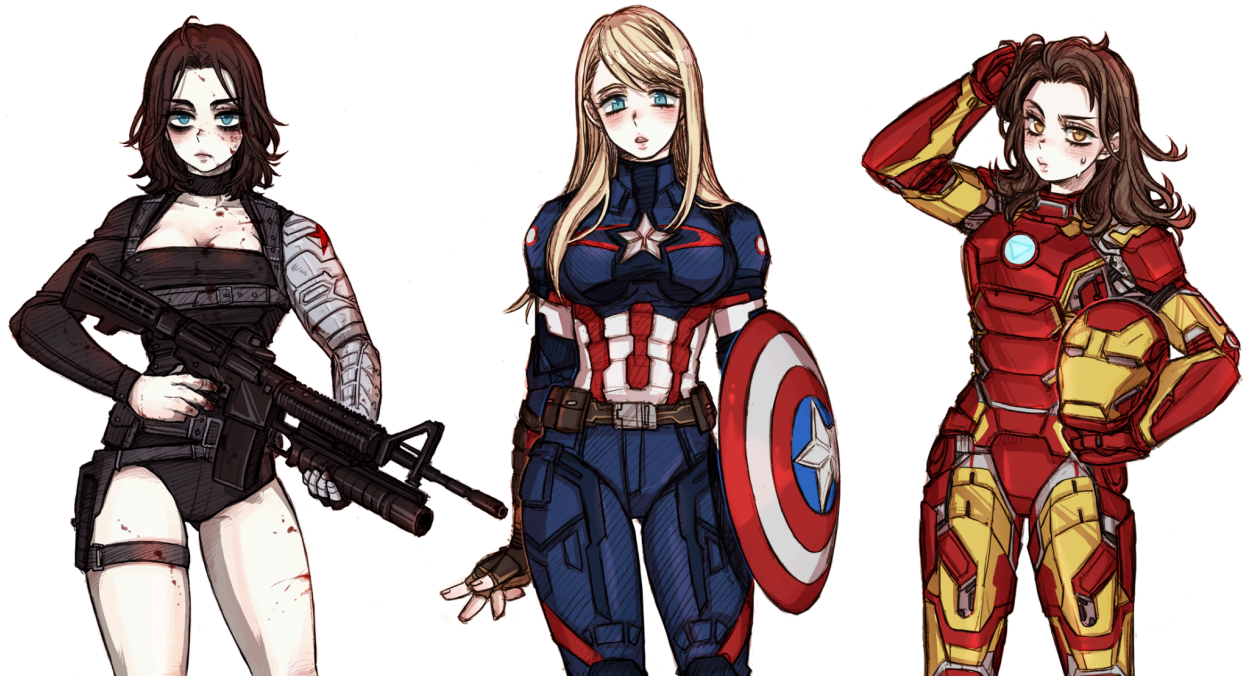
If you're a hero, then welcome aboard. You'll fit in great, I promise. Solo acts will have to get used to the structured way we do things. Threats are lucky to be here on our second chance program; tread carefully.

Passing this scenario is simple. You'll be expected to deal with weekly threats of moderate power, the Wrecking Crew or Rhino, to give you an idea. You'll face a true threat every year, from Magneto to the Red Skull. Then, once per jump, you'll face one of the big guys. Think anybody from Dr. Doom to the Leader.

We expect great things from you.

You may select which lineup of Avengers will be your coworkers while selecting this jump.

Reward(s): You gain an additional **200 CP** for taking this extra risk. You also get the chance to hang out with the Avengers and get to know your fellow teammates. Anyone who falls for you can join you on your chain as a companion. They receive their canon powers as perks and powers for free.



Mutant Mayhem:

You are the newest staff member at Xavier's School for Gifted Youngsters. This new career of yours matches your skills and provides you with the opportunity to teach the mutants entering Xavier's school.



As a teacher, you'll be responsible for teaching your students and ensuring their success. Your curriculum is entirely up to your own discretion, but you must pass at least 70% of your class through an end-of-the-year exam. This exam will come from the state (if you're teaching something normal like biology or English) or from the X-Men (if you're teaching something abnormal like firearms or martial arts).

Your students will almost certainly be rebellious and wounded. As a reward for your diligent service in educating the youth, you may freely choose to enforce lewd rules in your class. These rules are viewed as perfectly normal by the entire school.

In this scenario, you must pass your class each year you are here. There is no "cheating" the system; you can beam the information required directly into your student's mind if you are capable of it. Normal cheating, like providing the answers for the exam, is not allowed. You also receive five years' worth of teaching experience in your field, along with all the degrees and licenses required to provide an education.

Reward(s): You get a famous X-Men jumpsuit, fitted perfectly to your body. This counts as a free purchase of **Sexy in Spandex**. Anyone who falls for you (students or fellow staff) can join you on your chain as a companion. They receive their canon powers as perks and powers for free.

Pawns:

You must have a way to produce slaves before selecting this scenario. This includes a variety of options, including preexisting mind control powers, Magician, Psion, Pheromones, Power Inhibitor Collar, Brotherhood, or Many Angled.

You must take a single slave before you leave this jump to pass the scenario.

Reward(s): You get to take your slaves with you as companions. They receive their powers for free. You receive an additional perk based on who you enslaved.

If you take only evil-aligned slaves, you gain **Dark Whispers:** You have a voice befitting a villain of your class. You can wax poetic when discussing your evil schemes, and your foes will simply watch, entranced. Your voice can shift between intimidating and seductive at a whim.

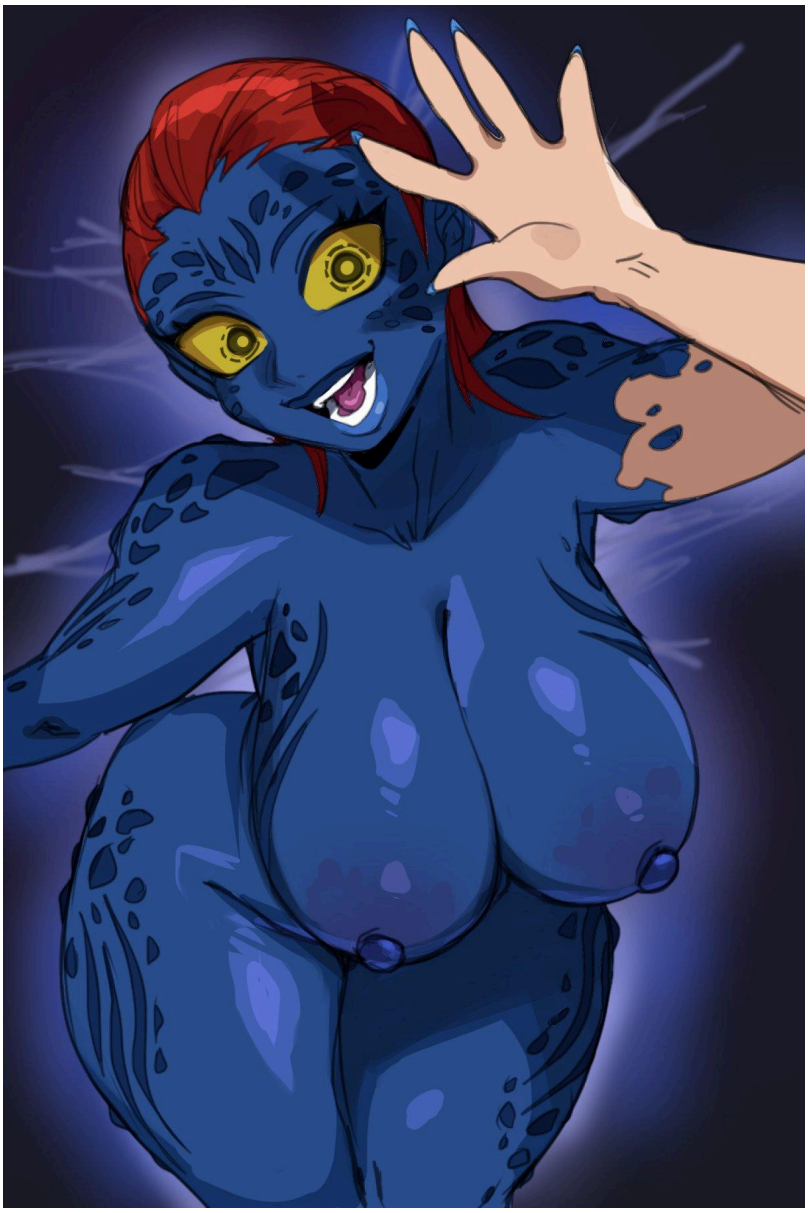
If you take slaves of both good and evil alignments, you gain **Insight:** You know roughly how submissive a person is to you when you meet, and you'll have a sixth sense for how far you can push the people around you.

If you only take slaves of a good alignment, you gain **Stone Hearted:** Your slaves are immune to emotional ploys. True love won't break your spells, and the power of friendship won't lead to them remembering their past life. Your enemies will have to defeat you the old-fashioned way, and that means going through all of your slaves.



Femme Fatale:

A villainess has taken an interest in you. A hero jumper might find themselves fighting with this villainess multiple times, eventually resulting in a sensual romance. A threat might find themselves with a new capable lieutenant that cannot be easily refused.



Regardless of how, the villainess has developed a piece of actual love for you in her heart. She can't find it within herself to actually harm you, but you'll find that it might take a while before she comes to terms with these feelings.

You may take this scenario multiple times, selecting a new character each time.

Reward(s): Your chosen villain follows you on your chain as a companion. They receive their full powerset worth of perks, powers, and items. For example, Mystique would obtain **Custom Power [600] (shapeshifting and regeneration)** with **Mutant [+100],** whereas Viper would obtain **Custom Power [100] (Venom Immunity)**, **Mutate [0]**, **SHIELD Training**, and **Black Widow.**

Dimensional Rupture:

Shortly after arriving in this world, you'll find yourself stumbling into a curious sight. A hero (or villain) that isn't from this world. They might act the same, go by the same name, or even just look the same, but it's obvious that they are from a different timeline than the one you're in.

You find them wracked with pain and almost glitching out. It seems the new dimension isn't agreeing well with them. You'll have to get them some powerful help, or they'll slowly get destroyed by being in your reality.



You'll want to help them. Not only do the two of you get along, they also seem to enjoy your world more than their own. This may or may not be due to the presence of a new friend within the new world.

You pick which character gets sent to your dimension. You may take this scenario multiple times, picking a new character each time.

Reward(s): Your chosen character follows you on your chain as a companion. They receive their full powerset worth of perks, powers, and items.

Ages Apart:

Your presence in this world has called a character from the ancient past or the distant future. This wayward time-traveler will find themselves arriving at the same time you arrive. Whether they take to their new time well, you'll find yourself encountering the lost traveler.



Visitors from the past will come to view you as a friend and confidant. Your insights into the new world they find themselves in will aid them immensely. Visitors from the future are instead rather big fans of you historically, and will try to keep this fact hidden to moderate success. It must be really interesting for them to meet such a famous figure.

Regardless, you two will get along like destined lovers, sharing experiences common to both your times.

Reward(s): Your chosen character follows you on your chain as a companion. They receive their full powerset worth of perks, powers, and items.

You Look Familiar:

Marvel has a lot of expy characters. From Hyperion to the Power Princess, the comics are full of characters obviously inspired by other (more famous) characters.



By taking this scenario, you'll find yourself bumping into an expy of your choice. This expy can be of any character you desire, from characters with a preexisting expy (such as Wonder Woman) to characters without. You needn't take a preexisting expy if you'd rather make a new copy.

Your expy will have the personality and powers of your chosen character, with a little Marvel flavor thrown in. Their powers will change to fit the Marvel universe (for example, shardbearers from Worm could become mutants).

Your chosen expy will find themselves drawn to your presence. How this actually manifests depends on the character you chose. The two of you are always highly compatible.

<u>You may take this scenario multiple times, selecting a new character each time.</u>

Reward(s): Your chosen character follows you on your chain as a companion. They receive their full powerset worth of perks, powers, and items.

Two are One:

It seems this universe has had a mix-up. Two of your favorite characters are actually one character in this world.

This fusion is between two characters of your choice. These fusions are not limited to hero and hero or villain and villain. The new character taking the place of the two previous characters will possess all the powers, memories, and general life path of the two put together. They have always been a single character, even though it is different in the mainline comics.

This fusion will find themselves drawn to your presence. How this attraction manifests depends on the characters you chose. The two of you are always highly compatible.



<u>You may take this scenario multiple times, selecting two new characters each time.</u> This scenario may be fused with **You Look Familiar** above to produce fusions with expys of characters from other universes.

Reward(s): Your chosen character follows you on your chain as a companion. They receive their full powerset worth of perks, powers, and items.