Cloak and Dagger

- By Mango Environmentalist

Light and Dark

Guidance and Hunger

A sword cutting holy arcs

An abyssal shield without anger

One cant live without the other

Tied through life together

Your emotions will smother

As your love grows even further

Why not try and go Even Father?

This is the story of Cloak and Dagger or Tyrone Johnson and Tandy Bowen. The story of how two teens ended up in the midst of the light force and the dark force and the needs they have from one another. The dark force ever devours and hungers, constantly scavenging for things that can truly feed it. The light force burns brightly and without remorse, burning through the feeble walls that try to hold back its radiance. Both meld together greater than any other force in multiverse. The need, the care… the completeness that is only given when one side truly loves another… Take 1000 points and see where your journey goes

Origins

Cloak: A tired young man, one born with a stutter and a poor sense of timing… will you be fast enough to save those you care for?

Dagger: A lighthearted girl with a positive outlook, her mutant powers forced on her and a love chosen by the world. Will you fall to a dagger in the back?

Mafia Scientists: Instead of making powers in a bottle while trying to make drugs with human experimentation. But you did accidentally find a way to both activate mutant powers and at the same time… connect to ultra dimensional forces that you have no fucking clow on what is happening but rolling with it anyway.

Spider Friend: You are an overworked, underpaid superhero who wonders why there are two new anti heroes after a mafia Drug Ring

Perks

All origin related perks have a discount of 50% off with all 100 discounted items being free!

Undiscounted

Comic Book Pretty: Free

oh now this just aint fair jumper? What do you mean you have an 8/10 fave and with minimal effort you gain a 10/10 body enough to the point you will not need to feel embarrassed in a skin tight unitard as you will have abs for days… this perk also lessens the bad looks you may gain from powers, instead making them give you an exotic look and adding appeal

Criminal Senses: 100

Lets face it, New York is a large town, and there is no way in hell that you can find any single crime, even if its super crime, on foot. This is the insanity you have to deal with but its an easy fix, this perk tells you where there is crime in your city of choice. Only in your city of choice, no going to Miami after and trying to set up shop.

Alternatively if you are a criminal, this perk will instead give you the ability to sense where a hero is coming from, not the when or how but where.

Costume Culture: 200

This is an amazing civilian cosplay perk, but that is because it makes you a modern day Edna mode. You are a person who can work with any fabric or material if given the right tools, whether that be something as basic as polyester or spandex into conceptual insanity. Don't be too excited, everything you can do is limited to thematic costumes to the level of an obsession for your work. Alternatively this perk could be mundane and allow you the prowess and skill of a seasoned ordinary seamstress and full fashion designer, have fun making something Dager's mom would kill to wear.

A Perfect Host: 400

You are a perfect host for any otherworldly force, cosmic entity, or otherwise insane being. If you host the powers of other beings they actively like you and don't try to take over your mind… completely. They will still influence your thought process depending on what they embody. A person with the Darkforce will be much higher in metabolism and like bright places and horror movies, but won't lose control of themselves in hunger or other side effects. If you hold the lightforce you run a little hot, darkforce you a bit of a glutton, phoenix force likes being around people and maybe trying to manipulate people and act a bit bird-like. Higher beings will treat you just like you are an amusing thing to just watch while they have a connection to it and don't actively antagonise it: Capstone Booster.

Mr Negative:600 CP

This is a simple perk, and locks you into the non discounted, cloak and dagger trees but it gives you the discounted Origins of both. This perk can also act as the Capstone Booster for both Perk Trees. You are not just connected to the light and the dark, you have a hand in both. While this does feel like it should diminish your power it actually allows you to keep yourself even with your counterparts. In addition you are able to make yourself a split personality allowing you to somehow dodge suspicion no matter what, with the original jumper personality always being dominant.

Cloak Perks

Energy Vampire: 100

Now this… is exactly what it sounds like. You gain the ability to subsist off peoples fear, negative emotions, and life force. This is actually enhanced due to this being a perk allowing you to control how *much* this effects you. You do t actually need food and water, you can subsist healthily on negative emotions without issue. In addition energy attacks of all kinds become massively less effective against you. Light based energy or life force will feel like a five star meal.

Misty Night: 200

You have the ability to teleport yourself or objects through darkness and mists you produce yourself. You even have the ability to turn yourself in to a being made entirely of darkness and mists to dodge attacks you have no right to avoid. You can also channel all shadow and darkness based powers through this perk for a massive power up. This also massively increases your stealth by the by.

Who are you in the Dark?: 400

You have a list of powers here from your mutation jumper, lets see. You have flight, durability, and complete control of Darkness and any mantel you hold. More than that this purchase comes with a massive boost in control and learning speed relating to all dark, shadow or other gothic elementally themed skills and powers. Enjoy surviving the darkness little one, for you are someone who *thrives* there.

The Darkforce: 600

The Darkforce comes from the Darkforce Dimension. No not the Dark Dimension, they are neighbors though. You are connected to the Darkforce to such an extent that you could easily be excused for a minor god of darkness and shadows. You can change your density to move through objects, melt into shadows so only the greatest of senses can even attempt to find you, and the ability to summon the monsters in the Darkforces dimension. You enjoy being a part of the realm of Darkness and Nightmares, but know you *have* to use your powers or it starts affecting your mind!

Capstone Boosted: Avatar of the Dark, Baron of Black: You aren't just a part of the realm of the Darkforce, you are its God with a capital G. All abilities relating to summoning gain a massive increase and an affinity for darkness should you choose. You gain the Durability to fight with and against gods on semi even footing, immortality, and all abilities relating to the Cloak Perk Tree is severely increased. The best bit? When you really let go, you are still in control. For as long as the world can hold the powers of another Dimension, you are swinging in the leagues of Thor, Hulk and Doom. Oh you also gain Pure immortality, and near agelessness. Oh also no longer will things related to the dark, darkness or unholy things affect your mind at all. Ain't that nice!

Dagger Perks

Healing Light: 100

One of the most important abilities of the lightforce is the manipulation and generation of healing light, made from the combination of a pretty much holy light and lightforce. This is one of your most fundemental powers and one that comes as easily as breathing. You generate a near unlimited amount of this healing light from your body and soul while also healing the mind and soul yourself. As long as it breathes you can feed life into it.

Holy Marksmanship Spiderman!: 200

These are legitimately tracking daggers, arrows and other sharp and pointy projectiles made of a form of fairly holy, and purifying, light. These projectiles come with a mundaine accuracy boost, allowing you to “enchant” conventional weaponry, a blistering speed boost on all projectiles you use, and a target tracking power allowing any projectile you use to minorly track even the most agile of enemies up to the level of spiderman. The add on, ontop of all of this insanity, is the fact you also gain a good chance of changing a light. Thats right, your arrows and daggers of light arent just super effective on the undead or unholy beings, you also gain the ability of hitting people with an effect of “what am I doing with my life” projectile mental effects, this allows you to force enemy combatants to look at what they are doing from an objective standpoint and force them to have an intervention style self discovery. This may not work on demonic and unholy beings, which will be massively affected by the daggers anyway, or irredemable or overly sinful people, but the people who made the wrong decisions, who fell into a bad crowd or feel disenfranchised? Those people will be changed for the better.

Super Light!: 400

The power of light compels you! You have a much greater form of hypnosis, basically as long as it doesnt involve the person hurting themself or mutilating themself, you can force people to go into various suggestive states though so be careful what you say. You also are one hell of an athlete, a dancer, gymnast, marksman, and fighter. All of your stats for speed, flexibility and strength are all massively boosted, you cant run faster than a bullet but you sure as hell block bullets with grace, poise and style. You in the final bit gain an advantage in learning all skills and perks relating to life force and light manipulation skills.

The Lightforce 600

This is fairly simple, you have a massive increase in all perks relating to light and Life Force. You are a generator of all light and life force powers like a beacon into the night, where anyone who can see energy sees the amount you release every other second. If you dont release a sufficient amount in a week you may just blow up yourself from the sheer power and quality of the energy you generate. You are connected to the Lightforce dimension, or Lumina, a doorway dimension connected to the Beyond and home of the God of Light and the Enigma Force. As a being Connected to this you have all perks in any way related to light, such as electrical or fire based abilities gaining a Holy tint to it. Any skill that requires lifeforce or giving up of your life or years of life just takes a lot of energy from this connection to this dimension of endless life and light.

Capstone: Avatar of the Light, Lady Light: You are not just a user of the lightforce, you are its Avatar and a near capital G God of a plain of existence created by all the celestials themselves. All abilities relating to construct making, marksmanship, healing and energy manipulation gain a massive boos in strength and Control. You can fight Gods in a fair match, and immortality where you will regrow in the presence of any being of darkness you are connected toos vicinity. For as long as the world can hold the Full Holy might of the Lumina, then you will number among the most powerful beings in any dimension, you swing in the upper bounds of beings like Doom, the Hulk, Thor and more. You also hold immortality, as when you are killed you turn into light itself and find the darkest corner you can to rebuild yourself. A wielder if the darkforce is preferred

Mafia Scientists Perks

Chemist: 100

This perk is way too basic, but it hands you a couple degrees in pharmaceutical chemistry and micro biology. Your focus of study is how chemistry compounds affect the body… in a comic book setting. The real beauty of this is as long as you see a formula once you know what you need to recreate it. Any portion of it for however you wish to do it, but you still need the ingredients. Now this isnt a normal degree set, its a *comic book* degree set so that means you are someone who can talk science in your fields with people like Bruce Banner and Helen Cho. When it comes to chemistry and biology you just might be able to talk circles around the best of them.

Mook Training: 200

You can brawl, fight and look intimidating by yourself up to the level of an average henchman, the more your physical strength and size the stronger this will work. If you are somehow 6'10 you even make heroes like spiderman wary before the fight starts. Comes with brawling knowledge, how to look/ act imposing and incognito, and how to use simple weapons like Knives and Guns. Perfect for protecting your science experiments. Strangely also comes with knowledge on best ways to transport your products.

Criminal Enterprise: 400

You have a product in your, supposed, narcotics market. This product is amusingly enough, *very* lucrative. What do you do from there? Well in your case you are a marketing genius, and gain experience in backroom deals and similar. You also gain an amazing use of legal channels, as you are a businessman. So have fun becoming a full on criminal enterprise off skill alone

Scientist, Billionaire, Playboy, Criminal: 600

You are one hell of a criminal Jumper, you are just too dam charasmatic for your own good. This is a two part perk, first is that you have the charisma and aura to quickly get people on board with your dealings, your skills and ability in negotiations raise massively, and you have the ability to make legal covers and laundering sites that allow you to act in the open without anyone being able to even do anything against you. The world knows you are guilty but as long as you put a days worth of effort only if you are caught fighting in the streets of your city in broad daylight will you see the inside of a cell. Not that you will be there for more than an hour as all evidence against you to reach a conviction evaporates like nothing. Second portion of this is that you gain a massive boost in all knowledge perks allowing you to slowly expand and boost them to allow you a greater amount of knowledge. As long as the knowledge can be likened to traditional academic pursuits in Language, Mathematics, History, Culture, Art, and especially any Science knowledge perks you may slowly upgrade them or expand their scope by studying the works and the inventions of others

Capstone Boosted: Superior Scientist Supreme: Much like the tinkeror you are quit good in engineering technology that allows you to deconstruct and upgrade other peoples tech in engineering. This isnt the only thing as thats just the gravy. The real boost is your potential is similar in scope as Hank Pym, Tony Stark, and Doctor Doom. You can even do things like add esoteric effects and more regularly do things like the creation of the Dager and Cloak drugs with an actual goal and purpose instead of happy accidents and other insanity. You can remake stuff like Hulks gama blood, Captain Americas version of the super soldier syrum, or if you are feeling like blackmail you may even have the power and ability to work with mutants or other people who hate their powers to eventually gain either an ability on/ off switch or a way to change their powers for the better, even if just cosmetically. Need to learn magic for that though, so maybe learn some magic to mix with the tech

Spider Friend Perks

Skills of a Veteran: 100

You have had a storied career, or at least thats the vibe you give off. You have the skills of an investigative reporter, detective and a fighter. You can actually find clues and evidence while lining up picture perfect shots to better do things like take down people and criminal enterprises legally. You would make one hell of a journalist too, having the chops to be a fron page reporter of any major newspaper in addition to your detective work being movie quality. If you are young enough you may trade this in for a talent that borders on devine where you will reach this level of skill within a timeframe of 2-4 years for all portians of this skill.

Mentoring the Newbies: 200

Well now you done it, you just had to be nice to the new people in your line of work. If it is related to your work, education or specializations you are one dam good teacher. Any perk you have that is related to skills, knowledge and learning speed may be temporarily used on any students you have. This is fun in its own way as if you need to train a replacement or work with new people in your profession they also defer to you (within reason and as much as their personality allows) on the subject at hand. The best part is the student may eventually surpass the master as if your student is diligent or talented enough on their own they may even surpass your perks, skills and more if under your tutelage for long enough

Secret Identities Galor: 400

This is a fun thing for you Jumper, You know how to disguise yourself completely by changing posture, clothing, your voice and more. But you dont care about that useful side piece jumper, what you want is this. Peter Parker is known for his web shooters and various gadgets and on the fly gizmos he adds to his stuff. But did you know that Petey boy also went through a period where he made himself four different personas as heroes where he made himself new technology or changed the shape, function and power of his villains own tech. If you ever want to get rid of your own pieces of your super or villain identities for a rebrand, no one will call you on it unless you bring it up yourself. Enjoy the fresh start that comes with the chemistry and engineering skills of Peter Parker and the acting skills he gained over the years'

Does Whatever a Spider Can!: 600

You have all the Base Spider person related kit, which includes the Spider Sense, gymnastic abilities of a master olympics dream goal, strength enough to hold up a building, enhanced senses and healing and so much more. Now you only have the base abilities but this is the base abilities in relation to Spiderman himself. You may choose whether or not you have the organic webbings, and the version of which you may climb up your wall crawling ability on if it is the tiny hair like design seen in a few movies or if it electro magnetic such as with Miles Moralis. You even are able to hit bullet time when in danger with your senses dialed up to an 11 allowing you to react to heavy bullet fire and similar.

Capstone Booster:Spectacular Spider Totem!: You have an *enhanced* version of the traditional Spider kit, allowing you to use abilities that are near exclusive to other spider people. This includes things such as Miles Moralis and Jesica Drew being the venom blasts of electrical energy, invisibility and stealth. You also will slowly over this jump gain an ability to see the webs of life and destiny, allowing people to even see things in other dimensions, souls and even the future. You will have the ability or the affinity to any skill or power that another spider person has within the multiverse. This wont give you powers besides the kit of the spider person of your choice, but the chance to unlock the rest of the powers of spider people everywhere.

Items

You gain 300 points for this section alone, as well all origin related items being discounted for their origin alone.

Undiscounted Section:

Base of Operations: Minimal: Free
This is a hidden abandoned subway tunnel, an abandoned building or other fiat backed place of residence that allows you a low risk of discovery. It is not to large, and is in a bad part of town while being heavily unhygienic until you clean it up, but if you want a safe house this will probably work just fine

Police Scanner: 100
This is a magic police scanner, allowing you to pick up on crimes of either a specific nature or in genreal. It could be a wrist device, a phone app or similar. Should be useful for both heroes and villains.

Material for an actual Costume:100
This is material for costume making up to your means. This catalogue is something that allows the direct purchase of many different things such as body armor plates, different materials like cotton, silk, or if you want to break your wallet, unstable molecules. Any one purchase will be delivered within the day with any additional items or items added later in the day adds two hours to the timer. It is insanely discrete though

Base of Operations: Low: 200
This abandoned building, unlike the previous one, is now legally yours and a fairly good deal too. This can be either an abandoned religious area or something more like a small apartment complex. You can even fix up these places a bit and open them up to the public, as even the most diehard skeptic will gloss over the possibility of you having hidden anything at all within these walls. Still it will take a lot of work to do anything substantial in this new base, what with the renovations needed.

Operational Necesities: 200
This is just money, and it gives you an hourly wage of the minimum of the state you operate in +30% (+300% for Mafia Scientist Origin) for while you are acting within your Origins morality. If you choose a heroically inclined Origin in a jump, while you are being a superhero you gain a better than average jobs pay, minus the benefits. If you are a villain you gain said money while being a villain. No you will not gain this money while in costume on your bed listening to police reports, you have to actually do your job to get the money but you will be payed at the end of the week.

Base of Operation: Medium: 400
Okay Jumper, I see you, now this is a nice place, or a series of okay places. There are two ways for this items to manifest in a jump. The first of which is the fortress. An already established building with all the amenities you need for a heroic or villainis empire, you can choose for it to be cloaked or not but it is a sizable 4 story building with more than enough space for all the things you need to do. Testing experiments, training, hanging out or even just living normally. This version will look like an average sized mansion or cottage. The other version would be having up to 10 Low levels in various parts of your city or state and with them in various conditions. Churches, apartment complexis, clinics and community centers around whatever area you mark as your base of operation in jumps. The size of it is all up to random chance

An amazing Job: 400

This is a basic perk isn't it? You have your dream job that you have qualifications for that wont mind that you have to jump around back and forth every now and again to be a hero or villain. Your boss knows and is a retired part of the life. Enjoy it, as it involves real person work but comes with the skill that any job type this is gives you a skill on your body mod as long as you work full time hours for it until the end of jump. This is only a mundane skill such as being a photographer, reporter, or even a chef if you feel so inclined. But know that you only get the skill on the body mod if you beat the challenge, one sick day and you are out on the street my friend, as you will have to do it either over another ten years or next jump, whatever comes first so hope you aren't sick at all. Still should help out going into a gauntlet or world but hey, enjoy it while it lasts.

Cloak Items

Outdoor Sports Ring: 100

Weirdly an important part of Cloaks Character is that he was a street ball player from a rough part of New York. Now you own a park that includes space for up to three public outdoor sports of your choice. This place is not taxed and only makes you money from concessions, space rentals from events/ venders and any other thing parks make any money on. Overall its a nice public space area where no crime is allowed to happen, and no police brutality is tolerated.

Cloaks Cloak: 200

This actually doesn't need to be a cloak? It could be any outer wear garment like a coat or a blazer, but it helps you channel all powers and magic relating to darkness and other umbrakinetic powers. As a bonus this is a self repairing piece, and you control what it looks like, even able to shift forms. Whatever pattern you choose though is the pattern you are stuck with, so hope you go for a good design.

Dream Catcher: 400

You know what sucks? When your powers drive you *crazy*! You aren't crazy jumper! And neither are your friends. This handy little perk slowly absorbs mental instability from you or those you put it beside and slowly eases or heals them of negative mental problems obtained from their powers, abilities, biology and circumstances. Is this a perfect fix? No. It doesn't deal with the cause and treats the symptoms. But dang if after a week you can take a broken schizophrenic and PTSD riddled ex soldier used as an experiment in a super soldier thing, and turn them into a functioning person again. Note: if you fix the cause of the issue this will make them in a healthy headspace and mindset as their base within a week

Darkforce Dimension: 600

This is a dimension of pure Darkness and madness. This realm absorbs all light and energy into itself endlessly, drawing it in to feed the dimension itself. The cold here feeds off everything… even people. Emotions in this world is a type of energy after all. The cold here so intense as heat is another thing to consume, even tbe energy signature of this dimension is freezing to the touch, and eats away at the mind. You have the ability to just throw people in here with this. And this either has you warehouse within this separate plain of existence as an exception to the rules of the plane, or a door in your warehouse leads here anyway

Daggers Items

Rich White Girl Money: 100

Tandy Bownes' family is full of millionaires. Congrats and you are welcome for now being on the receiving end of a 20 million dollar trust fund to use at your discretion. Not a downside but you only get access to the money per year in jump, so if you are here ten years? You now have 2 mil a year. 40 years? 500 k a year. Still amazing money, but will probably affect how you spend it.

Battery Life: 200

A battery to store life/ light energy, can run machines and heal dam near any curse/ life threatening thing when at full

Anti Venom Symbiote: 400

This is fun, did you know for a brief moment in the comics Tandy Bowne was Anti Venom? Well now you do. This symbiote is the most chill of the Venom Series, and actually acts like acid against other symbiotes. This isnt affected by things like sound or fire, heals people with a tough and even gives you wall crawling and web action. For the healing as long as it is different from being in the bodies “usual” state, like cancer or even things like radioactive blood. These things can be eventually healed by skin contact with this power. Oh it also lets you pick a costume as this thing lives inside of you now.

Lumina: 600

The lightforce Dimension itself, the very area of energy and powers that make up the lightforce dimension. An area of pure life and energy that leads to the beyond. The Lumina is a dimension so close to being Holy, so close to being a pure Heaven. In this realm light, healing on all levels of the mind, body and soul, and beauty that can never be fully captured exist. This dimension also has a gateway to the second cosmos, the realm of the celestials and other beings origins. Be prepared, as this realm is beauty, yet what lies **Beyond** brings nought but madness.

Mafia Items

Chemistry set: 100

Chemicals across the periodic table and all the tools found in an industrial/ lab setting. You have all that. As long as it can be found in a mundane lab setting based on chemicals and pharmaceutical licensure you can do it with this set up. Restocks all of it at the end of the week by the way, in base all the chemicals only come in 30g, but you can buy multiple times to double it previously or buy the remaining chemicals mundanely.

Business suit: 200

Just an amazing self repairing suit, that always looks like you cut an amazing figure, is knife proof, fire proof, bullet proof, oh and gives a minor hypnotic suggestion when you are in negotiations. Nothing that cant be blocked by the strong enough minds of the world… but they have to be strong enough first. Ps, this suit is made of the most comfortable materials in the world on the inside with the outer lining being a self repairing unstable molecule blend. Enjoy being the talk of the town for how dapper you look after a fight involving fire, blades and energy where your cloths survive in tact, and fabulous.

Safety equipment: 400

A group set of protective equipment that makes sure no accident ever happens and improves luck in lab settings. There is no accident that happens while all personnel is wearing their equipment properly. No leaks, no breaks, no crazy mutations that are out to kill everyone. Legitimately you are just going to have a nice time in the lab with this

Max level Lair: 600

High rise new york skyscraper with legitimate company and alibi, this tax free monolith to your wealth is 1 part evil layer and 1 part city within a city. Lightforce, Darkforce, who needs a dimension when this thing is immune to dimensional shinanigans. No retcons, who dunits or other time/ space whatsits affect the things within your evil villain tower. And the city thing? This is a 40 story building going up, but it also has a building the size of the Burj Khalifa going downward. Inside is basically a doomsday bunker in the bottom with food plantations, entertainment theatres, schools, pharm labs, hospitals, and all the activities you can imagine. At the top is the places to run all of it, restaurants, and the R&D. This doesnt seem evil enough you say? This place is 100% staffed by people from dead or rebooted timelines who dont have an ID. Want it to be filled with woman who all are different versions of each other? Sure. But as long as its a Marvel character you can find them in these walls somewhere with their spirits broken and loyalty only to you. Enjoy… why am I saying that, I know you will. (The characters dont want to leave the building unless they have to so they wont fight your battles for you unless in the self repairing headquarters)

Spider Friend Items

Web Formula: 100

This is both the formula for making, editing, and mass producing the webs of all versions of spider-man, while at the same time comes with a small supply of web cartridges and a simple pair of web shooters with no frills or other bells and whistles on it. A good thing to have though.

A dam good camera:200

This camera, drone or other surveillance device is the best friend of all reports, photographers and people who want to take pictures of spider-man! Enjoy being a certain person's favorite photographer with this one my friend!

The Spider: 400

This is the spider that started it all. Purchasing this gives the non capstone boosted **Does whatever a spider can!** To whoever is bitten by it. Now this thing is fragile. Its only able to do three bites before dying, but what about if you can breed it? Well offspring wont be fiat backed, but will still give the same powers down for later

Parker Industries: 600

Well isn't this a blast from the past? This is Parker Industries, a multi billion dollar corporation created by Otto Octavious while he possessed Peter Parker. This company is all forms of scientific innovations that rival those made by the Baxter Building and Stark Tech. Please feel free to invite all forms of scientists in jumps that dont have their own corporations, or to buy them out for the fun of it. But this is a building protected from cosmic forces and who done its because of an accident Henderson did last week. He was given a demotion and a raise for it. You are allowed 20 named followers who are scientists to enjoy the celebrations here. Lets see what you make shall we?

Other Powers

Painful Mutation: Free
This is the cosmetic mutation, feel free to change your skin tone, add markings or something like elfan features or fur. Whatever floats your boat.

Psychic link: 100 (Free for Cloak and Dagger Origins)
You have a psychic link with someone else, and can communicate, share images or otherwise with that person

Toad: 100
You have the appearance and powers of a giant toad. The level this affects your appearance is up to you

Sharp Teeth: 100
You can take a bite out of anything without damaging your mouth

Sparklers of Jubilation 100/ 200
You have the ability to light sparks on your hands, this is mild but damn does it pack a punch at close range. This power also allows you to pick the color of your sparks of heat
For 200 you are able to lob explosive fireworks at people while also having the 100 point power

Caged: 200
Your skin is durable enough to take a bomb, and you have minor super strength on top of that. Can still take organ damage but man you can take some punishment

Gambit: 200/600
You have the ability to pack kinetic and potential energy within a container, any container you have contact with, and cause a manor explosion
For 600 instead you are an omega level mutant with complete control over kinetic and potential energy, be careful because you actually have a chance to blow up the world

Rhino Power!:200
In exchange for lowering your IQ by half, you gain all the powers of a Rhino, invulnarability (mostly), super strength, durability, and the strength and speed to take down basically all the cops in New York City

Shadowcat: 200
You are the Shadowcat of your world, you can phase through whatever you want and also phase things through other objects, the greatest feat was phasing a giant missile through the earth in order to save it. Lets see how you do with it?

Man Thing: 400
You are a chlorekinetic monstrous existence. You have complete control of all plants within a 2 kilometer area in exchange though, the stronger this power the more monstrous you appear.

Storm: 400
While an Omega Level power, this one comes with a Drawback, the weather is controlled via your emotions, feelings and actions. Should you be mentally unstable so to shall the weather appear as such.

Rogue: 400

You have the power to absorb the abilities of other with a touch, your ability to use these abilities and your control depends entirely on your mental strength and ability

Telepath: 400

Much like the psychic link you have the ability to converse with, and see others through your minds eye. Where it stops is you control the signal and the feed, allowing you to control and change what people have in their own head to a degree. You can be thrown out, but you are annoying to get rid of

Telekinetic:400

You have the power to move objects with your mind. You can create psychic constructs and continuously move things around you based on your imagination. The general rule is you can catch a car thrown by the Hulk, but please don't try and catch his punches? Don't want to go Splat

Mystery: 400

You are *the* shapeshifter. You can change your dna and portions of your body on a cellular and near atomic level. Changing genders, race, and species while always turning back to your Original Form. You have one hell of a party trick, and I dont think you understand the concept of makeup, a bad hairday, or similar when you can change any portion of yourself with a lazy thought. Note that unless a power is a physical thing like claws, teeth or similar you cant copy it. No laser eyes or superspeed for you, let alone telepathy.

Smelly Animal Man: 400/600

You have the basic Wolverine, healing, slight physical boost, eternally healing, and being to pull off being a 5 nothing strong man who will screw with you by putting your bone claws in a punch up through someones privates. You can even do something as stupid as healing from a single drop of blood.

For an additional 200 you also gain a little extra in the form of pheromonal control. What does this do? Well you have a pseudo mind control/ perception sensor. This is a lot in such a little upgrade, because this affects so many ways people see you, interact with you, and deal with you. What does this mean practically? Well I hope you have fun jumper, and please practice responsibility?

Mimic: 800/1200

You have the power to copy and mimic powers on a genetic level. If someone with wings needs a transplant? Congrats you can donate yours then grow them back. Eventually you may just become the strongest person around when you have the mental powers of Professor X and Jean Gray, or maybe the healing factor of Wolverine, unfortunately you need to keep copying the power to make sure you have it.

For a 400 price increase you have a little something added on top, you can permanently store 5 power to yourself and can wield the power as well as their original person. At base this is the original, non buffed X-men

Cyclopse's Optic Blasts

Beast (Before the Blue)

Angel (You have wings now!)

Ice Man (Omega Level Ice Manipulation)

Marvel Girl (Pre Pheonix and Chained Jean Gray, much more limited in power and scope)

Note that if you want to include any of the other powers here instead you gain a discount on them with the 1200 purchase, but this is only in regards to replacing at a time.

Companions

Import: Free/100
For free you can bring people into this jump or give companions access to this jump but for free they gain no points from anything besides Drawbacks and no Origins
For 100 per companion, they instead pick an Origin, and gain 600 points

Export: Free/100/200

- For free you just have to convince people to follow you on your path, and go from there. Its up to you to get them to agree though
- For 100 you know this person as a friendly acquaintance, or work friend and colleague. You have an easier time convincing them
- For 200 this person is a family friend, or maybe your childhood friend. You know them and trust them and they do the same for you, this one is all but guaranteed to say yes to you in this

Opposite Soul Mate: (Free and Exclusive to Cloak and Dagger)
This is the other half of your soul, the other half of who *you* are. This companion (by default either Tyrone Johnson or Tandy Bowen has the exact opposite of your perk tree. If you pick theoretical they are practical, if you have darkness they have light, water and fire, science and faith. But thats because they cover your weaknesses. When imported this companion doesn't gain CP as they either gain the same or opposite perks to you depending on the jump. This is your spouse jumper, you better cherish them. (Can import a companion you already married into role)

Hamer Head (Free and Exclusive to Mafia Scientist)
This long time enforcer is here to bust some heads with Mook Training, Criminal Enterprise and Business Suit, he certainly fits the part now doesn't he? He is your loyal right hand and possible successor if you want to retire, or at least take a vacation. Side bar he also was genetically tested on by you in your early days. His head is near indestructible, has some minor super strength and a decent healing factor. Makes him good for street tier jobs

Civilian Love Interest (Free and Exclusive to Spider Friend, can't be taken with Professional Love Interest)
This girl is a civilian through and through, also has the looks of a model while knowing how to flaunt it. You choose her career path here and that decides who she is based on. Is she the brunet reporter for the Bugel, the red headed model you hit the jackpot in, or the blonde scientist assistant at Ozcorp? The only perk gained here is comic book pretty but they will pick up non combat skills ridiculously fast here.

Professional Love Interest (Free and Exclusive to Spider Friend, can’t be taken with Civilian Love Interest)
There are actually only two ways this goes, the spy or the criminal. They Both gain; criminal enterprise, mook training, and chemist while also gaining the criminal senses, costume culture and comic book pretty perks. The only real down side is having to deal with their tragic backstories once a year, bur you will be… rewarded for it afterwords.

Killer Clown: 100
This jester styled crazy lady decided to follow you around one day, she has the chemist perk, mook training, criminal enterprise, chemistry set and the medium level of bases. Unfortunately she also gives you the Yandere Drawback for no points. She also has a psych degree

Woman Thing: 200

Comic Book Pretty is really pulling in some work, along with Painful Mutation. This Environmental Activist/ Botanist/ Biologist trifecta graduated an Ivy League education with top honors for her multiple degrees. While working for Ozcorp Originally there was an accident that happened that gained her the Man Thing extra powers. This just happened at the start of your jump and you found the rabid 20 year old (yes she graduated Ivy League at 19, she is *that* impressive) a little out of her mind. Your friends, family or other people who live with you accepted you found a rabid plant woman and that she lives here now while she rebuilds her mind. Heads up? The girl has the chemist perk and is addicted to the LightForce. You can take her for free if you take the Yandere Drawback with her

Unholy Night: 200

How in fuck did you get a demon girl? Well this blue skinned spade tailed demon woman has the Misty Nights perk. Weirdly enough she was catholic and nearly became a nun. She is a kind german blue demon and honestly will protect you. Her penchant for skint tight unitards has nothing to do with your decisions I am sure? Anyway she follows you because you broke her connection to a hell dimension but instead gave her a connection the the Darkforce. Weirdly it doesn't effect her besides making her a *better* teleporter so thats nice?

Light Up the Night: 400

This is a performer who has access to Healing Light and Super Light, channeling her powers into a performance that knocks the socks off of anyone who sees. She is also a master at her healing powers, and able to fight better than the average mook. This woman fills up concert halls and gives them the best medical care around!

Petra Parker: 600

This is a girl between worlds, she has the **Perfect Host** Capstone Booster, the full Spider Friend Perk Tree, and the **Anti Venom Simbiote.** She is a girl who watched her own universe be destroyed, she wants to hug her uncle Max, sleep in the arms of her Aunt Beth and pretend her super life was a bad dream. The only Item she has besides the Symbiote is her Web Fluid Formula. On the bright side she has the Chemist Perk? Get her some papers and she can build a new life. Don’t expect it to be easy though

Peter Parker: 800

This guy is a hoot, he does one stupid thing and wears his virtues and good as sins and signs of selfishness. He will always make the stupid choice if people don't stop him. He has the full Spider Friend Perk Tree and Item list but he is Peter Parker, expect him to almost try and loose it from bad decisions

Drawbacks

Max amount of Points from Drawbacks is 1200, companions can gain points from drawbacks

Supplement: +0
This can be used as a supplement for any Marvel Jump, or a Second Supplement for any Jump involving Cloak and Dagger or Spider-Man as main characters

Self Insert: +0
You can Self Insert into any named character within the Marvel Continuity, considering they just made JJK cannon that opens a lot of doors

Continuity Clash: +0
You can add a second jump list to jumps involving this if you have a set amount of jumps your patron lets you for every world you visit. For instance if you want to go to insomniac spider-man world and the Xmen movie continuity, as long as there is no conflicting characters between the two then these jumps can and will happen in the same universe, this means you can have two base jumps instead of one. Unfortunately this only works in marvel works or worlds that are connected to marvel. So you can do DC/ Marvel Crossover comics, or the amalgam comics, and weirdly Jujutsu Kaisen thanks to Storm glimpsing them in a multiversal jump she did recently? I am sure this wont cause massive changes and insanity… i hope?

Replacement: +0
Where did who go? Yeah I don't know that person, but by the description of them you fit all the criteria. If you take a full perk tree that fits a specific character you can erase or change their importance. Make Peter the next KingPin or Goblin, maybe even the Lizard. Maybe you want Tyrone to be Dagger or Tandy to be Cloak? This just helps out smoothing the story

Extended Comic Run +100
For every ten years you stay here you get an additional 100 points, max fir points is 5 purchases

Bad First Day +100
The first day of the jump is always the hardest, for you literally jumper. Your luck is so far down the crapper that you might as well bet on your enemies survival and see the laws of physics break down. This is only for one 24 hr period but it will suck regardless

Bad Reaction: +100
Even if you are a perfect host the initial reaction towards any new power up will feel like your DNA ie rewriting. Any boost or power up you get in jump *will* hit you like a freight train. A week in bed and possible seizures minimum. You will survive and be healthy, sure, but at what cost jumper?

Tracking you *Down*+200
Some villain, you don't know which one, is tracking your movements, patterns and arrival times. You have to stop them before they figure out who you are. If not any companion or family member they kill is gone permanently. Against this villain there is no fiat backing, restock timer, perfect cloning or revival perks. Once they are gone thats it. If you are a villain then its an anti hero like the punisher who is coming to dismantle your organization… or just kill you. Even God level companions will have their kryptonight found and used liberally to kill them. Doesn't matter the wards, seals or the fact you are in your warehouse. This man will kill them, then probably you if you don't find and stop him.

Weird Cravings +200

So this is actually a spider thing? You need to eat organ meat, copper and other things in a spiders diet or you will become malnourished. Even without spider powers you need to eat it. The problem comes in that you are also the pickiest of eaters so you would rather die than eat your organ meats.

Hunger +200

Your Powers *need* energy. How this manifests is you need to eat pire raw energy, emotions and more or you will go mad even through all your perks and protections. This madness will increase to an insane level as if you go long enough, even if you don't know how to do it yourself, you will eat the souls of the people around you

Burning Up +200

Your power is literally killing you via Heat or Cold. Your power either uses up all your energy eventually giving you frostburn from depletion, or you go down in a blaze as you produce way to much energy. If you dont correct it or find a counter balance for it in jump you may just die here

Yandere +200

You have a Yandere, or an obsessive love interest who found out all your secret identities, she is obsessive as all hell about you but unless convinced by you through a herculean effort, will attempt to kill all those who “distract” you from her need for attention. She will be smart, gorgeous, and Bi curious, but the only method to het her to reliably share is the soulmate companion. Other than that they are likely to kill your family as well. Can be purchased multiple times

Mutant Stigma +200

You have the stigma of being a mutant, and even if you are not you still have sentinels, Friends of Humanity and more after your ass

Bad Press +200

The Press just hates you, and more than that they also always seem to get the best shots to make you seem like a villain without any photoshop or anything! Expect to deal with a lot of newbie heroes wanting to fight the “Menace of Manhattan” to boost their rep and newbie villains wanting to team up. Yes this can only be taken by heroic jumpers

Broke as Hell +200

You can not use any items that guarantee money for this jump, you have to actually earn every dollar you got. All money items return or activate at the end of this jump

Bad Timing +200

Dont you hate it when a villain crashes your evening? You have the worst luck when it comes to timing. Every major event in your life, anything you meticulously plan, will be ruined by some crazy rando in a crazy suit. The only way around it is to be spontaneous but random plans and no reservations may leave your significant other frustrated. Almost as much as thanksgiving being interrupted by in fighting of the sinister sic in your neighborhood

Cannon Event +200

Tyrone and Peter Both lost someone to a person with a gun. Tyrone was his best friend by a police officer, and Peter was uncle Ben. Now you too will have the same or similar things happen to you. Even your healing powers fail, as you fail to save someone you truly care about. This grief will even go above the threshold for all your mental and emotional balance perks and affect you the same way it did Peter and Tyrone as well

No Control +200

You have no control of your powers whatsoever, at all. Oh you can fake it but you are more likely to blow up a bush than to hit the target 300 feet to the left with your daggers

Powers Lockout: +200

As long as this is not the first Jump in your chain, you can remove access to all your other powers for 200 points. Only this jump and other docs connected to this jump can you gain powers from. Body Mod excluded

Item Lockout+200

As long as this is not your first Jump, you can voluntarily give up your items from previous jumps. Only items connected to body mod are excluded

Memory Lockout+200

You have forgotten the plot, pop culture, and any relevant information relating to Marvel Comics as a company. Included are video games, trading cards, movies, shows, specials, crossovers, graphic novels and fanfiction. All forms of info relating to Marvel Comics is gone from your head, and you have to discover it here

Lost Lover +600 (only able to have with the cloak and dagger origins and the Opposite Soulmate Companion)

Your soulmate, your other half is taken from you, and done in such a way that the consequences of such affect you both through your perks and similar. What does this mean? Well it means you have a week to track down and rescue your love interest before either you loose your mind and reasoning to the hunger or blow yourself up and burn out from the amount of energy you give off. This is a two pronged plan by a villain of random dice roll, for one person to be a living bomb and the other to be turned into a rabid dog. You better hurry jumper, because they have another scheme that scales with the villain

1D10

1-3: Silvermane who wants enforcers with your powers and is down to replace you. Simple to track and solve

4-6: Vampire Coven: They want to turn Cloak into a Vampire God and sacrifice Dagger to do it, more difficult as there is multiple nests, will be a problem to solve and may need help

7-9: Doom: Doom has deemed you to a continuos problem for one reason or another. He has decided to make use of you, if he captures cloak then he is doing a scheme to use his hunger against Mephisto in an effort to save his mother, uncaring if you live or die. If he captures Dagger he has built a device that will be used to blend the worlds together in his anger. You have to stop him but at the same time you either fight Marvels Devil or Doom in God mode while your partner is useless. More than that you also have to make due with the fact you will undoubtably not be on top of your game.

10: Galactus or Celestials: I feel like this is unfair, but you chose to roll the dice jumper, if the captured person is Dagger they are captured by Galactus and his Heralds, used as a little snack between planets. You have to either beat the consumer of worlds or find him another snack like Tandy, who is someone that can theoretically keep him fed forever, and is so exhausted by this she will be of no help whatsoever

For the Celestials it is a much harder decision, as there is no true stoping the power of the eater of worlds this is for a noble purpose. They took cloak to strengthen the seal on their ancient enemy, Knull. The God King of the Void and the Father of the simbiotes. This means if you stop them you dont fight the celestials, you fight *Knull* who with Cloaks powers is sealed in such a way he can never go free. Either find or do another seal or fight the void and consumption incarnate. Cloak by the way is brain dead till you leave the plannet, he will not be able to do jack all

Gang War +600 (Locked to Mafia)

Congrats, you are a kingpin! My condolences because you did it during a gang war involving the Manderin, the ACTUAL Kingpin, and 12 other gangs as they deem you weak and ripe for the picking. All of your companions and yourself are locked out of powers till the end of the gang war besides powers in a bottle you make yourself. Your only out of jump perks allowed are related to management, logistics and CQC ability, but if it involves superpowers or similar it is locked out. You are fighting 14 different Mafia's or evil teams and must work your ass off in order to do anything of substance. Fight for every inch or loose miles, and not only bleed for it, but campaign for it as well. Unfortunately for you, they still have superpowered people, so better work fast.

SpiderVerse +600 (Locked to Spiderfriend)

You have to choose either the events of the Spider-Man into the Spiderverse Movie Series or the comics. More than that you have either the inheritors on your ass or a cancelled cannon event not caused by you, but accidentally caused by Miguel himself. Miguel blames you even if he was the one who caused it, added to it and more. Meanwhile with the inheritors you have a weird connection to the web of life, as such they REALLY want to eat you without involving much of the other heroes or spider people, as the smell of you make these immortal, cloning vampires not just starving, but makes them a lot smarter and more cautious. Good luck because I dont know which option is more dickish

Notes

1. Reason for spidey is because cloak and dagger were originally introduced in a spiderman comics
2. They were almost mutants or deemed as mutants several times which is where the mutant things come from
3. They usually just gain their power from silvermain drug tests
4. The show is different but I just gave that a cursory look, and welcome if anyone wants to do the show themselves