



/ WOLVERINE AND THE X-MEN JUMPCHAIN CYOA V2.0

"Then there came a day unlike any other, when Earth's mightiest heroes found themselves united against a common threat. On that day, they became the Avengers!"

Welcome, Jumper, to Earth-8096. A world not too dissimilar from the main Marvel universe, with the main difference being a more modern setting and how late the Avengers actually "assemble".

Of course, this means the main Marvel mainstays are here; the Avengers, of course, as well as Mutants, evil alien empires, gods, magic, monsters, earth-shattering cosmic threats, as well as much more. You will start out a day before the events of the first episode of The Avengers: Earth's Mightiest Heroes.

Here's +1000 Choice Points to help you out.

LOCATION

Roll 1d8 or pay 50 CP to choose; if you pay and choose 6 or 8 you also choose the result of the second role.

1-2: NEW YORK CITY- The Big Apple, home to most of the superheroes (and supervillains) of the world, including the Fantastic Four, Spider-Man, the X-Men and soon: the Avengers.

3: LAS VEGAS- The City of Sin, while not home to much (super-powered) crime, is relatively close to The Cube, and may be the scene for the Leader's bid to turn all of humanity into mutants with Gamma radiation.

4: LONDON- The United Kingdom has its own heroes and villains, though there's little interaction between them and their counterparts from "the Colonies".

5: CENTRAL WAKANDA- The capital of the mysterious country of Wakanda, home to the largest supply of Vibranium in the world. If you start here, you'll be considered a guest of King T'Chaka for whatever reason- meaning you won't be attacked on sight- so long as you're on your best behavior and don't try to steal any Vibranium.

6: S.H.I.E.L.D. PRISONS- Roll an additional 1d8.

1-2: THE RAFT- The Raft, located on the ocean floor near New York, is the prison dedicated to holding the world's most dangerous villains, no matter their origin or allegiance. Inmates include Wendigo, Graviton, Baron Zemo, and the Purple Man.

3-4: THE CUBE- The Cube is located in the Nevada desert and primarily houses villains created due to exposure to gamma radiation, and rarely others created by other sources of radiation such as the U-Foes or the Wrecking Crew. Inmates include the Leader, Abomination, and Zzzax.

5-6: THE BIG HOUSE- The Big House, ironically, is actually a shrunken prison (with appropriately shrunken inmates) created by Hank Pym and housed on the S.H.I.E.L.D. helicarrier. The Big House has a somewhat random assortment of villains, housing mutants and mutants such as Whirlwind and the Grey Gargoyle, as well as tech based villains such as Constrictor.

7-8: THE VAULT- The Vault, location unknown, is situated on a mountain and houses villains who specialize in technology such as Crimson Dynamo or MODOK, as well as many agents of Hydra and A.I.M.

7: FREE CHOICE- If you choose 6 or 8, you also choose the result of the second dice roll.

8: OFF PLANET- Roll an additional 1d8; how others react to you will be based on your Race and to a lesser extent your Background.

1-2: ASGARD- Asgard is the ancient home of the gods of Norse myth, and is one of the Nine Realms (alongside Midgard/Earth, Alfheim, Hel, Jotunheim, Musphelheim, Nidavellir, Svartalfheim, and Vanaheim.) Ruled by Odin, Asgard will come into peril as Loki attempts to seize the power of the Odin Force; possibly the most powerful source of magic in the universe.

3-4: HALA- Hala is the homeworld of the Kree, and the center of their empire. Houses the Supreme Intelligence, an AI created by Kree scientists to protect and lead the Kree Empire. All non-Kree sentient life has been exterminated, though there's still some wildlife.

5-6: SAKAAR- Sakaar is an inhospitable, desert like world, located in a far off galaxy. Strange Spikes occasionally rain down from the sky, wiping out entire towns and turning the inhabitants into strange, almost zombie-like creatures. The Red King, the tyrannical ruler of this planet, mercilessly exploits all under his domain. You are among the wreckage of some sort of space ship; scavengers or the Red King's men will soon come across you. The air, while unpleasantly hot and dry, is breathable.

7-8: KORBIN- Korbin, home of the Korbinites, is a technologically advanced world somewhere in far off space. Although the planet is peaceful now, sometime in the future the fire demon Surtur will attack, killing many before wiping out their system by making their sun explode. It would be wise to prevent this, or at the very least hitch a ride on the Skuttlebutt with Beta Ray Bill and the other refugees.

BACKGROUNDS

You may 50 CP to switch genders.

DROP IN

You have no new memories and no history in this world; you appear in whatever location you rolled with whatever you purchased. You may be mistaken for an alien or otherworldly creature due to your mysterious nature and strange abilities.

AGENT

You've trained nearly your entire adult life for combat, granting you near superhuman combat abilities and prowess. Whether as a soldier, assassin, or something else, there are very few who could match you in a fight. You can choose which organization you were/are a part of; whether it be S.H.I.E.L.D., Hydra, or even something as simple as the CIA.

SCIENTIST

You've graduated summa cum laude from one of the top universities in the world, and you can easily be considered one of the top minds on the planet. What you may lack in combat experience you can make up with technology and general know-how.

VILLAIN

You've been labeled a villain by society; a criminal, or an abomination to be contained or destroyed. Whether you embrace these accusations or work to change them, you've picked up skills and equipment that others might find suspect.

RACES

Role 20+1d8 for age; Asgardians have lived for centuries, and instead multiply their roll by a hundred, give or take a few years- or decades. You may also choose to pay 50 CP to decide your age.

HUMAN (FREE)

While humans have no inherent powers, they will face very little suspicion or discrimination and they will fit in much easier on Earth.

MUTANT (FREE)

Mutants are an emerging species gifted with strange powers or appearances. Their powers usually manifest sometime during puberty, but these inherent powers come at the cost of a lifetime of suspicion and discrimination. Mutants can take a wide variety of appearances; from indistinguishable to normal humans, to very obviously inhuman.

ASGARDIAN (600 CP)

Asgardians are nigh immortal gods hailing from the realm of Asgard. While you'd be above the average Asgardian in strength, you'd be more on par with the Warriors Three or Sif than Thor, and far below Odin in strength. Most Asgardians are fair and beautiful, with light skin and brightly colored, silken hair- like Humans, though, Asgardians have enough genetic diversity to produce individuals who go against these norms.

SYNTHEZOID (400 CP)

Rather than being born, you were created; you're a synthetic life-form like the Vision; possibly a prototype created by Hank Pym during his development of Ultron. As such, you have no biological needs, but may require maintenance.

KREE (FREE)

The Kree are a militaristic race that is attempting to expand their galactic empire through conquest. All Kree have been genetically engineered in some way, granting them, at the very least, slightly above peak human strength, durability, and intelligence. Of course, being a Kree can cause you more trouble than it's worth due to their campaign of subjugation. Kree have sky blue skin, and can have a wide variety of hair colors, including green, blue, and steel-grey.

SKRULL (200 CP)

The Skrulls are a shapeshifting race of aliens searching for a new home world after their world, Skrullos, was devoured by Galactus. Skrull may be met with suspicion depending on how early they reveal their nature; either because they're aliens, or because they're actively invading/taking over the Earth. Skrulls have green skin and black hair- when in their base form.

SAKAARAN (FREE)

Sakaar is home to many species, but the Sakaarans are the most advanced. The Sakaaran Imperials have red skin, while the Sakaaran Shadow People have grey skin- you can choose which one you are. Sakaarans are taller than humans, but their physical attributes are only slightly above peak human, for the most part.

KORBINITE (FREE)

The Korbinites are a technologically advanced race on the brink of extinction, thanks to the actions of Surtur and his fire demons. Korbinites have orange skin, flat, noseless faces, and white, pupil-less eyes. You may choose to look like Beta Ray Bill, if you'd prefer.

FLORA COLOSSUS (600/500 CP)

The Flora Colossi are a curious race of tree-like beings, hailing from a faraway planet. Their non-standard biology allows them to heal from a single twig, but their plant-like biology makes them much weaker to fire and energy based attacks. As they age, their larynx hardens preventing them from saying anything that isn't "I am Groot", but these simple words are actually a complex language to their species. You don't have this impediment- but you can choose to have it while you're here, in exchange for shaving 100 CP off the cost of this race.

SKILLS/PERKS

THE ADJECTIVAL JUMPER- The Mighty Thor, The Incredible Hulk, The Amazing Spider-Man, The Invincible-Armored Iron Man... it seems that pretty much every hero of note has some add on to their name that's associated with them. Now you do, too; you can pick an adjective or two that, for one reason or another, will become heavily associated with your name(s) wherever you go.

SENSATIONAL- You've got a face that sells action figures, t-shirts, and comic books! You're also very attractive in general; you definitely look the part of a superhero- or a supervillain. (100 CP, free Drop In)

WELL E-QUIP-ED- You're naturally sharp of tongue, and have a biting or witty remark for nearly every person you meet or situation that you could find yourself in. (100 CP, free Drop In)

COMBAT TRAINING- You're used to being in the thick of things; you'll normally never panic in a fight, and you have passable aiming and close quarters fighting ability. (100 CP, free Agent)

SURVIVALIST- From the icy tundra to the humid jungles of Wakanda, you have the survival skills to survive in nearly any earth environment. (100 CP, free Agent)

SCIENTIST SUPREME- You're smarter than most; your knowledge covers nearly every scientific field, and while you're not knowledgeable to the point where you'll be making major breakthroughs- you don't know anything that you couldn't learn already- you're more than capable of understanding those who do. (100 CP, free Scientist)

FORM AND FUNCTION- While some scientists have to choose one or the other, you can have both; it's not only easy for you to make your works look great, but you can do so in a way where you don't use more materials than you would normally. (100 CP, free Scientist)

COLDBLOODED- You've hardened yourself to the world, and feel very little remorse or regret, if any, for committing crimes that serve your cause. (100 CP, free Villain)

CRIMINAL MIND- A hard life has given you a set of skills that are useful for criminal activities; you're skilled at picking locks, casing buildings, making quick getaways, and quickly grabbing the loot. You're more than capable of burgling, robbing, or stealing pretty much anything given enough time and resources. (100 CP, free Villain)

SPECTACULAR- Your deeds and feats spread like wildfire, making you quickly become a notable or even famous person as a result, so long as you don't attempt to conceal your actions. (200 CP, discount Drop In)

SECRET KEEPER- When trying to keep a secret, be it an identity of yourself or a companion, an address, or even something as simple as a secret recipe, you seem to have great luck and skill at preventing it from being found out. Your masks get damaged in ways that still conceal your identity; if they get damaged at all. If all else fails, you can probably find a bag or sack to put over your noggin. (200 CP, discount Drop In)

RONIN- Training has given you mastery of several martial arts, as well as great skill and proficiency with several melee weapons. You're also more capable in melee combat, capable of tearing through multiple opponents with ease. (200 CP, discount Agent)

SUPER SPY- Interrogation, seduction, and infiltration- your training puts you on equal footing with some of S.H.I.E.L.D.'s top agents, making you a formidable asset in matters of intrigue and stealth. (200 CP, discount Agent)

SMARTEST MAN IN THE ROOM- You know your stuff, and others know that. When dealing with the inventions that you've built, others are far more likely to heed your warnings or take your instructions seriously, so long as they're not obviously detrimental to them, or if they feel certain in what they are doing. You can also try this with tech that you didn't make, though they may be more likely to doubt your warnings, not to mention the possibility of you being wrong. (200 CP, discount Scientist)

BROADCAST BOOSTER- You've discovered a way to make your signals much more effective and efficient, letting you transmit or receive signals and other methods of transmission, such as radio waves, on a global scale. Call your power armor to your exact location, get five bars wherever you go, or make the ultimate remote control. (200 CP, discount Scientist)

BACKSTABBER- Years of plotting has given you the ability to recognize when the most opportune moment to betray someone is approaching, as well as the ability to recognize when someone is attempting to do the same to you. (200 CP, discount Villain)

CRIME LORD- It seems that, wherever you go, you can find individuals with somewhat loose morals to enlist as henchmen. So long as you don't treat them too monstrously and make sure they get their checks on time, they'll be content to ignore your misdeeds. You're also better at the more tedious parts of running a criminal enterprise; making sure everything's running smoothly, keeping track of

and requisitioning paperwork/equipment/office supplies/evil artifacts, and other general logistics work. (200 CP, discount Villain)

ROLEPLAY- Whether through training or a natural inclination for impersonation, you have great skill in copying the mannerisms of others; if you're a shapeshifter, you could easily impersonate someone, fooling even their close friends and loved ones. (200 CP, free Skrull)

UNCANNY- With how convoluted your backstory is, and the overabundance of abilities that you've gathered- or will gather- it's no surprise that others might have a bit of trouble keeping up with all of them. Now, though, it's even worse for some reason; even sure fire methods of detecting the source of your powers will fail. Is your pyrokinesis sorcery, or is it psionic? Is your super strength a mutation, or is it some form of empowerment by another being? In any case, the discussions about which radioactive animal bit you to grant your wide variety of powers is entertaining, if nothing else. (300 CP, discount Drop In)

GREAT RESPONSIBILITY- As if by instinct, you have the ability to calculate how to use your supernatural powers around others in ways that keep them from being accidentally or unintentionally harmed- for example, if you have the ability to fly you know how to catch falling people without hurting them or yourself, and if you have super strength you can control your muscles finely enough to punch out normal people without killing them. (300 CP, discount Drop In)

INSPIRING LEADERSHIP- A great understanding of tactics has not only made you a more skilled fighter, you're also a more accomplished leader. No matter how many fighters or factors are involved, you can usually come up with some sort of strategy. Not only are you good at the strategic part of leadership, you're also good at team building, and can more easily foster relationships between yourself and others. In time, those on your side will be inspired by you, knowing that you fight alongside them. (300 CP, discount Agent)

HAWKEYE- You're nearly Hawkeye's equal when it comes to marksmanship and trick shots; you're capable of accurately aiming at almost any distance, and you know how to ricochet thrown or fired projectiles in a way that hits multiple people in succession. (300 CP, discount Agent)

ROBOTICS- Making robots and sentient AI is almost second nature to you, with the ease that you create them with. You also have knowledge of robotics in general, and can easily disable or hack one if you can access its software. (300 CP, discount Scientist)

ALLOY SMITH- Advanced knowledge of chemistry and metallurgy has allowed you to create alloys out of various materials, including metals and chemicals. These new

alloys retain all of the properties- including those that are supernatural in nature- of the materials used to make them, allowing you to create truly powerful substances. (300 CP, discount Scientist)

EXPLOIT THE WEAK- You know how to efficiently and brutally capitalize on the weaknesses of others to great effect, whether they're natural weaknesses, such as a vulnerability to cold, personality flaws, or just specific points on their body that are weaker than other parts. (300 CP, discount Villain)

DREADED- All but the strongest or most foolhardy have reservations about fighting you; maybe it's the way you look, maybe it's your reputation, but in any case you're extremely intimidating. (300 CP, discount Villain)

QUICK LEARNER- Getting superpowers can be tough; they can be hard to control and harder to understand. Luckily, that doesn't seem to be a problem with you; after a few days of fiddling and tinkering around with your new abilities, you can quickly learn to control and, with much less time needed than normally, master them. This has a greatly lessened effect on broader abilities such as magic systems, though the same principals will apply- albeit to a much smaller degree. (400 CP, discount Drop In)

GREAT POWER- When the chips are down and the lives of yourself or others are on the line, you can squeeze just a little bit extra out of your powers- letting you go a small distance beyond your normal limits, like a parent who lifts a car in order to save her child. (400 CP, discount Drop In)

HEIGHTENED AWARENESS- You're more in tune with your senses, giving you much greater situational awareness and sensory perception to the point where others may suspect you have precognitive abilities. (400 CP, discount Agent)

MEDITATIVE TRANCE- After spending time honing your mind and body you've learned to enter a trancelike state, leaving you in full awareness of your surroundings while still granting you the benefits that sleep brings. (400 CP, discount Agent)

ARMORED JUMPER- You've got the know-how to create suits of power armor- more along the lines of Crimson Dynamo in terms of size, though with much higher quality. Actually powering the armor is a bit trickier, as you lack the ability to make Arc Reactors with this alone, but it's possible that you can make an equivalent- or even run the armor off of something else entirely. With "Sleek and Efficient", your armors can be closer to Tony Stark's in size. (400 CP, discount Scientist)

SLEEK AND EFFICIENT- Like a multi-tool, your creations are capable of containing many features in a small package. This isn't true miniaturization; you're

not quite at the point where you could shove a moon-sized super laser into a wristwatch. Your wristwatch could, however, have a regular sized laser, as well as a decent computer and several other minor bits and bobs. (400 CP, discount Scientist)

BREAK THEIR TRUST- You can drive a wedge between even the closest of compatriots, inciting them to argue and even fight amongst themselves while you capitalize on their stupidity. (400 CP, discount Villain)

PSYCHOTIC ANALYSIS- Crushing your opponents isn't enough; you want to shatter their worldview, and have them truly understand how futile their struggles have been. You are an expert at picking apart the ideals and beliefs of others, and can send even the most dedicated and successful of individuals into a spiral of doubt and ennui given enough time to talk to them. (400 CP, discount Villain)

TEACHER OF GIFTED YOUNGSTERS- You've got a natural knack for teaching others about... pretty much anything, actually. From math to magic, you have the know-how to pass on pretty much any knowledge or skill that you've learned to others. It'll take longer the more complex the subject is, but given enough time you can bring just about anyone up to your level of experience. (600 CP, discount Drop In)

SUPERIOR- You've grown into your powers and abilities quite well, to the point where you can easily use them in creative or unusual ways that others might not expect; in fact, your experience with your own powers has allowed you to, to a certain extent, do the same with the abilities of others- easily figuring out the limits of their own abilities, as well as how you can use their own strengths against them. (600 CP, discount Drop In)

FIGHT AS ONE- You are surprisingly in tune with those that fight alongside you; you have near perfect awareness of their current state at all times, and with even slight awareness of their skills and abilities you can combo your attacks together in a way that makes each strike more effective and devastating than the last. Your ability to coordinate and work together with others is legendary. (600 CP, discount Agent)

NEVER GIVE UP, NEVER SURRENDER- You simply will not give up, ever- even if the entire weight of the world was on your shoulders, even if you were on the cusp of death, you can soldier on and keep fighting. Your willpower is immense and insurmountable; fear can't control you and your resistance to corruption and unwanted mental effects is legendary. You could be tortured and brutalized for years without any hope of escape and come out the other side none the worse for wear. (600 CP, discount Agent)

PYM'S PROTEGE- You can synthesize and utilize Pym Particles to achieve scientific wonders; increasing or decreasing objects and living creatures in size, density, and weight. The exact details of how Pym Particles work are a bit fuzzy, perhaps even to Pym himself, but they seem to have near limitless potential. Growth for living beings is capped at around the size of a large building, while shrinking can go down to subatomic levels- inorganic things could potentially grow or shrink even further, but at extreme size differences the amount of Pym Particles required to sustain that size may outpace the benefit. As an added bonus, you'll also learn about Hank's ant controlling technology. (600 CP, discount Scientist)

GAMMA RADIATION EXPERT- Like Bruce Banner, you've got considerable knowledge about Gamma radiation. Now, normally exposure to Gamma radiation would result in unpleasant side effects- cancer, death, tumors, halitosis- but you've discovered a way to expose others to Gamma radiation in a way that grants them superhuman abilities. This works best on unaltered humans- aliens and other creatures might be enhanced with some fine tuning, but individuals who already possess super human abilities can have an adverse reaction due to the Gamma radiation not only mutating their bodies, but their powers as well, leading to decreased intelligence, unpredictable or animalistic mutations, and possibly even death. The strength and types of mutations depend on how much Gamma radiation is used as well as other factors like hormone levels, age, and even the environment. While the mutations are random, some additional study can be done on those you have enhanced to pinpoint what conditions result in which mutations, allowing you to eventually choose exactly what mutations occur- though this will take decades of constant study. It is incredibly unlikely that you will create someone as strong as the Hulk. (600 CP, discount Scientist)

ROGUE'S GALLERY- You're seen as someone to rally behind; you can easily recruit others when you share a common goal, and can convince people that would normally be at each other's throats to work together for a common cause- whatever that may be. If the threat or reward is great enough, you may even be able to convince so-called "heroes" to work with those who would normally antagonize them; though their loyalty or willingness to work with their enemies will most likely end once their common goal is reached. (600 CP, discount Villain)

MASTER PLANNER- Your scheming ability could rival Dr. Doom's; your penchant for plots is astounding, and the amount of contingencies and fail safes you can seamlessly integrate into your plans almost assures that, even if you "fail", you'll still win in some other way. (600 CP, discount Villain)

NINE-REALMS CRAFTSMAN- You have the skill to create wonders; not only those of technology, but of magic as well. You're a skilled enchanter, capable of

creating armor and weaponry that withstands the ages and never dulls or breaks; your skill is such that you can permanently enchant Uru safely, which would allow you to create weapons like Mjolnir or Stormbreaker. You're even capable of enchanting machinery; granting them similar magical effects, and more. Even without magic, your crafts are of quality worthy of the gods, and the quality of all of your future creations will be increased greatly. Post-Spark, your ability to create wonders will increase; weaponry that would allow one to go toe to toe with cosmic beings and bridges that span the worlds you've visited; with time, there's very little you couldn't create. (600 CP, discount Asgardian)

POWERS

If you get discounts from both your Race and Background, you get the power for free; Companions only get the first discount.

POWER SOURCE- There are many ways to acquire or receive power in this world; Mutants are born with their powers, Mutates have been altered to gain their powers, while still others have learned the mystic arts to gain their powers. Some species have gained their abilities as a result of evolution, or genetic modification. In any case, you can choose the "source" of your abilities and powers. This is purely for flavor, and won't affect the strength of the abilities you purchase (barring outside influence.) In addition, you have several "secondary" powers that help you use what you purchase here, though this mostly amounts to protections (immunity to your own pyrokinetic flames and not being smeared across the road when you trip while running at supersonic speeds, for example. These protections also apply to powers that stack with what you've purchased here). As a bonus, you can toggle the powers you've purchased here on and off. (Free)

AESTHETICS- You can change the aesthetics of the powers purchased here, so long as the changes are superficial in nature, every ten years. For example, your pyrokinetic flames can be black or green, instead of having the appearance of normal fire. You can also change your appearance in minor ways when using your powers, such as making your eyes glow. By paying 50 CP, you can also alter how your body appears in relation to the powers that you've purchased; pyrokinesis can engulf your body in flames, while increased strength and durability would allow you to have a rocky or metallic appearance, like the Thing or Colossus. (Free/50 CP)

MIGHTY- All gods of Asgard have abilities that put them above the human norm; dense muscles give them the superhuman ability to lift around 30 tons and shrug off gunfire and small explosions, while an enhanced metabolism and immune system gives them greatly enhanced stamina and immunity to disease. Their enhanced strength also allows an Asgardian to run and jump much better than humans. In addition, Asgardians are extremely long lived with a life span that can easily measure in the thousands, have a natural immunity to non-supernatural radiation, and can breathe in a variety of environments including space. Asgardians also tend to be supremely beautiful, though not supernaturally so, and possess magical talent- though their magic would take far longer to learn than the ten years you have here. (Free Asgardian)

SYNTHETIC- The mind of a man in the body of a machine; as a Synthezoid, you possess the strength to lift cars and shrug off bullets. You never tire, get hungry, thirsty, or require oxygen, and you are completely immune to disease, radiation,

and poison. In addition, Synthezoids can either get Energy Blast for free, or get a discount on Density Manipulation. (Free Synthezoid)

SKRULL SHAPESHIFTING- Skrulls can rapidly shapeshift into any humanoid form that's roughly the same size that they are, and can mimic voices and even clothes. (Free Skrull)

I AM GROOT!- As a Flora Colossus, you are exceptionally strong and durable, and are capable of rapidly growing your body to increase your size and strength. You naturally possess Chlorokinesis- which, owing to your plant-like body, can function as a sort of self-biokinesis. Flora Colossi also possess exceptional healing abilities, capable of regenerating from a single twig; though it would take a few weeks for you to completely regenerate when reduced to such. (Free Flora Colossus)

MUTATION- Not necessarily as a result of being a mutant or mutate, your body has been altered significantly in some way. For 100 CP, this alteration is cosmetic, though with a wide range of possibilities; from as minor as having feathers instead of hair, or green blood instead of red, to as major as having your skin look like a section of space, with stars, planets, and such (though this would only be for appearance's sake, and has no benefit beyond being intimidating and helping to conceal your identity). For 200 CP this mutation can be more substantial, with the caveat that it's within reason and that it doesn't overlap with the powers purchased here. Extra organs or limbs, or even removing the need for an organ (with the exception of the brain on both counts) are possible, as are having acidic spit or blood, bone claws, or a prehensile tail. (100/200 CP, discount Mutants who get one 100 CP purchase free)

ELASTICITY- A rubber-like body lets you stretch your body tremendously; you can stretch your limbs several feet past their normal length, and your malleable body makes you greatly resistant to blunt-force trauma; just avoid getting cut. (100 CP)

SUPERHUMAN BODY- The strength to punch giant monsters and the durability to get punched right back. This can be purchased four times; the first purchase will let you lift around 5 tons and tank small arms fire, the second will allow you to lift around 20 tons and survive small explosions, while the third will allow you to lift 50 tons and survive large explosions. The last purchase costs 300 CP on top of the previous purchases, but makes you truly mighty- capable of feats of strength on par with Thor and requiring a similar amount of punishment to be taken out. (100 CP for the first three purchases, 300 CP for the fourth)

SUPERHUMAN STAMINA- The fortitude and hardiness to keep going and resist less obvious sources of damage. This can be purchased three times; the first purchase makes it so you no longer need to breathe and grants a small amount of

resistance to poison, disease, and (non-supernatural) radiation, the second causes your body to no longer need sleep and increases your resistances moderately, while the third purchase makes it so you no longer need food or water and grants immunity to poison, disease, and radiation. (100 CP)

SUPER SENSES- Greatly heightened senses of smell, sight, and hearing. This can be purchased three times; the first will allow you to track others by scent, hear heartbeats from the other side of a large room, and gives your binoculars the ability to see as far as actual binoculars. The second will allow you to recognize others by scent by letting you tell the subtle differences between smells, hear all but the smallest sounds for about a mile around you, and vision equivalent to a powerful telescope. The third will let you track others by scent through a large city while it's raining, hear things on a city-wide scale, and gives you microscopic vision. (100 CP)

INVISIBILITY- You can turn invisible, creating a field about an inch off of your skin to hide your presence and makes you all but invisible to the naked eye. (100 CP)

SUPER SPEED- The speed and reflexes needed to weave in and out of a fight. This can be purchased three times; the first will allow you to run at Mach 1, the second will allow you to run at double that speed, and the third will allow you to run at Mach 3. Your reflexes and perception scale with your speed, allowing you to utilize your speed to its full extent. (150 CP)

HEALING FACTOR- What you do isn't very nice; luckily for you, you can heal very quickly. This can be purchased three times; the first will make it so that small wounds, such as cuts or bruises, heal in about a minute, while bigger wounds such as missing limbs heal in a few hours. The second makes it so that small wounds and injuries like bullet holes heal instantly, while larger injuries such as missing limbs or organs (aside from the brain) heal in about an hour. The third makes missing limbs and organs heal in a matter of minutes, and even allows the regeneration of the brain with no memory loss so long as at least some of it remains. Your regeneration will ensure that you'll survive long enough to heal a missing organ, though you'll probably be in incredible amounts of pain until it's fully healed. (200 CP)

SHAPESHIFTING- You can shapeshift, taking on a form different from your own. This can be purchased three times; the first limits you to humanoid appearances, as well as mimicking clothing and voices; you can also change the shape of your limbs, turning your hand into a hammer, for example. The second allows you to shift into Earth animals, up to the size of an elephant, and even allows you to hybridize those forms. The final purchase is the most versatile, allowing you to take on any form you can imagine, with your total mass being limited to that of an elephants or your own mass, whichever is greater. (200CP)

FLIGHT- You have the ability to take to the skies. You can fly about as fast as you can run or at supersonic speeds, whichever is greater, tiring yourself out at about the same rate as you would by running. (200 CP)

ENERGY BLAST- You can unleash fast, powerful blasts made of a type of energy (kinetic, elemental, generic, magical, etc.) from your body. Can clear rooms quickly, but using them too much can tire you out. (200 CP)

AEROKINESIS- You can bend the air to your will, creating small whirlwinds, using the wind to throw off the aim of your enemies, and launching air with enough force to cause cuts and bruises or throw your enemies off their feet. With experience, your control will become more precise and have a greater area of effect. (400 CP, discount Drop In)

PYROKINESIS- Fire follows your word, and you can spontaneously create flames or enlarge or smother existing flames. With experience, your control will become more precise and have a greater area of effect. (400 CP, discount Agent)

GEOKINESIS- The earth moves at your command, launching rocks with great force or causing small, localized quakes around you. With experience, your control will become more precise and have a greater area of effect. (400 CP, discount Scientist)

HYDROKINESIS- Water dances at your request, rising up to bind your enemies or batter them into submission. The purer the water, the quicker and more precise your control, and with experience your control will become more precise and have a greater area of effect. (400 CP, discount Villain)

AUDIOKINESIS- Feel the vibrations; you've learned to amplify and dampen sound, allowing you to scream or clap loud enough to cause internal bleeding, or quieting nearby noises. With experience, your control will become more precise and have a greater area of effect. (400 CP, discount Drop In)

ELECTROKINESIS- You're like a bolt of lightning; you can control and harness the power of electricity to fry your enemies, and can utilize a small amount of bioelectricity when actual electricity isn't available. With experience, your control will become more precise and have a greater area of effect. (400 CP, discount Agent)

CHLOROKINESIS- Nature's wrath at your fingertips; you can control and rapidly grow plant life, causing trees and brambles to block, bind, and batter your foes. With experience, your control will become more precise and have a greater area of effect. (400 CP, discount Scientist)

CRYOKINESIS- Chill out; you bring cold and frost wherever you go, and can shoot cold energy that freezes even the air and will leave your enemies in the cold. With experience, your control will become more precise and have a greater area of effect. (400 CP, discount Villain)

KINETIC CHARGING- You can fill a small object (being able to be held in your hand is a good benchmark to use) with kinetic potential, causing it to glow with energy. The heavier the object, the longer it takes to charge, but the bigger the explosion. (A playing card explodes with the approximate force of a grenade.) Experience will allow you to charge objects faster, and will increase the size of objects you can affect slightly. (400 CP, discount Drop In)

IRON FIST- By focusing your Chi, you can cause your fist to glow with energy capable of shearing through steel. The more powerful your Chi, the greater the effect; as you hone your skill and mind, your Chi will grow ever more powerful, though with diminishing returns. With time you can learn to substitute other types of energy (psionic, magic, electricity, etc.) to augment your strikes. (400 CP, discount Agent)

ANIMAL CONTROL- You can telepathically command a certain type of animal (wolves, ants, spiders, squirrels etc.) over a one mile area. You can change which animal you control every ten years; they must be non-sapient. (400 CP, discount Scientist)

PHEROMONES- You give off pheromones that make others more inclined to follow your commands; this can be resisted by others with strong wills or non-human biology. The longer they're exposed, the more suggestible they'll become, but the more your commands differ from how they'd normally act the more resistant they'll be to following them. (400 CP, discount Villain)

FORCE FIELD GENERATION- You can create powerful force fields with your mind to guard from damage; enough damage will overwhelm your ability to maintain the shield, causing it to disappear and causing mental strain. You can't generate force fields inside of things, but you can utilize your force fields to batter and even cut your enemies, if generated in the right way. (500 CP)

TELEPORTATION- You can teleport; the longer the distance, the longer it takes to teleport. Short distances give you Nightcrawler style teleportation, where you can teleport multiple times within a few seconds; longer distances vary based on the distance traveled. You need to know where you're teleporting, requiring either having been there, having exact coordinates and an idea of its general direction, or being in your line of sight. You can't telefrag. (600 CP, discount Drop In)

SELF-DETONATION- You can explode! Well, there's more to it than that; you can detonate all of your body or parts of your body in a large, highly damaging explosion, which scatters the detonated parts of your body as a colorless gas. You can control this gas like it was part of your body, but the only thing you can do with it other than move it is reform it into the body (part) that was detonated. It takes only a few seconds for arms, or around a half a minute for your entire body when human sized. If you're much bigger than that, the strength of the explosion increases- but so does the time it takes to reform. (600 CP, discount Drop In)

PRECOGNITION- You've got your very own Spidey-Sense, in the form of precognitive abilities; by tapping deep into your senses, your body recognizes danger before it happens, automatically moving to avoid it. You can choose whether you dodge everything, or just the stuff that can hurt you. (600 CP, discount Agent)

ENERGY ABSORPTION AND REDIRECTION- Your body is capable of absorbing energy, storing it within your body, and releasing it soon after to attack. Absorbing exotic sources of energy is riskier, as you may not be able to absorb it completely or prevent it from affecting you; normal energy sources don't carry this risk. With practice, you can change how you utilize absorbed energy- you can learn to convert it into different types of energy, firing a different type of attack back at your enemy; you can change it into something your body can use, revitalizing depleted energy stores; and you can even learn to change around your natural energies in the same way, converting different energies on the fly. (600 CP, discount Agent)

DENSITY MANIPULATION- You can manipulate your bodies' density, greatly increasing your weight (and strength and durability with it, but making you slower) or lowering it enough to phase through solid objects and fly, with your speed increasing the less dense you become. (600 CP, discount Scientist)

SUPREME MIND- Your mind is one of the greatest in the world; like a super computer in its ability to process and store information. This means you have perfect memory, down to the minutest details, as well as a greater ability to process information on the fly. Your enhanced mind gives near instantaneous calculative abilities, as well as greatly increased resistance to unwanted mental effects, such as mind control, insanity, and memory alteration. Furthermore, your mind has infinite "memory", as well as the ability to handle having infinite memory without being detrimental to your health. Finally, you can remove unwanted memories and information, in case you want to do some spring cleaning or remove potentially hazardous information. (600 CP, discount Scientist)

STONE TOUCH- You've got the touch of the Grey Gargoyle, transmuting living flesh to stone. The more powerful the creature you try this on, the longer the transformation will take; on particularly powerful beings, it may not work at all.

This wears off after a few hours unless you refresh your touch. (600 CP, discount Villain)

EMPOWER HERALDS- TO ME, MY COMPANIONS! You've gained the ability to empower others, temporarily granting them some of your power(s) in exchange for you temporarily losing the powers you're granting. You can do this with as many people as you'd like, and can even divide individual powers between multiple people, choosing how much of each power any one person gets. You can revoke your powers at any time, as well. The only limitation is that you can't grant the ability to empower heralds to others. As an added bonus, while you're empowering others you can grant them an aesthetic to their appearance; either something you choose, or something based off the abilities you've granted them. (600 CP, discount Villain)

SEER- By focusing your mind, you can search the universe you inhabit for people, places, and objects. More powerful objects (such as the Infinity Gems) or people (such as Galactus) are obscured from your vision, and such things can be protected against by those with mystic or cosmic knowledge. (600 CP, discount Drop In and Asgardian)

ATTUNEMENT- By focusing on a mental image of an object that you own, you can summon it to you, bringing it towards you through the quickest available route. The more complete the mental image, the quicker it will respond to your call and the faster it will fly. As an added bonus, you can summon objects from your Warehouse; where they will appear in the nearest unobserved place and fly to you as normal. If you have Companions active, you can also open portals that will allow them to come to you or vice versa; this also works across dimensions/planes of existence. (600 CP, discount Agent and Asgardian)

ILLUSIONIST- You can project illusions into the physical world; fooling not just sight, but the other senses as well. With time, you can project your illusions directly into the minds of others, causing them to see what they fear most, or conjuring the images of loved ones to beguile them. (600 CP, discount Scientist and Asgardian)

ENCHANTMENT- You can bend others to your will; layering your words with power, you can cause others to trust or become infatuated with you. Doing this, you can easily brainwash others; inciting them to fight or work on your behalf. The strong willed can fight this off, and this might not work on extremely powerful beings, but once someone is under your control it won't wear off; someone will need to snap them out of it or you'll need to release them or lose power over them. (600 CP, discount Villain and Asgardian)

ROGUELIKE- Your touch enervates others; draining their powers and temporarily making them yours. This also drains their energy, and can kill if you aren't careful.

While it may be possible to make absorbed powers permanent, this is a rare occurrence and would almost certainly cripple the person who's power you're 'borrowing'. The more powerful the person you're draining, the less damage you deal and the less power you absorb; this may not work on the most powerful of beings. The longer you absorb power, the longer it lasts for you. You also absorb knowledge, skills, and memories while in contact with others; unlike their powers, you can make this permanent if your memory is good enough, though you will lack their muscle memory. You're also immune to other touch based absorption powers; but you're also unable to absorb them as the conflicting absorption effects cancel each other out. (600 CP)

SUBSTANCE MIMICRY- You can take on the properties of physical objects (but not living beings), gaining their strengths and weaknesses both normal and supernatural. This is partially based on concentration, meaning that even if you take on the properties of a near indestructible object you can be shocked out of your transformation through other methods, including overwhelming physical trauma. Do note that you absorb all the properties of an object; when the Absorbing Man absorbed the properties of Mjolnir, he gained great strength and durability- but he was also able to be controlled and manipulated by Thor. (600 CP)

TELEPATH- You've got the classic "psychic" set of powers; telepathy, telekinesis, mind reading, and mind control. You can send others mental messages, speaking directly to their minds and even projecting images into their minds, or can attempt to overwhelm their minds with mental trauma, inflicting anguish throughout their mind. Your telekinesis starts out with the strength to slowly lift a car, but can grow to the point you can lift a house. You can passively scan the minds of a crowd, listening to their active thoughts or "filtering" for certain words and phrases, or can actively search through the memories of a handful of people at a time. Finally, you can dominate the mind of up to one person at a time, though this carries risks to both the person you're controlling if they fight it, and you if harm comes to them, which can cause brain damage in yourself. Attempting to attack or control the minds of those with strong wills, or those who are telepaths as well, has a high chance of failure. (600 CP)

GRAVITY MANIPULATION- You can control the forces of gravity over a large area, removing its presence entirely or increasing it tenfold. While your range is far less than that of Graviton for now, the strength of the power is roughly the same; you won't be able to lift a large section of the earth into the sky, but you'll still be able to send the likes of Thor to the bottom of the ocean with little effort. Your range will grow with time and effort, up until you rival Graviton himself. (600 CP)

TECHNOVORE- Techies beware; you can absorb technology, mimicking its functionalities within your body to improve yourself. This process is slow, and can

only be done with technology that is around the same size or smaller than your body; in addition, if a piece of technology has protections that prevent tampering with it you will need to find a way to work around them, and if it has non-technological components (including things like magitech and biological components) you will not be able to copy those aspects. You can choose how this technology “manifests”; for example, upon absorbing a laser pistol, you may shoot lasers from your hands, eyes, or mouth, or have your hand take on the appearance of the pistol; how it manifests is up to you, so long as it manifests as part of your body. Using abilities absorbed from technology tires you out equivalent to the power of the technology, and can cause you to be incapacitated for a while if you use too much power in one go. (600 CP)

MAGNETISM- You are the master of magnetism! You can manipulate, levitate, and reshape most ferrous metals- including Adamantium- quite easily, and can magnetize metal objects positively and negatively, causing it to attract or repel other metal depending on how it’s charged. As the area you try and affect increases, the less fine control you’ll have; you could lift a large building with a lot of difficulty, for example, but further manipulations beyond that would be crude at best. Although you don’t quite have the same range and power as Magneto, with time you’ll be able to reach his level. (600 CP)

HULK OUT- They shouldn’t have made you mad; they won’t like you when you’re mad. Or, whatever emotion you feel when you transform- whenever you enter a heightened emotional state of some sort, you take on an appearance much like the Hulk, with your strength varying with how strongly you feel whichever emotion triggers your transformation. At the height of your power, you’ll be as strong as the Hulk- who can throw large objects into space, and shrug off most forms of damage, including atmospheric reentry, a variety of energy based attacks, and even hammer blows from Thor. There is a downside, however; this transformation, while immensely strong, is dependant on your emotional state. If you stop feeling it, you go back to being puny Jumper. (600 CP, discount Split Personality drawback)

JUMPER SMASH!- You can trigger a transformation that combines the best, and strongest aspects of all your alt-forms, giving you an appearance of your design that can incorporate any aspects belonging to your alternate forms. This transformation isn’t an alt-form in and of itself, but is treated in a similar way to them in regards to drawbacks and the like. Even if you don’t possess such things yet, this will grant you a bulky form of your design and choice as an alternate form you can use, which has superhuman capabilities similar to the third level of Superhuman Body. (600 CP, discount Split Personality drawback)

ELDER ELEMENTALISM- You’ve gained great elemental power; reminiscent of that of Thor, though not yet on his level. In addition to controlling (and generating,

in some cases) your element, you're completely immune to damage from your element, have incredibly fine control over your element (to the point where they only damage what you wish) over a large area, and have other abilities related to your element strengthened moderately. Essentially a much stronger version of the earlier outlined abilities, though you don't require them to purchase this. Your powers will grow with time, until your power rivals the Prince of Thunder himself. (600 CP, discount on the first purchase for Asgardians)

EE-AEROKINESIS- A gentle zephyr and a rending gale; you embody the air to scatter your enemies to the winds. The force of your gusts can potentially topple skyscrapers and flay flesh from bones; summoning a tornado is as easy as breathing for you.

EE-PYROKINESIS- An inferno burns within you; you embody the flames to burn your foes to ash. Your fire is nearly as hot as the sun, and is highly resistant to being extinguished or smothered.

EE-GEOKINESIS- The ground shakes with your steps; you embody the earth to crush your enemies. Highly destructive, you can cause localized earthquakes to topple even the sturdiest buildings.

EE-HYDROKINESIS- The ocean breaks at your command; you embody the seas to drown your enemies. The amount of water you can control can easily be considered a tsunami.

EE-AUDIOKINESIS- Your voice is destruction; you embody sound to deafen and obliterate. Your mastery of sound is such that you can control the force and volume of it, making it so your decrees can be heard city-wide without worry of damaging your surroundings, or whispering with enough force to turn men to dust

EE-ELECTROKINESIS- The storm comes at your call; you embody the storm to electrify and shock your enemies. Thunderstorms are called at your will, striking with deadly precision and even moving to hit more nimble opponents, and you can call down great bolts of lightning that could disintegrate buildings.

EE-CHLOROKINESIS- Plant-life grows to suit your needs; you embody growth to create life. You can grow plants that would take hundreds of years to reach maturity in seconds, and can easily create hybrid plant life, taking the best properties and none of the bad. What's more, you can create plant-like creatures that are perfectly loyal to you, and with time may even create sapient plant-life.

EE-CRYOKINESIS- Winter is coming; you embody ice to flash-freeze your enemies, leaving them in the cold. Your blizzards can freeze people solid, and you can leave a city buried in snow in a matter of minutes.

ITEMS

Purchased items return to the Warehouse if lost or destroyed.

THE INFINITY GAUNTLET- The Infinity Gauntlet has the appearance of a large, golden glove, with six slots for each of the Infinity Gems; items of cosmic power that would give their user godlike power when gathered together. Unfortunately, the gauntlet itself has no special properties beyond looking cool and being a great conversation starter. Furthermore, even if you do gather the Gems (or the Cosmic Cube, or other similar things) they won't have any ability outside of their native reality, being reliant on the unique structure of this universe to function. (50 CP)

COMIC BOOKS- You have a collection of comic books based off of your adventures; they're mostly accurate, though somewhat exaggerated as comic books often are. Art and writing style is up to you. You get more as your adventures continue. (50 CP)

ACTION FIGURES- You have a ton of action figures based off of yourself, your Companions, and your notable opponents. Includes alternate costumes, altforms, vehicles, and accessories. Comes mint in box (though this is somewhat of a moot point, considering they're the only copies and have no inherent value); you get more as your adventures progress. (50 CP)

MONEY- One million big ones for your spending pleasure. Doesn't reappear once spent, lost, or destroyed. (50 CP)

+ TRUST FUND- The amount of money you bought above is given to you again at the start of each Jump, in the most common form of currency available. Unspent currency isn't counted against you, but it isn't converted either. (200 CP)

COSTUME- You have a costume made of normal materials such as spandex, cloth, or leather. Won't do a thing to stop most attacks, but it's very good looking on you, is comfortable, and doesn't get dirty easily. They also play well with your powers; stretching or growing when you do, and avoiding damage when you set yourself alight. Finally, your costume retains modifications done to it. (Free)

+IMPORT- Already have a costume or set that you like? No problem; you can import it now to modify it, and get a free cosmetic redesign to boot! (50 CP)

+VAN DYNE SPECIAL- You now have multiple copies of your costume, in a variety of styles, colors, and with added accessories such as masks, capes, or goggles. They can only be worn by you. (50 CP)

+BODY ARMOR- Your costume is made of sturdier, but still mundane, materials. Anything from a suit of modern body armor to a set of armor that a knight might wear. (50 CP)

+POWER ARMOR- A classic; your costume is now a mechanical suit of armor, capable of shrugging off most forms of gunfire or being hit by a semi, lifting around five tons, flight, and some sort of energy attack. Also has a built in computer, capable of helping you aim, hacking, and sending messages to your secretary, as well as giving an internet connection when available and being able to house an AI if you have one. Finally, there's a built in Blu-Ray player, so you can watch cartoons on your way to important missions.(300 CP, free with "Armored Jumper")

++STARK TECH- Your armor is now equivalent to one of Tony Stark's suits, in terms of hardware. Featuring repulsors, greatly enhanced strength and durability, an Arc reactor, and capable of astonishing travel speeds, as well as greater software. If taken with "Incredible Bulk", your suit is roughly equivalent to the Hulkbuster. (300 CP, free with "Stark's Blueprints")

+EXTREME TEMPERATURE RESISTANCE- Your suit of armor is incredibly resistant to extreme temperatures, capable of withstanding temperatures (Fahrenheit) around 2,400(enough to avoid being cooked by lava) or down to absolute zero. This is pretty much useless if it doesn't cover your whole body, though. (100 CP)

+UNHACKABLE- Your suit's defenses against hacking and similar attacks are now perfect; no one's going to be messing around with your software but you. This is probably best used for some sort of power armor, or at least a suit that has some technological components built into it. (100 CP)

+SLEEK- Your suit is a marvel of engineering; if it's power armor, it will be much more form fitting while still retaining full capabilities. If not, your costume will never hinder your agility and movement, no matter how goofy it looks. (100 CP, free "Sleek and Efficient")

+INCREDIBLE BULK- Increases the overall strength and size of your suit greatly; for power armor, this means that it will be much stronger, lifting several times more than it could previously while also being much stronger against attacks while optionally becoming more mech-sized. Even regular costumes and armor will become incredibly durable and protective... somehow. (200 CP)

+ADAMANTIUM- Your costume is now at least partially made of Adamantium, a nigh-indestructible, but heavy, metal. If you'd prefer, you can instead coat your bones with Adamantium- though, as Adamantium is toxic you'll need some sort of method (such as a healing factor) to prevent this from killing you. If you purchase this with "Vibranium", you can choose to make your armor out of Proto-Adamantium, basically combining the qualities of both for the same amount of space. (300 CP)

+VIBRANIUM- Your costume is now at least partially made out of Vibranium, a strange ore found only (at least on Earth) in Wakanda. Vibranium absorbs and nullifies kinetic energy, making it good at stopping physical attacks. You might have some sort of Vibranium-Steel alloyed armor, or a mesh suit like Black Panther. (300 CP)

+URU- Although typically used in weapons, Uru can also be used in armor; the mystic material amplifies the magical abilities of its wielder, and can also be amplified by its wielder, making it stronger or channeling the user's power through it. Uru is incredibly durable, rivaling Adamantium in terms of invulnerability. Uru is a great magical conductor in general; however this also means that it requires a talented enchanter or smith to permanently enchant, as permanent enchantments react in volatile ways when laid by unskilled hands. (300 CP, discount Asgardian)

+PERFECT AESTHETICS- Your costume always looks good on you; even when it has been torn, bled on, and dragged through the mud; it always somehow adds to rather than detracts from your figure. (50 CP)

+CLOAKING FIELD- Your costume has an internal stealth mechanism giving you chameleon-like blending abilities, making you nearly invisible. (100 CP)

+BUILT IN WEAPONRY- Your costume has built in weaponry; the more high-tech the costume, the stronger the weaponry. Regular spandex or cloth might have a hidden blade and a built in Taser; a suit of power armor might have some sort of plasma cutter and an EMP. You get one per purchase; can be a weapon you've modified or bought down below as well. (50 CP)

+GIANT-SIZED- Your costume has been modified to work with Pym Particles, shrinking or growing all components, along with yourself, when supplied with Pym Particles. Obviously, you'll need a supply of Pym Particles for this to work. (50 CP, free "Pym's Protégé")

+CLOTHES MAKE THE MAN- Your armor has an unusual property; it takes on the properties of your body, and grants you its own properties in turn, at least wherever it covers. This means that your armor will be just as protected by you as you are it and vice versa and it will repair itself at the same rate your body repairs itself, and so on. Furthermore, removing your armor against your will without killing you or knocking you out is nearly impossible for others. (300 CP)

+ENCHANTED- Your armor is imbued with a powerful enchantment indeed. Anything from increasing its physical durability to high-unbreakable levels or granting great resistance to elemental attacks, to something more unusual like generating a protective shield or striking back at your opponent with the same force they used against you. (300 CP, discount Asgardian/Nine-Realms Craftsman)

WEAPON- You have a high quality weapon (or shield), made of mundane materials but with exceptional craftsmanship. One per purchase; your weapon retains all modifications. Ranged weapons have a restocking supply of ammunition in the Warehouse. (One free, 50 CP)

+WEAPON IMPORT- You can import a weapon you already own and modify it instead, giving it a one-time cosmetic redesign as well. (50 CP)

+WORTHY WEAPON- Your weapon has one master; you. Only you and those you deem worthy can wield it, all others finding that your weapon weighs much more than its appearance would suggest. You can summon your weapon to you, causing it to travel to your hand through the quickest available route, and can telepathically control it as well- even mimicking flight, if you hold on tight. (200 CP, discount Asgardian)

+ADAMANTIUM- Your weapon is made of high-indestructible Adamantium; ranged weapons won't see much use from this, aside from the added durability, but blunt weapons will have more force behind them and edged weapons will be able to cut or pierce nearly anything. If you also buy Vibranium your weapon can be made out of Proto-Adamantium. (300 CP)

+VIBRANIUM- Your weapon is made out of Vibranium, making it light and easy to wield and capable of absorbing kinetic energy. (300 CP)

+URU- Your weapon is made out of Uru, making it almost as durable as an Adamantium weapon, and capable of channeling and strengthening your magical energies. (300 CP, discount Asgardian)

+TRICK WEAPON- Your weapon has some sort of gimmick to it; it might be able to transform into another weapon somehow, or delivers an electric shock to anything you strike. A ranged weapon might have trick ammunition (which will restock in the Warehouse), or have some sort of way to track your enemies or help you aim. (100 CP)

+ENCHANTMENT- Your weapon has a powerful enchantment or some other type of empowerment that grants it a powerful ability or enhances an existing quality greatly. For example, a blade may gain the ability to set itself alight with magical fire, or if the blade were made of Adamantium it may be able to cut through all but the most absolute of physical defenses. A ranged weapon might grant its ammunition special properties, or it might alter its course in flight to always strike its target. (300 CP, discount Asgardian/Nine-Realms Craftsman)

“HOW DO I SHOOT WEB?”- You have a bookshelf full of these self-help books, seemingly tailored to whoever’s reading it at the time, giving tips for controlling their superpowers, magical abilities, and technology, as well as some fun things they can try out. Won’t be of much help to those with experience, but it might help out the guy that you spliced with unicorn DNA, pumped Gamma radiation into, and then strapped into one of your murder mechs. (100 CP, free Drop In)

AGENT ID- You have an ID identifying yourself with an organization of choice; while you’re here it’s tied to the organization you worked for, but out of Jump it acts as a very convincing fake. (100 CP, free Agent)

DEGREES- You’re smart, and now there’s evidence corroborating that; you have a set of updating academic degrees for each subject that you’re sufficiently knowledgeable in that everyone will accept, even if the subjects are non-existent wherever you are, or if you have no history where you are. (100 CP, free Scientist)

JUMPERBOT- You have a body double of around human height (10-feet tall and down) that’s physically indistinguishable from you, and is programmed with a variety of stock responses and phrases to people interacting with it. It has none of your powers. You could potentially build more, if you wanted. (100 CP, free Villain)

ASGARDIAN FEAST- Rejoice, Jumper! Every day, a feast worthy of the gods of Asgard will be magically prepared in your Warehouse, comprised of the richest and most delicious food in all the Nine Realms; even Volstagg’s voluminous appetite could be sated by such a banquet! If you purchase this, you also get a Feasting Hall added onto your Warehouse, so all of your Companions can enjoy the merriment as well! (100 CP, free Asgardian)

WEB FORMULA- You have the formula to Spider-Man's webbing, an extremely tough adhesive that the Wall Crawler uses to fight crime, as well as a blueprint showing how to make his Web-Shooters. You can also get a pair of Web-Shooters for free, as well as a few canisters of web fluid, and can choose to integrate them into your costume. (200 CP, discount Drop In)

HEART SHAPED HERB- You have a few living samples of Wakanda's Heart Shaped Herbs, which gave Black Panther his superhuman abilities. Grants physicals similar to that of the Super Soldier Serum, as well as greatly enhanced senses. The drawback is that those who imbibe the herb have to be healthy physically and mentally to survive eating the herb. (200 CP, discount Agent)

SUPER SOLDIER SERUM- You have a batch of Super Soldier Serum, developed during the second World War, and used to grant Captain America his "peak human" abilities. (200 CP, discount Scientist)

VIRUS X SAMPLE- You have a sample of Virus X, a virus developed during WW2 by Baron Zemo to destroy the Allies. When exposed to the virus, the victim's body apparently begins to break down; dying quickly without medical aid. (200 CP, discount Villain)

BLOODAXE- You have a copy of the Executioner's Bloodaxe, a massive weapon capable of firing elemental beams of fire and cold. (200 CP, discount Asgardian)

ANTI-TELEPATH HELMET- You have a helmet capable of blocking out any telepathic influences that try and influence you. (400 CP, discount Drop In)

QUINJET- You have your very own Quinjet, capable of flying through air, space, and water at around Mach 2. It features advanced armor and shielding to protect against attacks, as well as powerful repulsor blasts and an auto-pilot mode. (400 CP, discount Agent)

STARK'S BLUEPRINTS- Perhaps thanks to a bit of corporate espionage, you now have blueprints for pretty much everything that Tony Stark has ever built (with the exception of things built off world or with the help of others, such as the Uru armor or the Magic Nullifier). Includes his suits, his Arc Reactor technology, and the Quinjets. (400 CP, discount Scientist)

SATAN CLAW- You have a copy of Baron Strucker's Satan Claw, (though, in your case the claw is a glove rather than a cybernetic enhancement), a powerful weapon capable of draining a creature's lifespan in a matter of seconds to restore the user's youth. (400 CP, discount Villain)

ASGARDIAN CHARIOT- A resplendent Asgardian chariot, pulled by two mighty Asgardian goats. Capable of flying through space at high speeds. The goats, while intelligent enough to follow commands, do not count as Companions. They do respawn, however. (400 CP, discount Asgardian)

ARTIFICIAL COSMIC CUBE- A failed attempt at creating a Cosmic Cube; unfortunately, not a shred of power that went into creating this cube remains. However, the potential for power is still there. Essentially, this cube is a currently empty, unlimited, battery. While it is empty now you can keep charging it with power for as long as you have power to supply it with. (600 CP, discount Drop In)

SCHOOL- You have your very own school for gifted youngsters, where you can teach your students pretty much anything. You have a group of staff trained in the usual subjects; they don't follow you, but you can train them in more unusual subjects as well as their knowledge will be passed on to their successors when you move on. (600 CP, discount Drop In)

HELICARRIER- Looks like you've got your own Helicarrier, somehow! Thought to be unique, your Helicarrier possesses enough armaments to put most modern navies to shame, including fighter jets, bombs, and turrets- oh, and against all logic it can fly through the air, too. It also retains any modifications done to it. (600 CP, discount Agent)

LAB SAMPLES- You have a replenishing supply (50 pounds every 10 years) of either Uru, Adamantium (in a molten form), or Vibranium, and a small (less than a pound of material), non-replenishing supply of whichever materials you didn't choose to study or use as you will. You also get a free purchase of the material you chose for your costume and your weapon. (600 CP, discount Scientist)

JUMPER INDUSTRIES- You have your own tech company/R&D team, with all the infrastructure and manpower required to successfully mass produce any (mundane) products of your design. Of course, this is just to start with; you can upgrade your main facility with your own things and teach your R&D team to bring things up to your level. Your employees don't follow you; instead, their skills and any knowledge you pass on to them is "passed on" to their "replacements" when you get to a new Jump, ensuring that production is ready to go as soon as you arrive. (600 CP, discount Scientist)

ARTIFICIAL COSMIC CONTROL ROD- Not the actual Cosmic Control Rod, as wielded by Annihilus; this rod instead allows you to imbue your creations with a hive mind, which you can then control using the rod. The closer your creations are to each other in terms of construction, the easier they are to control in tandem; purely biological beings can be controlled pretty easily, even if they're of a different

"species"; biological beings and cyborgs would be harder, while biological creatures and robots would be nearly impossible. In the same way, controlling only robots is easy as well. The area you can control your creations in clocks in at around the area of a small city. Using the rod is surprisingly easy for you, and while you won't be a natural at first you'll quickly get a hang of it. (600 CP, discount Villain)

SYNDICATE/AGENCY- You're at the head of your very own paramilitary organization; their ideals, rules, uniforms, etc. are up to you, but major deviations from your core tenants might cause discontent or even mutiny. Your organization numbers in at a few hundred; these people do not follow you from Jump to Jump and you start with the same number of people at the beginning of each Jump. However, the original members of your organization "pass on" rough approximations of their skill sets to their "replacements", ensuring that the first generation of agents, at least, are skilled enough for immediate deployment. You start with a main HQ; this building retains any modifications done to it, has enough room for the agents you start with to live and work in, and follows you. Finally, you can choose your organization's relationship with the rest of the world; it can be like S.H.I.E.L.D., where you're allowed to operate on a multinational level (with the exception of countries like Latveria and Wakanda) but are forced to play things by the book to keep your legitimate status, or you can be like Hydra where you're not officially supported by anyone, and therefore start with no assistance or endorsement, but no restrictions based on the rules of law either. You can also choose to work solely with one country, if you're feeling patriotic. (600 CP, discount Villain and Agent)

NORN STONES- The Norn Stones are powerful Asgardian artifacts, each one connected to one of the nine Realms, capable of facilitating travel between different planes of existence and parallel dimensions by opening portals. You have a full set of nine; one for each of the Realms, and while your set doesn't have any other abilities they are able to be used more freely (and the Musphelheim stone can be used without breaking the seal keeping Surtur trapped). You get a new set whenever you go to a Jump with different planes of existence/parallel dimensions; a stone for each one. While the older stones can't be used outside of their Jumps, you can keep them for display purposes/post-Spark, if you wish. (600 CP, discount Asgardian)

DANGER ROOM- You have a room in your Warehouse capable of simulating a wide variety of situations and places for training purposes; from obstacle courses to simple arenas. The room is also capable of simulating others that you've met, creating digital constructs that match their capabilities for training purposes. (200CP)

MANSION- You have a mansion, similar to Stark's, with rooms for all of your Companions, as well as a training/gym area, kitchen, meeting room, theater room, etc. It retains modifications and follows you from Jump to Jump, and your inactive Companions can chill out here. They can't leave the mansion's grounds or affect the world outside, though. If you'd prefer, instead of dropping it into a Jump you can have it as a Warehouse attachment. (200 CP)

COMPANIONS

Canon Companions must be convinced to join you.

COMPANIONS ASSEMBLE!- You can import or create as many Companions as you want for 50 CP a head, each of them 800 CP. The only things they can't buy are the School, Jumper Industries, the Syndicate/Agency, the Danger Room, and the Mansion, as well as more Companions.

CANON COMPANION: STREET TIER- You can recruit someone on the Street Tier; that is, anyone without powers, such as Hawkeye, or someone whose powers aren't enough on their own to warrant a significant threat, such as Captain America or the Wasp. (100 CP)

CANON COMPANION: SUPERHUMAN- You can recruit someone with great superhuman abilities, such as Ms. Marvel, Spider-Man, or Wolverine. Also includes individuals who would be considered Street Tier, but have great intelligence, such as Reed Richards, Tony Stark, and Hank Pym. (200 CP)

CANON COMPANION: LOWER COSMIC- The big leagues; you can recruit someone with great power, such as the Hulk or Thor, capping out at around their level of power. (300 CP)

DRAWBACKS

You can take up to 1000 CP worth of drawbacks, not counting CP gained from The Last Avenger. If you take The Last Avenger, than you will need to deal with each drawback twice; once on the alternate Earth, and again on the regular Earth. Some drawbacks have different effects on the alternate Earth.

THE LONG HAUL- This Earth's first notable adventure happens far in the past, before Mjolnir had been forged and when Thor was but a boy. If you so wish, you can start out in that time period and experience much more of this world's history; leaving on the same day that you would've normally, but with hundreds of years of additional adventures and experiences. (+0 CP)

+STATUS QUO- Of course, it'd be a shame if you butterflied away some of the interesting people here. Taking this will ensure that, so long as you don't attempt to deliberately change things, they will progress unimpeded by your presence. If you take "The Last Avenger", this is disabled until you complete that drawback. (+0 CP)

CAUGHT IN THE CROSSFIRE- Sometime into your journeys here, someone will sneak into or somehow break into your Warehouse, pilfering some important things from your Warehouse. (Mostly equipment; things like weapons or armor) After working around any defenses you've placed on what they've stolen- which only takes a few days, no matter how well protected they are- they'll use your pilfered gear to commit crimes (or acts of heroism, if you're not on the side of angels). Despite your best efforts, you won't manage to catch them or retrieve your stolen gear until your ten years are up. Things you've purchased here are immune. If you take "The Last Avenger", another thief will steal the things you've purchased in this Jump in the alternate timeline, with the recovery happening after you return to the main timeline. (+100 CP)

RED IN THE LEDGER- You have a checkered past; while not necessarily having committed any crimes, a lot of people think you did. While you're here, you won't be easily trusted; and even after winning the trust of others, you'll be suspect number one if people suspect there's a traitor among them. Drop Ins may be mistaken for other criminals, or suspected as Skrull infiltrators. (+100 CP)

EVERYBODY MOCKS THE JUMPER- It just seems like nobody respects you or takes you seriously; pretty much everyone likes to crack jokes at your expense, and the quips just. Won't. Stop. Unfortunately, this doesn't extend to combat; they'll take you no less seriously in a fight. (+100 CP)

CIVIL WAR- Every few years there's some sort of argument that embroils the super hero community with conflict, with everyone involved inevitably splitting themselves up onto two sides. You'll be drawn into this conflict against your will one way or another and whatever underlying issue is causing this won't be easily solved, even by you. Fortunately, despite all of the infighting, it's unlikely that anyone will die as a result of these conflicts. If you take "The Last Avenger", others will be less willing to work with you in general, though this can overcome. You can't take this drawback with "Uncivil War" or "World War Jumper". (+100 CP)

ALTERED EGO- Your resolve was tested... and you came out much worse for wear. While not an exact 180 of your usual *modus operandi*, your actions are affected very strongly by some sort of trauma. If you're normally a paragon of good, you might be more brutal, or more abrasive; still "good", just not very nice to be around. If you're the reverse, you'll feel strong inclinations towards kindness, and might hesitate at critical moments. Doesn't just affect "alignment"; for example, a hedonistic Jumper may abstain from temptations more often, while one who doesn't usually partake in such things might be tempted to. Cannot be taken with "Lunacy" or "Split Personality". (+100)

THE JUMPERSLEEP- Just as Allfather Odin rests to restore the Odinfors, so too do you need to rest to restore your power. At least once every year, your strengths and defenses will be brought down to human levels and all supernatural effects that you are actively maintaining will cease, and you will be forced into a deep sleep where you will be unable to defend yourself. You must sleep for one week in one of the "normal" dimensions (in other words, not in any pocket/traveling dimensions or in the Warehouse), after which you will wake up. If you use a lot of supernatural power at once, or over a short period of time, you may be forced to slumber more than once a year. You won't know when it will happen, but it won't happen when you're in the middle of a fight. (+200 CP)

SPLIT PERSONALITY- You've got some sort of Jekyll and Hyde thing going on like Bruce Banner and the Hulk; one side is superpowered, and the other one is pretty much a normal human. Good news is, you get to choose which personality you are! If you're the normal side, you have your mind in your Body Mod body, with no access to your supernatural abilities or perks, while your powered side is an unintelligent monster like the Hulk- highly abrasive, short tempered, and while not necessarily evil it wields your powers as a cudgel. If you're the powered side, you have access to your supernatural abilities, as well as your mind- but you're form-locked into an obviously inhuman form, and your unpowered side is pretty much an average Joe with an extradimensional being living inside his brain that he'd really rather not have in there at all. You can talk to each other no matter which form you're in, and even come to some sort of agreement on how you'll share your body, but inevitably some things will come that will force you to switch forms for one

reason or another. If you're not careful when interacting with your other half, or do something they disagree with, they may try and find to get rid of you permanently, which will count as dying. Cannot be taken with "Altered Ego" or "Lunacy". (+200 CP)

SUPERIOR FOES- Your enemies, while no stronger than they would be usually, now have much more cunning, experience, and competence, with an increased ruthlessness and willingness to work together that makes them far more formidable opponents. (+200 CP)

UNCIVIL WAR- Much the same as the "Civil War" drawback above, only now these conflicts are much more polarizing than before; emotions will run high, serious injuries and death are almost guaranteed to happen, and if you have Companions some of them will end up on opposing sides, or even end up fighting you at some point (with varying levels of seriousness, of course.) If you take "The Last Avenger", you will find that others who want to work with you are extremely rare- either out of distrust, or because their hopes have already been crushed. You can't take this drawback with "Civil War" or "World War Jumper". (+200 CP)

LUNACY- Something troubling has happened to you, fracturing your mind and bringing forth personalities old, new, and even some based on those you've met. You may go to sleep yourself, only to wake up somewhere else, thinking you are a taxi driver, or a mercenary, or even a god- or something greater, even. These personalities shift like the phases of the moon... thankfully, every so often you will find yourself as, well, yourself, letting you get at least a little work in. Cannot be taken with "Altered Ego" or "Split Personality". (+200 CP)

INFINITY QUEST- A terrible malady has been inflicted against you, and will gradually cause you to become weaker and weaker until it eventually kills you in the tenth year of your stay here. There is no cure or treatment that will allow you to survive save one: you must gather the six Infinity Gems (Mind, Power, Reality, Soul, Space, and Time) and use them to remove the curse that is weakening you, after which they will become inert and end/reverse any changes they've made since you arrived in their reality. These aren't mere trinkets however; most likely they will be heavily guarded or in the hands of incredibly powerful beings, such as the Elders of the Universe. Naturally, anyone who has taken possession of an Infinity Gem will hate to part with them, and actually convincing them to part with their Gems- either through violence or words- will be extremely difficult. And of course, attempting to gather the Gems will attract unwanted attention from those who covet them... If you take "The Last Avenger" than you will need to gather the gems on the alternate Earth as well; the good news is they are all on Earth, which means you won't need to go off planet. The bad news is they're all on Earth, which means

that it's possible that one of your enemies may find one, which would be extremely bad for you. (+300 CP)

SENTINELS MARK-JUMPER- Seems someone with a lot of pull in the government is convinced that you pose a threat, and has diverted some resources from the Sentinel program for the sole purpose of destroying you. Over time, they'll become more advanced; to start out they'll be little more than regular Sentinels. As they encounter you and gather information, they'll gradually develop countermeasures against your tactics and powers, and even start to copy them. Development will peak during the eighth year of your stay, as a Sentinel similar to Master Mold- who all but destroyed the world without your powers- is unleashed to kill you. If you take "The Last Avenger" then this fully-developed Sentinel will take the place of Master Mold on the alternate Earth. (+300 CP)

RAGNAROK- Surtur, lord of Musphelheim and wielder of the Twilight Sword, has noticed your presence and believes you to be a threat to his plans for destroying Asgard and the other realms. His power rivals that of Odin, and he will stop at nothing to see you burn. If you kill or otherwise dispose of him, there's a high chance of encountering other godly threats who will seek to kill you, either for glory or to remove you from the board before you can be a threat to them. If you take "The Last Avenger" Surtur will arrive on the alternate Earth sometime after you with an army of Fire Demons. (+300)

SUPER HEROIC- You are now the spitting image of a superhero, at least in your own mind. Unfortunately, a big part of that- at least in your case- is self-sacrifice, a startling lack of common sense, and an uncontrollable urge to personally do good deeds. If it came down to it, you'd always put the lives of others above your own, and you'll often spare enemies that you really, really shouldn't- in fact, the very thought of killing others is abhorrent to you. You whole-heartedly refuse to use "evil" abilities, such as mind control or necromancy. You can't game this in any way; you can't "save" others by killing them, assimilating them, eating their soul, or adding them to your hive mind or anything like that. (+300 CP)

WORLD WAR JUMPER- The world thinks that you've done something so abhorrent, so monstrous, that pretty much everyone has unanimously decided that you need to be killed off. Earth's brightest minds, including Tony Stark, Reed Richards, T'Chala, Bruce Banner, Hank Pym, Charles Xavier, Hank McCoy and, somewhat reluctantly, Dr. Doom, as well as the rest of Earth's mightiest heroes, have all banded together to find a solution to your existence. Even if you kill them all- to a man- there will always be someone waiting to rise up to try and strike you down. Cannot be taken with "Civil War" or "Uncivil War". If you take "The Last Avenger" then you will be unable to gather any allies at all during your time on the alternate Earth; to the subjugated masses, you are no different from those who

rule over them. This includes the Companion you could've brought with you if you had completed the drawback. (+300 CP)

THE LAST AVENGER (+1000 CP)

Very well. Time will be frozen on Earth-8096 as you find yourself on one of Earth-8096's possible futures; Earth-8096J. Here, everything has gone wrong; many heroes never existed at all, and those that did ended up being destroyed, whether by their enemies or as a result of their own errors. As a result, the world has become increasingly worse as time goes on, falling under control of villains fancying themselves as warlords, and aliens thinking themselves conquerors. Large sections of the world are left uninhabitable due to radiation, and entire countries have been wiped off the map due to the nearly endless warfare. Wakanda's Vibranium mound exploded, and while their government was somehow able to make the explosion less devastating it still wiped out the entirety of Wakanda and several surrounding countries. Latveria was overrun by the Kree, and is now their center of power. It's up to you to make things right, because nobody else has a chance in hell of doing it.

Of course, there are some extra restrictions to your time here, as follows:

You don't have any ability to travel to or summon things from alternate universes while you're here. Not through your own power, not through technology, not even with the help of beings of multiversal or even omniversal power. You're here until things are less chaotic on Earth. Planes of existence and dimensional travel are still allowed.

All of your Companions, pets, outside items, things that follow you, and your Warehouse are on Earth-8096. You have the items you purchased above (with the exception of the things that follow you, such as the Helicarrier) and any inherent abilities, but that's it. Beings that have merged with you to the point where you are one and the same may tag along, but they will be limited to giving advice. Items that have been integrated into your body are fine, so long as they're within reason; cybernetics are okay, your implanted extradimensional storage filled with your robot army, flagship, and kitchen sink isn't.

Earth and enough of humanity to have a successful population must survive; failure results in the chain ending and you being sent home.

And finally, you're unable to resurrect any of this Earth's dead, until you deal with Hela.

Now, onto the actual challenges that you'll have to face. Wherever there's a surviving community, there are also villains subjugating the populace in exchange

for protection. Especially powerful villains, or ones that band together, control the most land, and are as follows:

Ultron, upon being created by Hank Pym, immediately turned on his creator and killed him. Thankfully, its programming was incomplete and while its plot to destroy the world with nuclear weaponry succeeded in destroying several major cities and countries, it was not able to take control over all of the world's weaponry. After that, the malicious intelligence decided to lie low; consolidating its power, improving its programming, creating more drones and upgrading its technology. It's been making attempts to obtain information on powerful Kree weaponry recently, and if it succeeds there won't be much of Earth left.

The Kree Empire followed the Skrull to Earth, wiping out most of them before turning their eyes to Earth itself. In this altered timeline they decided that Earth represented little threat to their empire, and with their full attention turned elsewhere the Supreme Intelligence declared that any Kree who had failed their Empire in some way would be sent to Earth to conquer it, instead of being executed, to keep their front lines strong and to deal with Earth at the same time. As such, the Kree on Earth aren't actually expected to exterminate life on the planet, and aren't armed with any planet-busting weaponry; despite this they still managed to assault and take over Latveria after identifying it as their greatest threat. If a powerful champion emerges on behalf of Earth, however, the Kree Empire will definitely take notice...

Hydra exists still, in several large enclaves. They managed to subvert several countries to their will, unopposed, before things had gone to hell, and have still retained much of their power on Earth. Their leaders are united, realizing that squabbling will only weaken all of their positions as a whole, and include the Red Skull, Baron Strucker, Baron Zemo, and Madame Hydra.

Advanced Idea Mechanics, or A.I.M., still exists as well and has actually managed to thrive in this new world, no longer needing to hide themselves in the shadows. MODOK has hired several villains to do his dirty work, including the Wrecking Crew and the U-Foes, and there have been a few sightings of strange energy beings patrolling their territory- suggesting that MODOK has been creating more Wonder Man like beings.

Loki, after seizing the Odin Force and killing his brother and father, has turned his ambitions towards Midgard, the world his brother loved so. Playing his games, the trickster has sent powerful creatures from the other Realms to wreak havoc on Earth, as well as sending the Destroyer armor when he wants to do things personally. You'll attract his attention eventually, and while he'll be content to merely mess with your plans to amuse himself he'll treat you seriously if he feels like you're a threat.

Hela has somehow claimed the souls of Midgard for herself, trapping the dead in Hel and Niffleheim- even those honorable souls who should've gone to Valhalla and the other afterlives. While dealing with Hela isn't mandatory, freeing those souls from her grasp and ensuring more aren't ensnared may prove useful in dealing with the other threats assailing the world.

Master Mold, a powerful AI and controller of the Sentinels, also exists. After destroying the X-Men Master Mold turned to destroying the rest of humanity; fortunately, her Sentinels are mostly kept in check by Apocalypse- although the Mutant is little better than the rogue AI.

Finally, Apocalypse has claimed Genosha for himself, taking Mister Sinister, Scarlet Witch, Quicksilver, and Sebastian Shaw of the Hellfire Club as his Horsemen. (Pestilence, Famine, Death, and War, respectively.) While Genosha is relatively peaceful, Apocalypses' extreme Darwinist views lead him to gather the strong and cull the weak, so that Mutant kind can evolve and inherit the Earth.

Of course, you won't necessarily need to go it alone; even now heroes exist on Earth, ready to fight the good fight, with a little help. Captain America was never awoken from his ice nap. Ultron hasn't bothered to remove the limitation keeping him from killing the Wasp, and has her imprisoned somewhere. Captain Mar-Vell was sent to Earth, with the rest of the reject Kree. Simon Williams AKA Wonder Man has been blackmailed by AIM, forced to work with them so MODOK can keep his ionic energy from dispersing. Mjolnir awaits someone Worthy enough to wield the powers of Thor. There's always another Doombot. And Quicksilver and the Scarlet Witch may be persuaded to join you, if you can remove Apocalypses' control over them. Of course, you'll need more than these few heroes to face...

GALACTUS

The World Eater will arrive sometime in the next few months after you've defeated the last major threat on Earth, along with his four Heralds- Terrax, Stardust, Firelord, and Air-Walker. Each one will position themselves in remote parts of the world with large machines to help Galactus consume the planet. You will need to stop them- and once that's done, you will need to drive off Galactus himself. Succeeding here will complete the drawback, and as a special reward you may choose to take any of the canon allies that you've made here with you on your journey.

ENDINGS

(EFFECTS OF DRAWBACKS DISAPPEAR)

KEEP JUMPING

HEAD HOME

STAY HERE

NOTES

-YJ_Anon

-Stark Tech notes is only for things that this Earth's Tony Stark have built.

-Teacher of Gifted Youngsters only lets you teach things that people have the potential for; you can't teach a magic system based on genetics to someone who doesn't have the required biology for example.

-Technovore can "manifest" technology in different ways after absorbing it, so you're not stuck with just one method.

-The second tier of "Mutation" is more for powers based on biology than esoteric things.