X-Men the Claremont Years

Version 1.1.0

In May of 1975 Giant Sized X-Men #1 would be published, introducing a new team of X-Men after several years of the X-Men languishing in reprints. In August of 1975 the *Uncanny X-Men* would begin getting new stories on its title as the writer Chris Claremont took over this relaunched title with an all-new all-different team of X-Men. He would helm this title, and launch many of its side titles, until October 1991 in the longest single run of an author on the title. During this time the once failed title would rise to the point of being Marvel's most popular franchise, and so popular that the first issue of its relaunch as X-Men in 1991 is still usually considered the best selling comic of all-time.

You arrive in this world of mutants, magic, and aliens. A world that sees the full integration of the Marvel multiverse, the introduction of enduring villains such as Apocalypse, the Hellfire Club, and Mr. Sinister, and such elements as the Brood, Shi'ar, and of course the Phoenix Force. It's a wild ride, and the source of much if not most of the mythology of the titles to this day. You will be staying either until the time the various related titles all either relaunched or had major overhauls to their teams (Uncanny X-Men as X-Men Vol 2, New Mutants as X-Force, X-Factor's complete team change in #71, Excalibur's close to its first story arcs in #50 a little later than the others) in 1991 to early 1992.

All powers and abilities gained here, unless explicitly based on later comics, are based on the feats and capabilities of the characters in this period of comics. And barring drawbacks you should not expect to see elements from later retcons or introduced as background elements after this time.

To help you survive this world, and fit in as a mutant (or just super powered individual) within it, take these:

+1,000 CP

I hope they help you.

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Background:

Select one. Each is free. Any background may be taken as a drop-in (though Outsider is the most drop-in background), though it will sacrifice any free connections the background would have given.

Old Student: An old acquaintance and ally of Xavier's. You may even have a history with the old team of X-Men, and even - should you choose - insert into the world as a former (or current) member of the team only recently rescued from Krakoa.

New X-Man: When the X-Men were captured on the island Krakoa, Xavier found himself forced to find a new team to rescue the old. You were one of the many he went to to ask for aid. Whether you decide to help fulfill his request or not is up to you.

Outsider: You aren't from around here are you? Maybe you're from a possible future, another dimension, or another version of Earth. But wherever you are from you have no past or connections in the place you find yourself.

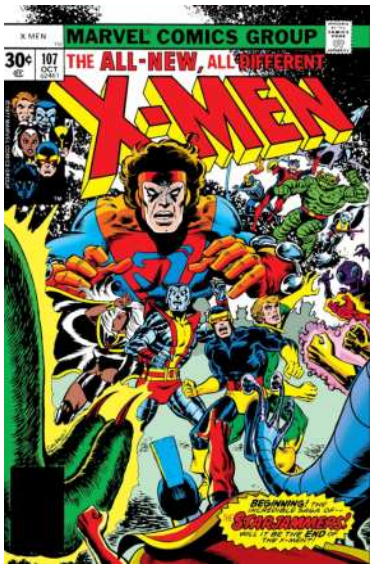
New Student: You find yourself somewhat younger than with the other options. A young (presumably) mutant you may find yourself only recently recruited into a school for your kind, either Xavier's school, or Emma Frost's, beginning when Xavier first enrolled the New Mutants or Emma Frost enrolled the Hellions. Alternatively you may forgo this connection to either faction, and simply be a young mutant out and on your own in the world.

Schemer: There are many in this world who scheme in the shadows, working their will across the world. If you are not one of them yourself, you're almost certainly aligned with them. Likely a member of the prestigious Hellfire Club, or another such organization which dabbles on both lines of the civilized world and the underworld. By taking this background you may choose to have some pre-existing alliance with one of the villainous forces of this world, Magneto, the Hellfire Club, Apocalypse, Mr Sinister, or some other.

Evil Mutant: You may still scheme, but it is not your main weapon. No, you are more than capable of surviving when it comes down to survival of the fittest, or pitting yourself against the X-Men or others… if you choose. By taking this background you may choose to have some pre-existing alliance with one of the villainous forces of this world, Magneto, the Hellfire Club, Apocalypse, Mr Sinister, or some other.

Morlock: Or maybe you're not a hero or a villain. You are one of the Morlocks, or someone like them, a homeless (presumably) mutant, living on the outskirts of human society or even beneath the dirt they walk on. By taking this background you may choose to already be a member of the Morlocks, living in their sewer shanty town, or if you begin early enough possibly helping to form them with Callisto and other early Morlocks such as Sunder, Masque, Hound, and Anna Lee.

Shi'ar: Wait… are you even human? You are a member of the Shi'ar Empire, or like Corsair of the Starjammers you are a human for some reason living within the Shi'ar Empire. A powerful alien empire centered on the world of Chandilar it is home to many species and currently undergoing a war of succession. By taking this background you may be a member of the Imperial Guard, the elite team of individuals gathered from the best and most capable of various races of the Empire to serve as its protectors, a simple citizen of the Empire, or even a rebel or renegade force such as the Starjammers.



Age and Gender:

Old Students, New X-Men, and Evil Mutants may choose any age 16+. New Students must choose an age from 6 to 17. Schemers may choose any age 14+. Outsiders may choose any age they feel reasonable. You may change your gender if you desire.

Location:

You begin this jump at any non-secure location on the Earth during the time of Giant Sized X-Men #1 published in May 1975 to as late as during the events of Uncanny X-Men #150 in October 1981, and stay for your choice of until October 1991's X-Men Vol 2 #3, Excalibur Vol 1 #50, or 10 years.

New Students, or Schemers, may choose to instead begin during the events of Marvel Graphic Novel #4, New Mutants #1, or when Emma Frost founded her Massachusetts Academy.

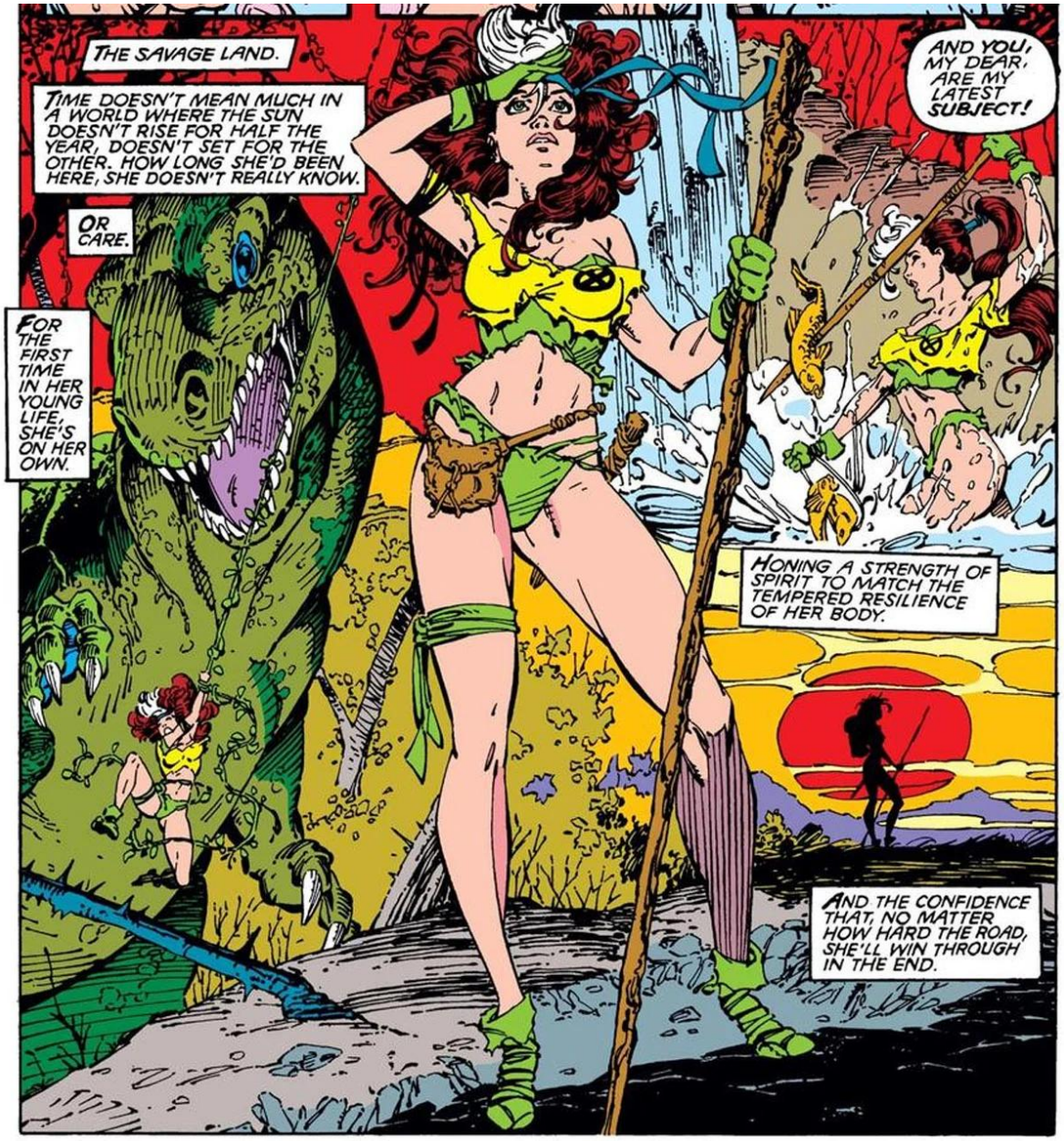
Morlocks may choose to instead begin during the events of Uncanny X-Men #169; the issue that introduced the Morlocks.

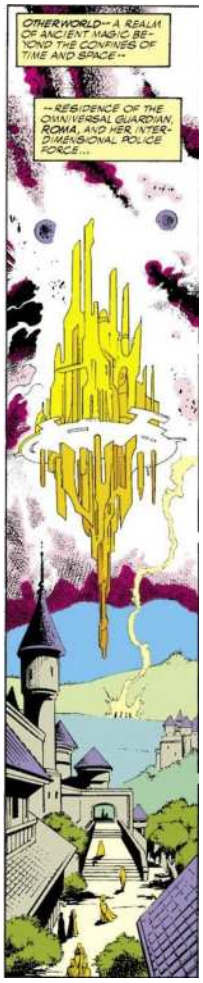
Old Students or New X-Men may choose to have a pre-existing relationship with Xavier (and in the case of Old Students the X-Men) to ease their transition onto the team. New Students may be invited to Xavier's Academy for Gifted Individuals or the Massachusetts Academy as students. Schemers and Evil Mutants may find themselves as a member of the villainous group or organization of their choice in this time period; though only Schemers may choose to begin, like New Students, as a member of the Hellfire Club's children team the Hellions. Morlocks may find themselves already part of the Morlocks or simply some other form of homeless individual. Shi'ar may choose to be a member of the Imperial Guard if desired, or simply an imperial citizen.

For **+50 CP** you may forgo this free choice of starting location, and instead roll 1d8 below. If you choose to have a background with a group, it's your choice how you explain your starting location to them. And do be careful, jumper, while some of these locations are safe, some do not take kindly to unexpected guests.

1. New York City, North America: This city has the greatest concentration of superbeings on the planet so it's not too surprising a new one ends up here.
2. The Australian Outback, Australia: You seem to be in an unpopulated region of the Australian Outback, alone for miles around.

3. Cairo, Africa: You find yourself on the streets of Cairo. It's possible you will draw the Shadow King's attention if you stay too long, but he may be more concerned with Madripoor at this time.
4. Hong Kong, Asia: The Hand is fairly active here, so do be careful they have a record of abducting and brainwashing newly arrived - and especially disoriented - mutants.
5. The Savage Lands, Antarctica: You seem to be in a truly isolated part of the Earth. A land underneath Antarctica, the Savage Lands are a jungle world of strange beings, and dangerous mutates.





6. Starlight Citadel, Otherworld: You've left Earth behind completely, arriving instead at the Starlight Citadel, palace of Roma the Omniversal Guardi… what's this Merlin is still filling that role until sometime in 1983. Well do be careful this is a place of schemes on an omniversal scale. Either way this location exists in Otherworld, the multiversal nexus representing the magical lands of Britain in the multiverse, home of the Captain Britain Corps, Merlin's personal ~~interdimensional thug squad~~ omniversal guardians.

7. Chandilar, Shi'ar Galaxy: Ok, you're not even in the right galaxy now. Chandilar is the homeworld of the Shi'ar, an alien race that the X-Men will - often - have contact with in the future, and one of Marvel's premiere galactic civilizations defended by the Royal Guard led by Gladiator. Do be careful here.

8. Sleezeworld, Space: Well this is just cruel. You arrive at Sleezeworld, the home of the parasitic species known as the Brood. Traveling the stars in enslaved space whales and implanting their eggs into living hosts to transform them into Brood versions with all their biological abilities, this is a dangerous place to be.

Perks

General Perks

Combat Training (-50+ CP): You have received basic combat training, at least enough not to instantly fail at a danger room simulation, or completely shame yourself in a fight. This won't make you an expert by any means, but you'll be able to fight.

For an additional 50 CP you may choose a single combat style or weapon with which to be an expert. You still won't be the best in the world, or a match for a world-class (at least not in this world) combatant, but you could possibly reach the Olympics with it. Think Nightcrawler and fencing. You may select an additional style or weapon per additional 50 CP spent.

Dazzling Performance (-50 CP): You are a highly skilled dancer and singer (or a single instrument of your choice). With just this perk you are skilled enough you could make a living off of these talents, and - assuming you were marketable enough - a record deal, concerts, and more.

Scientific Education (-50 CP): You have a Masters degree, or equivalent experience and training, in a single real-world STEM field. These comics were written primarily in the 80s, however, so this is the equivalent to such a degree gained then, and the field must have existed then. Don't expect to be doing any superscience with *just* this, but it can still prove useful.

You may purchase additional degrees at a cost of 50 CP a degree.

X-ceptional Appearance (-50 CP): Look not all of us look good in spandex. While this world doesn't require you to do so - Wolverine is not described as or reacted to as a looker for several years yet - it isn't called the most common superpower for nothing. With this your own appearance gets a little boost. You will find that your body naturally maintains a general level of appearance that you won't embarrass yourself dressing in the often skin tight costumes they wear around this place. It won't make you a particular looker by the standards of the superhero community, but you won't stand out for looking bad either.

Mental Shielding (-100 CP): Did you train under Xavier? I'd probe your memories to see, but that's proving more difficult than usual. Maybe it was some other secret organization's training. Regardless, like most of Xavier's students your mind is shielded against mental intrusion. This is far from absolute, even the X-Men find their mental

defenses penetrated (very often) but it's a fair deal better than average. Like them you are able to shield your thoughts against mental influences and scans. While there are definitely passive benefits, this seems to work best when you are aware of the threat, and even then it can be overpowered; this might slow down Xavier or the Shadow King but it won't stop them, and even lesser threats can overcome this defense. In theory you could receive such training in jump, but because you are paying CP for this it will apply to other mental threats regardless of their nature; it still won't be absolute, but it will work on magic spells, eldritch knowledge, assaults on your soul, and what have you as well as it does against telepathic assault. *If you want something closer to immunity look at Limbo Sorcery or Shielded Helmet.*

Pilot (-100 CP): You are a trained pilot of aerial vehicles, whether that's planes, helicopters, or space shuttles. What's more you find that your training and experience in one form of vehicular operation carries over to other vehicles, even ones you have not encountered before designed by hitherto unknown to you aliens, almost completely. This does not give you training to pilot in a combat situation unless taken with Combat Training, or the Best At What You Do.

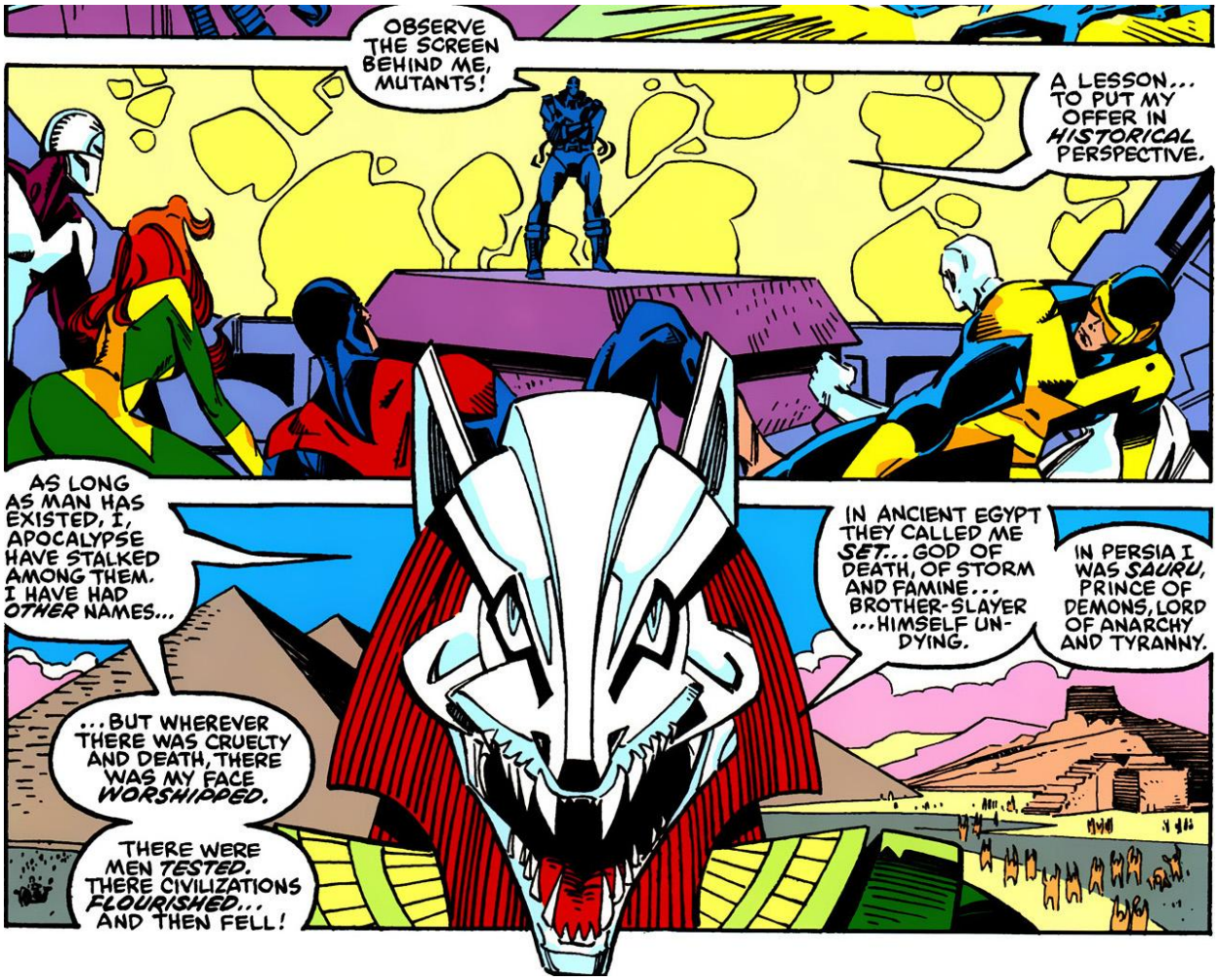
X-ceptionally Non-Lethal (-100 CP): You know Cyclops, for all his inability to control his optic rays, doesn't tend to kill people with them even when their power is shown to be far more than enough to destroy vehicles, and buildings. Now, like any of the heroes of these titles, you possess an instinctive and subconscious ability to make certain you do not use lethal force.

As long as you don't intend to kill a target you will instinctively tone down your blows so that they lack the power to do so, restraining your power and strength in the process; even if you should have enough power or strength to kill them as easily as you might pluck a flower, crush and ant, or… I digress. This talent is not perfect; while you will never overshoot in the force needed while using this perk, if an opponent's strength is sufficiently unknown to you, and sufficiently above human, you might underutilize force against them leaving your initial blows harmless until you have recalibrated for their abilities.

As Long as Man has Existed, I, ANON, Have Stalked Among Them (-150 CP): Isn't it a shame to always arrive in a world as a relative newcomer? Now that's no longer true. When entering a new jump without dropping-in you may choose to have a long and storied history within it, legends and rumors of yourself having filtered down through the ages. While this will not cause any significant changes to the history of the setting - you cannot use this perk to have conquered the Earth 1000 years ago with your alien

spaceship - your presence will have been recorded, noted, and felt and you may find that you have enemies, allies, and (relatively minor) connections due to it. This also allows you to increase your starting age to anything that makes sense for you and you could survive, setting a duration for your history in the jump.

In addition, whether dropping-in or not, you may choose to have legends and rumors of your doings in other jumps have filtered into the myths and legends of the world. These may not be accurate representations of your adventures - your time in Star Wars leading the Rebellion against the Empire may have been recorded as being a Greek demigod who stood up against a Tyrant who ruled Atlantis - but the broad strokes will be there - destroying the Deathstar will be destroying some superweapon. You may choose roughly what jumps are represented in these legends and rumors, and not every deed from even the selected jumps will be represented. These legends may come from a variety of cultures and places in-setting.



Fastball Special (-150 CP): You now possess the ability to throw short, angry Canadians a… wait no that's not right. While with the right powers and allies you could perfectly duplicate the technique of throwing Wolverine at an opponent, this perk's actual purpose is to help you synergize the special powers of yourself and your allies. When you and an ally are working together in a pre-rehearsed combination technique involving yours and theirs superpowers you find the technique more effective than it normally would be. In addition you are particularly skilled in coming up with these techniques. Naming them is optional.

Not a Mutant (-150 CP): Whatever powers you purchased here they are **not** mutant powers, and not the result of the X-Gene. Now you could be forgiven for thinking that this doesn't matter much, but in this world people are fine with you being able to fly, shoot fire, turn invisible, or call down a godly thunder storm as long as it's not the result of an inborn mutation. Maybe it's because the first major world knowledge of mutants was a guy dressed as the Devil trying to steal missiles to destroy world civilization while preaching racial superiority of the new species of Homo Superior. Maybe it was one of the many reasons that came forth in the decades of comics that followed.

Whatever the case, you are not a mutant. You may choose another source for your powers, maybe they're magic, or the result of some sort of exotic radiation or alien technology. This will not change how they function, but it may change how they interact with certain other effects. You may also choose to have any Powers bought in this document instead incorporated into items allowing you to take **Flying Brick** as a suit of powered armor or the like.

And as you're not a mutant you will find that people will not discriminate against you merely for having these powers and abilities; now they will still react to them in natural ways, but they will not fear or hate you simply for having powers (they may hate you for being superior to them for having powers if they're that kind of person).

In future worlds you will find that people are more willing to accept your superhuman powers without fear and hatred, potentially seeing you instead as a hero or celebrity-adventurer. Maybe you should make a costume out of a cape and play up being a super powered patriot. You will also be able to have any genetic based abilities you pick in the future be due to something else such as magic, chi, or inexplicable radiation.

Comic Book Death (-200 CP): It was a saying during the later years of this run that only 3 people stay dead in comic books: Barry Allen, Bucky, and Uncle Ben. In the decades since 2 of them have returned to life. The real rule seems to be that you only stay dead if

your character existed only to die and provide motivation to the hero. You are not the dead mentor of another hero's backstory, so once per jump (or 10 years whichever is sooner) when you die circumstances will align to resurrect you through some means. Each time you are revived this will likely be through a somewhat different method.

Cosmic Train Ride (-200 CP): You know, for a group whose mandate is defending humanity from evil mutants the X-Men encounter a lot of aliens, angry multiversal personifications of life and personifications of chaos that seek to unmake reality, and evil pterodactyl men from Antarctica. And that's without getting into the New Mutants who are school students but end up encountering lost Roman colonies in South America, alien robots with (literally) world shattering powers, dating interstellar rockstars, befriending Asgardian gods, and more. Or Excalibur whose job pretty much amounts to dealing with this sort of weird stuff.

Just because you've left this world behind, doesn't mean you have to leave behind the weirdness. You gain the ability to bring it with you. Oh not the exact things, or even the scale, but you can ensure that whatever world you go to, not only will strange elements out of speculative fiction exist, you will come in contact with them at least semi-regularly. These will be versions modified to fit the setting, but they will definitely be things on the out there side even then - you might meet alien soul reapers from another planet's equivalent of soul society in Bleach, or a Dark Side wielding demon in Star Wars - though they will fit the general power scale of the setting. If you want you can toggle this off or on, but toggling it off won't unmake things it has already caused to exist.

This perk cannot be taken by Companions.

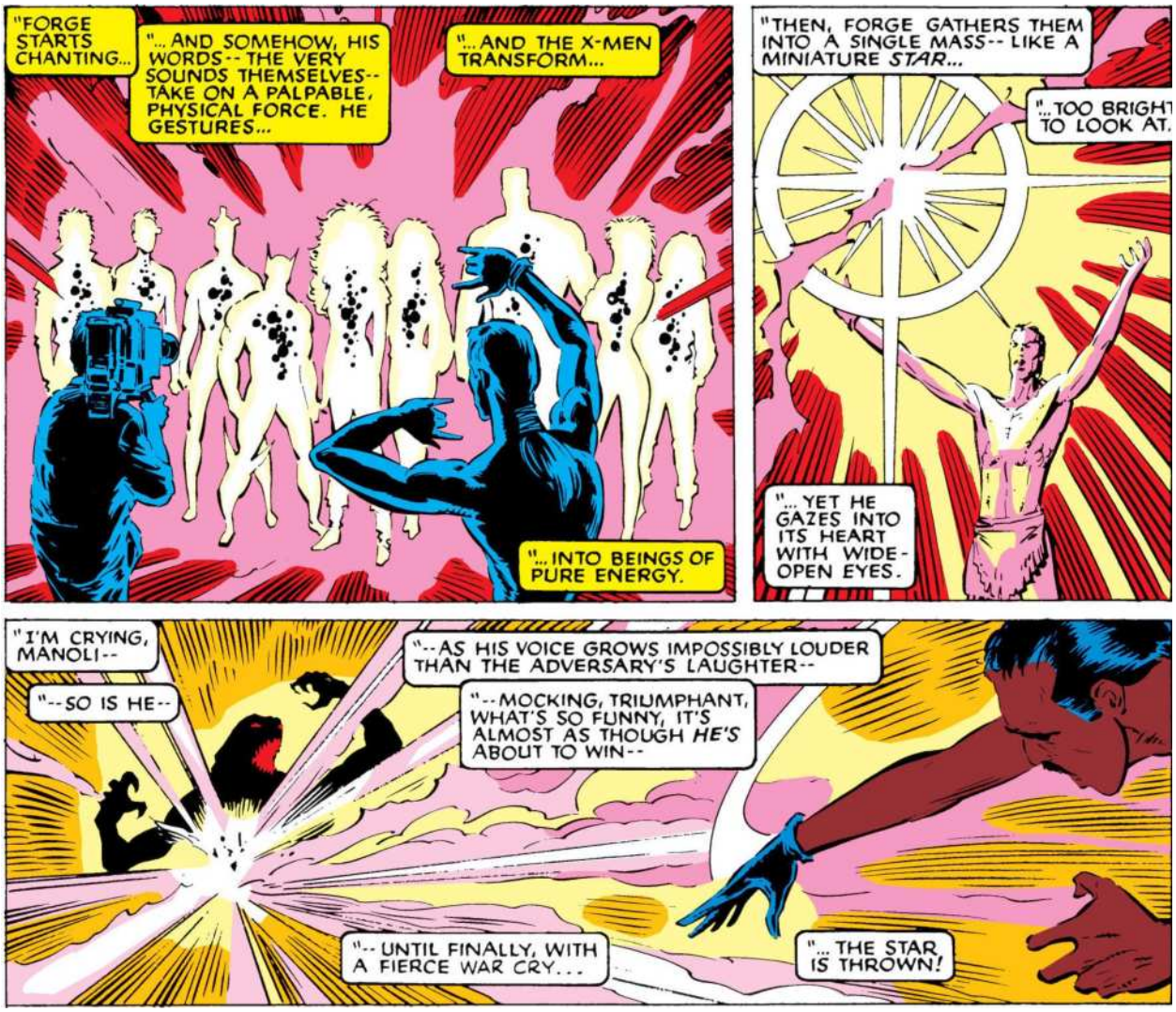
Comic Book Science (-300 CP): Select one field of comic book science. You are skilled enough in that field to be a notable practitioner, even if not on the level of the big names. You are capable of pushing that field into some superpowered directions, but you will not be up there with the top names with just this alone. Think more B-list. This comes with a fairly in-depth (by real world standards) understanding of the related field (i.e. if you picked genetic engineering or cloning you have far more than the equivalent of 1 or 2 PhDs in biological fields).

Combined with a Mind to Take Pryde In and you are closer. You still won't be a match for Reed or Doom, they have far too great breadth, or even Stark or Banner, but you might match Mr. Sinister in his genetic engineering and cloning, almost equal Banner in gamma radiation if not in other fields, or another top specialist.

Additional specialties can be purchased at a discount.

I Am Strongest… By Far the Most Dominant Personality (-300 CP): Let the X-Men have Xavier's training, you have something better. Your force of will, no raw force of personality, is something spectacular. Like Apocalypse, Magneto, or Mister Sinister you have the raw willpower to hold back even powerful telepaths, to fight off possession, or if someone was foolish enough to try and steal your power with a piece of your personality take them over for a time from the stolen echo of yourself inside of them. Your sense of self, purpose, will, and ego are iron-clad. Not absolutely invincible, but more than enough to buy you time to act and fight back, and give you an edge in battles of the will or soul which you might otherwise lack. This may not be insurmountable, but it is enough to give you much better odds at resisting a telepath than another telepath would if they were caught unaware, and still a touch of an edge even compared to one who was trained and consciously aware; and of course this does not only apply against telepathy but any attempt to twist your will and mind.

Of course this sort of force of personality and pure ego have other advantages. It provides you with a massive font of drive and ambition, able to drive you forward towards your own purposes in the face of the opposition of the whole world, giving you the will and motivation necessary to plot in solitude for years or even centuries to craft your goals. It can drive you forward through pain and hardship no less than the bravery of heroes, and keep you unflagging in the face of repeated defeats and set-backs. This is also specifically a power of **personality**, helping you resist the charisma and influence of others, keeping you focused on your own desires at all costs, and shielding you against those things that would eat away at who you are.



Shaman (-300 CP/-100 CP): You possess the magical skills and abilities of a Native American shaman/medicine man from these comics. You are able to imbue spirit sticks to help fight Death itself (if you possess the ability to fight Death itself), spirit sight to see magical effects, and a middling skill in sorcery capable of capturing souls to fuel your sorcery, sealing demonic bears, projecting your spirit form into the astral plane, or opening portals to other dimensions. This won't make you a match for Doctor Strange, or for **Limbo Sorcery** in a hell dimension or even necessarily in a magical one, but you have some capabilities as a sorcerer.

Alternatively you can have some other form of shamanic practices; perhaps African, Australian, or the Druidic practices of Britain. The overall power of the choice remains the same, roughly equivalent to Forge if he was more willing to use his powers, but the nature and thematics may differ. If you selected Australian magic, for example, you'd

likely be well versed in the nature and magic of the dream time, and if you selected African you might share Storm's mystical ability to sense life.

On that final note for a mere **-100 CP**, you may instead merely get a reinforcement to your magical energy, enough to let you interact with the sorcerous but no skill or ability as a mage yourself, and the ability to sense life energy and magic. Much like Storm has demonstrated during this time.

Unwarped (-300 CP): So this power really doesn't actually belong in this world, but between the Phoenix, Proteus, the Beyonder, Cosmic Cubes, Mad Jim Jaspers, Jamie Braddock, and others it's a bit too rife with reality warpers not to offer some protection. You are immune to reality warping, up to and including those reality warpers mentioned above. Mad Jim Jaspers - who was described on panel as a threat to the omniverse - couldn't change you with his reality warping powers. This protection even extends out to any object you're carrying or wearing, and a few inches around your body. It does not, however, stop them from unmaking the universe you're in, creating an invulnerable killer robot, or a fake Galactus to attack you. As many reality warping effects in this multiverse are the result of telekinesis applied at molecular or sub-molecular levels this also protects you against all forms of telekinesis working at such a scale, so you don't need to worry about the Phoenix tearing you apart atom by atom. This won't protect you from someone grabbing you telekinetically; that's just telekinesis not something traditionally classified as reality warping.

The X-Factor (-400 CP): The X-Men, and the various related teams, range wildly in powers, but whether the strongest team or the weakest in the period they all come face to face with threats to at least the world at large which vastly outscale them in power and yet they come together to survive it.

Like them you find that you have the strength of will and courage to face down overwhelming odds without backing down. Moreover, however, you find that when you fight for the fate of the world, you are just a little **better**. This can mean your powers being a little more powerful, and you being stronger, but more often it manifests in you being smarter, quicker witted, and luckier while your opponents will be more prone to underestimating you or making sloppy mistakes.

While this will help protect you, it does not care for the threat to you personally, but the scale of the threat to the world at large. If an enemy is threatening a city you'll find yourself just a little stronger, luckier, and smarter. If instead they are threatening to destroy all known realities and recreate them as they desire you might find that they are

vulnerable to all things iron and especially organic steel which you just so happen to be able to transform into, and that your ally is able to perform a spell that can stop them by sacrificing yourselves… you might even find that the sacrifice is more symbolic than not.

Outsider Perks

Discounted for Outsiders with the 100 CP perk being free instead.

Wandered Ways (-100 CP): It would seem that in your travels, whether through space, time, dimensions, or otherwise, you've become rather acclimated to the bizarre. No matter how strange a situation is you will find yourself not freezing up in amazement, but taking it in, able to accept it well enough to at least act.

Jumper of Future Past (-200 CP): When Rachel Summers sent the mind of her ally Kitty Pryde into the past she changed that reality. But her own timeline still existed because it'd forked another reality. Nothing odd there. But later Rachel sent herself back bodily not to the timeline she was from but to a fork where her existence had already been made impossible.

Now you too have a special relationship with time. Even if a change to the past should change the present (some Marvel time travel methods do after all) you will find that **you** and any personal items you're carrying are unaffected by the change, though if you're present in the timeline you will gain memories of the changed reality. Similarly if the entire world is altered by a reality warper you will be unaffected and have memories of both worlds.

Shadowcat (-400 CP): Did the Hand brainwash you and install ninja secrets into your mind? Don't be ashamed to say yes, it happens a fair bit around here, at least twice during the frame of the jump alone. Even if they didn't you could fool people into believing they did. You have all the training and skills expected of a ninja. This doesn't give you any supernatural ninja tricks, but you are an expert in stealth, assassination, and unarmed combat, well aware of how to use your special abilities to complement these skills whether it's through forming telepathic weapons to silently kill enemies, or phasing through walls to evade pursuit before popping out to counter-attack.

A Mind to Take Pryde In (-600 CP): Like a certain Kitty Pryde you have an extremely capable mind. While you might not be a Richards, Stark, or even Forge, you are very mentally gifted. Not only do you pick up new skills quickly, able to absorb the mentorship of others like a sponge absorbs water, you are quite intelligent in most other respects as well. More socially intelligent than most of your peers in the superhero community (which is faint praise), technically brilliant enough that while you might not be inventing your own powered armor or dimensionally traveling robots you might manage to hack or repair them with enough time and effort, and all around brilliant. This won't make you the smartest in this world, not by a longshot, but even those great minds of this universe must underestimate you at their own risk.

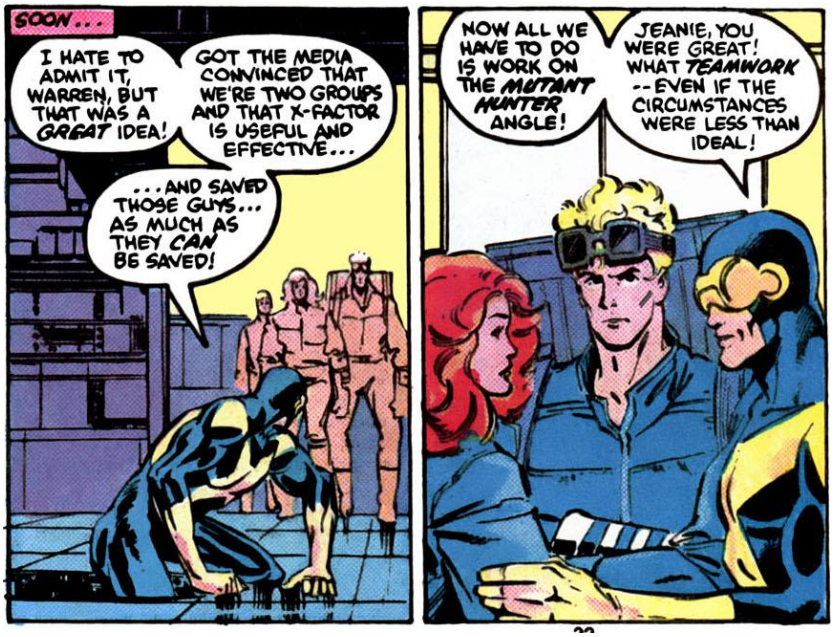
Old Student Perks

Discounted for Old Students with the 100 CP perk being free.

X-traordinary Bravery (-100 CP): The new team of X-Men might face some of the most bizarre and powerful forces in the Marvel multiverse, but they knew what they were getting into. The original 5 students of Charles Xavier were nothing more than school children thrown into a war with - sometimes literal - gods. And yet of them not a single one ran from the call to duty, not a single one of them flinched away from the dangers before them, and each and everyone of them rose to the occasion with bravery and heroism.

You possess this same courage and bravery. While not immune to psychically or magically induced fear, you will always have the courage to do what you believe is right. Even abducted by Apocalypse, onto his massive city sized battleship, infected with a disease that makes your every physical exertion siphon away at your intellect, you could have the guts and nerves to refuse his cure if it meant joining him.

X-Factor Investigates (-200 CP): Let's pretend to be mutant exterminators so that our enemies will hire us to kill our allies and we can save them instead. *Brilliant!* Well that idea of Cyclops's had some negative side-effects but now you find that it sort of works for you. You can easily convince the world at large that you are on the opposite side of an issue and to come to you to deal with it and find ways to while openly supporting it undermine it from within.



Jumper Jumpington the 3rd (-400 CP): You were born with a silver spoon in your mouth, Jumper. You find that you are the heir to a long line of the financial upper crust. Not only do you have the minimum skills needed to manage a financial fortune so that it will, if not grow considerably, maintain itself, you possess just such a fortune. In this jump and in all future jumps you may choose to be either the heir to a fortune that puts you in the top 0.0001% financially or possessor of such a fortune; in the case of being a drop-in you will find yourself adopted by such a family quickly after arrival. This fortune will not take the nature of liquid capital, but investments, companies, and the like.

Team Leader (-600 CP): If there's one skill that has brought the X-Men to victory after victory over the years, it would be teamwork. And it is a fine tactical mind which makes that teamwork function. Now, like Cyclops, you are an expert at small squad tactics, able to find the best way to utilize varied tactical resources and the unique capabilities of your team. Of course this is not limited to when considering things in the lull between missions, you are more than capable of thinking on the fly, incorporating new resources you have acquired or exploiting circumstances as they arise. And of course knowing yourself is only half the battle, and one must also know the enemy. While this doesn't give you any special knowledge of them, it does give you a talent for recognizing their tactics, strengths, and weaknesses while fighting them.

New X-Man Perks

Discounted for New X-Man with the 100 CP perk being Free instead.

All-Different (-100 CP): When Xavier needed to gather a new team of X-Men to save the old team from the living island of Krakoa he gathered his new champions from all corners of the Earth. Despite having little to no familiarity with each other, and coming from a wide variety of backgrounds and cultures, these all-new all-different X-Men quickly came together into an impressive force.

Like these new X-Men, you find it easy to find a way to smooth over the personality clashes that might arise in a group with highly varied backgrounds and skills, and instead find a common ground from which to work together.

Interpol Training (-200 CP): Like Banshee, Wolverine, Betsy Braddock, or Carol Danvers, you've been actually trained to work as a detective, investigator, and spy. You have experience and capability in both real-world and comic book detective and spy skills. In this jump you may choose to have an appropriate history with some legal - or less than legal - law enforcement or intelligence agency; like how Banshee is a former member of Interpol, Betsy Braddock of British intelligence, Carol Danvers of US military intelligence.

In future jumps this will update to include the basic training of a detective and spy in those settings; nothing more than someone fresh out of the academy would know, and no secrets of specific services but enough to get you started.

Charming Rogue (-400 CP): Many of the X-Men in this period had somewhat tarnished pasts, Storm and Gambit were thieves, Wolverine was a mercenary, and Rogue was an out-and-out supervillainess who had recently put one of the Avengers into a coma, and yet they only seemed all the more charming for it.

You too are one of these charming rogues. You have skills enough as a thief to match Storm or give Gambit a run for his money, and will find your agility boosted to peak human levels. In addition you find that as long as you are honestly helping the side you claim your past misdeeds are easily forgiven by those who were not directly impacted, and as long as you maintain a roguish air about you others find you more charming and persuasive.

And this can be assumed to boost your appearance as well, roughly to the level of Gambit or Rogue.

The Best At What You Do (-600 CP): Like Wolverine you are a natural born warrior, who has no need of powers to remain one of the deadliest men alive. You possess extensive combat skills, and a natural talent for more, easily able to fight your way through a compound of professional soldiers, defeat an expert ninja who is able to turn intangible at will, or make yourself the combat expert in a group whose raw powers tower staggeringly above your own. You also manage to be particularly impressive while doing so, some intangible quality making your fighting almost seem to draw fans and admirers to you.

New Student Perks

Discounted for New Students with the 100 CP perk being Free instead.

Willful Children (-100 CP): Professor Xavier, Emma Frost, and Magneto all three tried to push the New Mutants to their side and beliefs. All three failed. Like the New Mutants you find yourself resistant to indoctrination and charisma, able to find it in you to defy authority figures and those who think they know best for you and instead find your own way.

No Harm No Foul (-200 CP): Authorities seem oddly willing to let your actions slide without punishment. Run out of a secure boarding school on an almost weekly - at least monthly - basis to go deal in dangerous adventures and unless you lead to a student dying or do something like cause innocents to die, and you'll find yourself going unpunished. You could even be caught on camera interrupting Wimbleton, as part of a day-long spree of super powered combat, and as long as you repaired the damage done to various cities and didn't cause anyone grievous injuries you'd get away with only the comedic anger of your headmaster. As long as there was no permanent harm done, the worst you will receive for disobeying orders or breaking the rules is a lecture and a slap on the wrist.

Resilient Youth (-400 CP): A lot happens to the students of Professor Xavier. And they prove a very resilient bunch. Whether it's having parasitic aliens telepathically haunt your dreams while trying to prepare you as hosts for their offspring, having a friend shot and killed before you, being killed and revived by a nigh omnipotent being seeking to understand death, being possessed by an age old evil telepath who lives in your body forcing you into acts of hedonism and horror, or being dragged into a hellish dimension by a demonic bear which killed your parents and wishes to possess you and consume your soul, you can handle it all without any permanent scars or trauma. Oh it might affect you rather badly for a time, but given a few weeks or months and you can recover from the trauma. It'd take something serious, like spending half of your life adapting to living in a literal hell dimension and losing significant portions of your soul to pure evil, to leave you with any permanent trauma.

Limbo Sorcery (-600 CP): Did you get dragged into a hell dimension for half your life Jumper? You now have a talent for the sorcery of this world and training in the magical arts of Limbo. Now, the rules of magic on Limbo are a lot different, and looser, than those on Earth so you'll find yourself incapable of casting spells on Earth through just this ability, though this will ensure that you have the potential to learn magic in this world. Of course even then your talent will be relatively limited on Earth compared to when on a

world like Limbo. In more magically loose dimensions you will find yourself more at ease magically, capable of minor magic in magical realms and dimensions such as Asgard or the Astral Plane even without additional training. Where you really shine is in Hell dimensions where you have the magical knowledge and skill of a practiced sorcerer, and the potential to be worthy of the title of Sorcerer Supreme for the dimension (which sadly still is not equal to Sorcerer Supreme of Earth).

Of course this limited magic is not the main power this perk gives you. You **have** formed part of your soul into a weapon of pure magic. While this soulsword (or other melee weapon of your choice) typically does nothing to the physical bodies of those it cuts, unless they're a creature of living magic like a demon, it can cut through psychic forces and constructs and more importantly almost any sorceries or magic with ease. With time and skill you may learn to be able to toggle on and off this magic-rending and intangible nature to use it as a normal sword as well, or even as both a magic-rending and normal blade simultaneously. You may import a melee weapon to act as your soulsword.

Finally as a side-effect of this all you find yourself almost completely immune to telepathic powers. Even Charles Xavier could not read your mind no matter how long or hard he tries, and controlling you would be even further out of the question. While it's possible for these shields to be overcome - the Shadow King while possessing another psychic mutant whose own power was mental possession was implied to be able to overcome them with time and great effort, and Psylocke bolstered by Mojo's magical powers was able to - what can overcome these shields is few and far between and of truly staggering power.

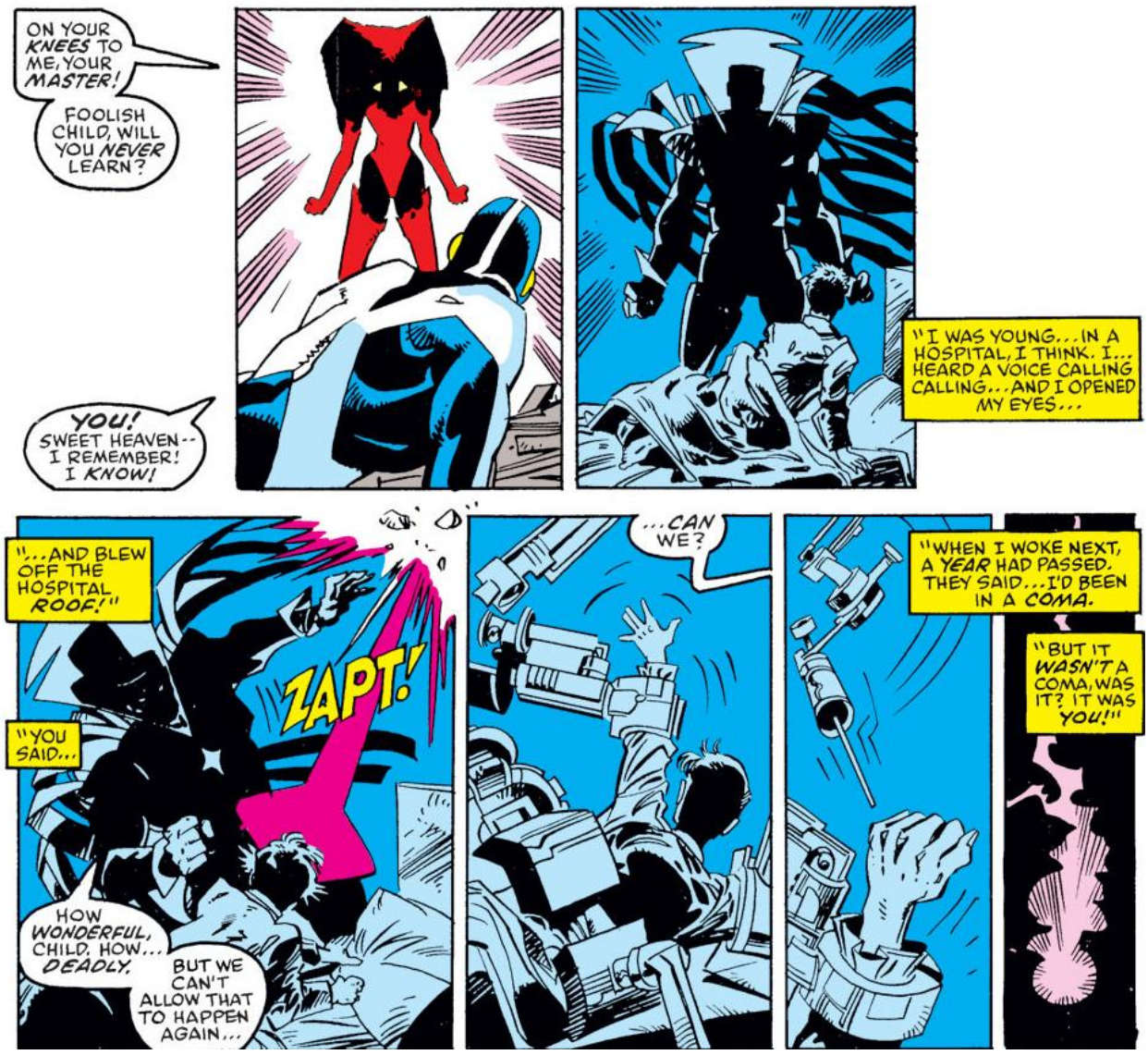
Schemer Perks

Discounted for Schemers with the 100 CP perk being Free instead.

Informed (-100 CP): One cannot scheme without being aware of where the power lies. You have a basic awareness of who holds social power in this world. This gives you working knowledge of the who's who of politicians, industrialists, lobbyists, and the criminal underworld. Nothing too deep, but enough that you know how to get into contact with a thief or assassin for hire, which mafia controls which part of the most important cities to your background, and have a basic idea for the political alliances and whose fingers are in what financial pie. This information updates in future jumps ensuring you always have a basic awareness of the political situation both legitimate and not.

Terrific Teaching (-200 CP): Both Magneto and the Hellfire Club took a try at teaching during this period, and both found themselves actually well suited to it. You find yourself a skilled teacher of any and all subjects that can be taught. More importantly, you are particularly talented in two fields of teaching. First you are skilled at teaching others to use any special powers that they may possess even if you do not possess the same or similar abilities; you might not know how to cast spells but you could teach a student how and when to use those they can to maximum effect. Secondly you are skilled at indoctrination through teaching, able to use your time with students to shape their minds and personalities to serve your purposes. Children are the future after all.

Sinister Scheming (-400 CP): All villains scheme, especially those who'd be classified as schemers, but some are better at doing it unnoticed. Now you, too, are highly skilled in keeping your covert schemes unnoticed until the moment that you strike. You find your mind brimming with ideas as to how to perform a plot where none would be the wiser, even under the noses of powerful telepaths. This might require some amount of distance from the operations, especially when dealing with powerful telepaths, but you could perform illegal and inhuman experiments upon a mutant orphan, cause them to repress the memories so deeply that even a powerful telepath giving them years of telepathic psychotherapy to help them deal with their trauma related to their powers would be none the wiser, and then subtly manipulate them into marrying the clone of their perfect mate to produce a super powerful psionic child if you had the resources and desire all without being noticed (though your servants certainly would be) until you chose to step into the limelight and reveal your plan in a villainous monologue. There is just something Sinister about your ability to plot from the shadows.



Hellfire Sophistication (-600 CP): There is a limit to how much one can plot purely from the shadows. You need resources, and to get resources you often need to interact with others in more overt ways. So it's a good thing that you're skilled at such things as well. You possess the skills of a politician, and CEO, able to easily navigate the enemy infested waters of high society, both in the world of legitimate business and politics and in the shady underground world of backroom deals, blackmail, and white collar crime.

Evil Mutant Perks

Discounted for Evil Mutants with the 100 CP perk being Free instead.

Not Being Killed Rule (-100 CP): Heroes tend not to kill. And now they won't be making any accidents with you. As long as an attack was not made with the intent to kill it will not kill you. This doesn't protect you from the environment, or anything but the most direct and immediate side-effects of attacks; if an attack lit the building on fire the flames might kill you or if it infected you with a disease you might still die from it. Similarly attacks meant to kill indiscriminately can still kill you. This also doesn't protect you from being disabled or knocked out, but you will usually survive such things without permanent disability.

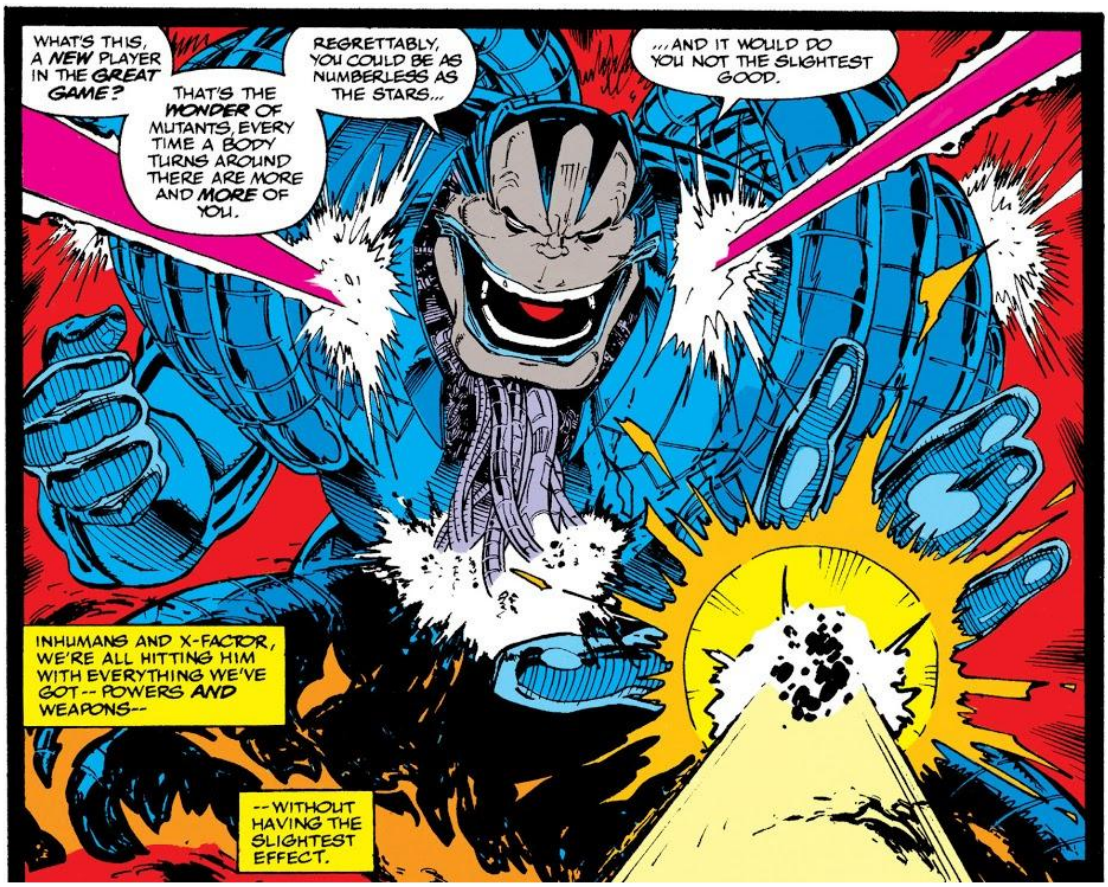
Now this jump ends as the age of the Anti-Hero really begins. As such, a second benefit is that even if an attack is made with lethal intent, you will never be killed by the first attack in a battle. It can still disable you or remove you from the fight, and this does nothing to stop them from finishing the job, but you will not be one-shot. Now this is a free background perk so it does have limits: if something is truly ridiculously beyond you it can still kill you (so no tanking nukes to the face with just this); and if an attack is some sort of supernatural all-or-nothing death spell like the Death Note, Avada Kedavra, or a Death spell from D&D or Final Fantasy, this has no effect.

Escape Plans (-200 CP): A villain that gets caught, or worse killed, is a villain which has been neutralized from a story perspective. Far better to have them escape. At least the world seems to think so when it comes to you. When you are losing a fight you will find opportunities to escape it coming about more readily and distractions to keep your enemies from pursuing more common. This is not an absolute 'they can never catch you', more a weight on the scales of fate in your favor.

Freedom Force (-400 CP): You are a master of rebranding, able to get your enemies not only to forgive you for your past misdeeds but openly accept you and entrust you with positions of power and authority. As the leader of a group of criminal mercenaries and terrorists you could convince the government to hire you as enforcers for their new Mutant Registration Act, or as a mutant terrorist who routinely attempted to replace humanity with the superior race of mutant kind with you as its absolute king convince the very people who stopped you time and time again to entrust the care and education of the next generation of mutant heroes to you. They will watch you closely afterwards, and you do have to put on at least a show of having changed your ways, but still it is almost mind-boggling how easily they trust you after your former behavior.

Big and Bad (-600 CP): The big name villains just seem to be more than capable of handling their own against an entire team of heroes, maybe not winning but at least putting up a fight, why would you be any different? Like Apocalypse, Magneto, and the other top tier villains your powers and abilities just seem to be a little **more** than they otherwise would be. This alone wouldn't allow you to take on a team of those who should otherwise be your peers, but you find that the more enemies are arrayed against you the more your powers and abilities seem to swell. Fighting two people you will be a little faster, skilled, and all around powerful. Fighting four and the gain is noticeably more significant. This power eventually begins to suffer diminishing returns, it's a power to fight teams of heroes not armies, and is most effective when fighting those who are at least noticeable to you in power level; if they couldn't scratch you even without this power they will do little to add to it, fighting 2 beings who would each be your near equal would see you rising to at least put up a good fight and potentially win.

If you are fighting in a group yourself this ability is not completely useless, though you will find it relies more on how many people have their full attention in the fight directed at you, and how much your group is outnumbered.



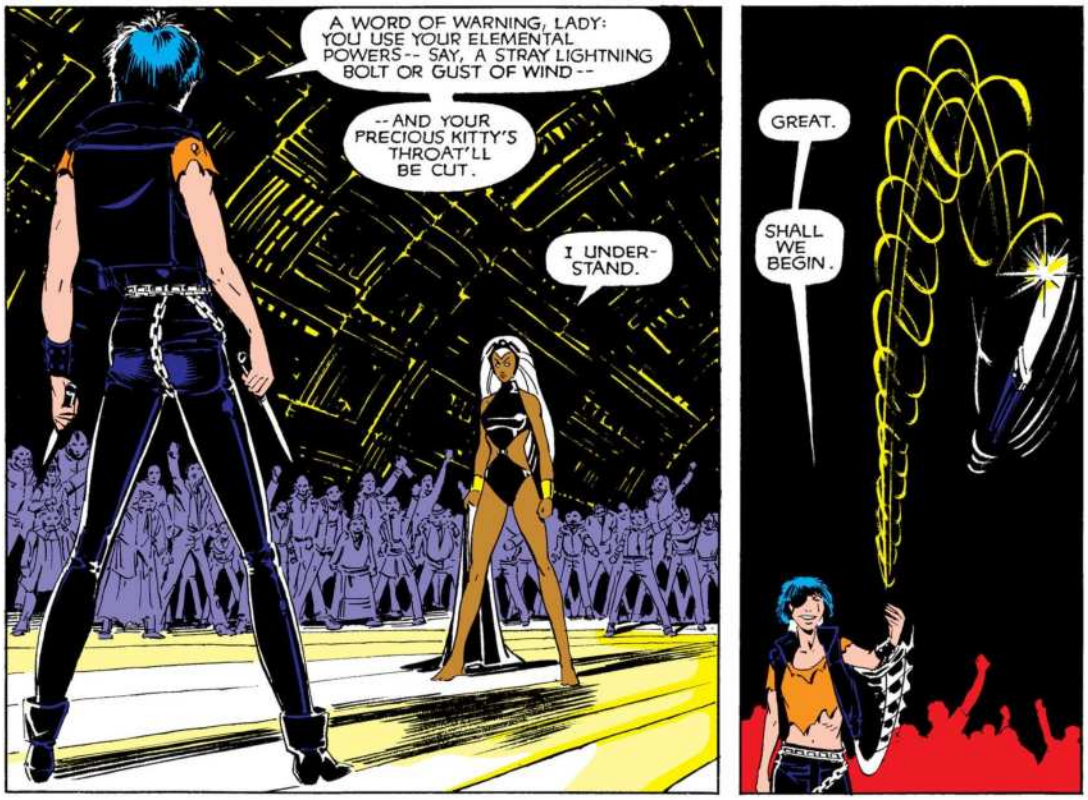
Morlock Perks:

Sewer Dweller (-100 CP): The Morlocks are homeless mutants, driven underground by their inability to exist in normal human society. And whether you are one or not, you seem to have adapted to their style of life. You are resistant to disease, able to endure physical hardships and subsist on less food and filthier water than normal. But more than this you seem to be able to put up with such an existence, and endure the hardships emotionally as well as physically.

Massacre Survivor (-200 CP): When the Mutant Massacre took place most of the Morlocks died. While some survived by fighting, more survived by sheer luck and not being in the main tunnels that day. You'd be one of these survivors. You seem to have luck when it comes to surviving and avoiding danger. Disasters seem to hit when you're out of town or away. Debris from a superhero fight you're watching misses you. You go down the alley a few minutes after the mugger gives up for the evening.

This isn't completely infallible, but as long as you don't do something truly stupid, or it's not overwhelmingly destructive, you won't find yourself dying due to random accident, or even widespread malice. This also doesn't help you at all against someone specifically targeting you, but you are more likely than not to happen to avoid people just looking for a target.

Friend to Freaks (-400 CP): You have a special sort of charisma that seems to draw the homeless, deformed, socially ostracized, or otherwise outcast or rejected from society towards you. When among these individuals you find it strangely easy to have them accept you as one of them, and as a friend and ally. You can easily gather their loyalty and affection, and they will be inclined to look at you as a figure of potential authority. This works best with a bit of the personal touch.



Leadership by Combat (-600 CP): The Morlocks have a relatively simple way of determining their leader: single combat. It was by beating Callisto that Storm became the new leader of the Morlocks, and she'd repeat this with the X-Men, defeating Cyclops in single combat to take his position as leader.

Now you can repeat this feat. 1/jump you can challenge anyone to single combat for the right to any leadership position that they hold. You must fight this battle alone without outside aid, but if you win you will be recognized as the legitimate and legal holder of their position; if you challenge a king you will be recognized as the legal king of their country, if you challenge the President of the United States you will be recognized as the legally elected president for the rest of their term, or if you challenge a CEO you will be recognized as the new CEO and legally acquire their stocks in the country. This will only give you ownership of those things that come along with the position (the crown lands of a kingdom, but not their personal belongings unrelated to the position of king).

This will only ensure you are viewed as legitimate and legal; those under the one you defeated will have no more respect for you than they would for anyone else who rightfully obtained the position. This means if you're a CEO who can't do your job the board might still oust you, or if you're a President you could still be impeached if you gave people a reason or did not play the politics game well.

Shi’ar Perks:

Shi’ar (-100 CP): You are one of the shi’ar, a humanoid alien of avian descent, or otherwise possess similar capabilities. While mostly human, except for hollow bones in arms and a feathered crest in place of hair, Shi’ar have greater strength than a human - an average Shi’ar can lift about 1 ton - and have far greater stamina than a normal human.

Of course not all members of the Shi’ar Empire are Shi’ar. If you’d prefer to not be a Shi’ar you could be another alien species with similar capabilities.

Someone’s Started the Fight Without Us (-200 CP): The Starjammers, Shi’ar criminals and heroic rogues, arrived just in the nick of time during the battle between the X-Men and the Imperial Guard. Really they seem to have a knack for timely arrivals, one which you now share.

When your allies, friends, or family are in danger, circumstances and intuition seem to guide you to arrive in the very nick of time. This isn’t infallible, if you’re on the other side of the universe you might not make it in time, but it’s a strong push in the direction as the narrative seems to work to get you where you need to be.

This even works if you don’t know them yet. Less in the sense of people who could become your friends or allies, and more in the case of people who are your allies by circumstance (enemies of your enemy) or long lost family members.

Sworn Oath (-400 CP): The Strontian Gladiators hold sworn allegiance to the Shiar Emperor. Such is the adherence to this oath that one would make himself the last survivor of his race on the order of a mad king. Now you too seem to generate this level of mad allegiance, as when someone swears an oath of loyalty to you, they will be much more inclined to keep it so long as you uphold your obligations entailed within the oath, even should you otherwise prove insane, or cartoonishly evil.

There are still some limits to how far people will go in your service, but this greatly extends the limits of how far anyone in your service will be willing to go in your service. A man with an already strong sense of duty and loyalty might be willing to commit suicide at your whim, or help you in a plot that threatens the entire multiverse. Someone who would normally betray their superiors without a moment’s hesitation, or even a spy who joined as your enemy, will at least have some doubts and second thoughts before turning against you.

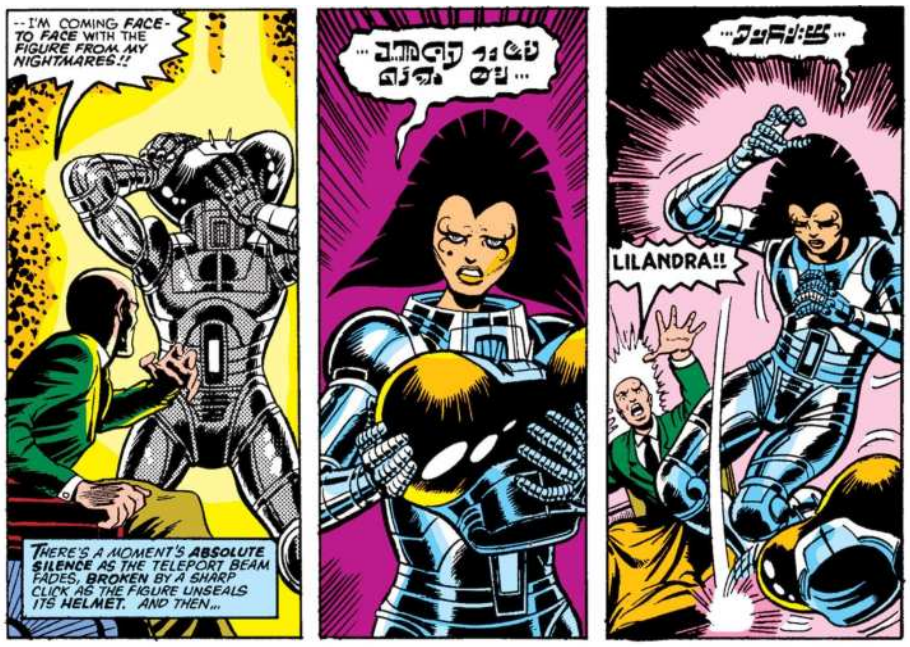
We’ve Never Met Before… And Yet (-600 CP): It feels like you’ve known them all your life, and they yours. You now possess a deep and powerful link with another

individual, one which intertwines you on a spiritual and telepathic level as if neither of you were entirely complete without the other. Like Lilandra for Xavier (and vice versa), you now possess a soul mate.

This link provides you with an empathic and telepathic connection with the other individual one which grows with proximity, but once awakened even intergalactic distances wouldn't be enough to completely silence it. This link will let you know some general elements of their well-being no matter how much distance exists between you, and when closer than astronomical distances allow for some level of telepathic communication between you.

Of course if this was all you'd not be paying 600 CP. Each time you start a jump you may select a new individual for this link, either canon or OC. You will find that whoever you are linked to will be naturally well-inclined towards you, able to sense that your soul is the other half of their own. This connection does not have to be romantic if you do not desire it, though it defaults to such, and if you are too morally or ethically incompatible they may be willing to reject you even if it means rejecting half of their being, but they will feel a deep emotional connection as their soulmate.

Alternatively if you're willing to forgo the spiritual bond, you may choose to insert as an individual's long lost parent/child/sibling. This will not grant you any special abilities, such as benefits from their bloodline or genetic abilities, and if you aren't the same special as them it's up to you to explain how that happened. But it will give you a claim on kinship with the chosen individual. The choice between this and the bond is made at the start of each jump (you can choose to be someone's parent in one and get a bond in the next).



Items:

All items allow like/similar items to be imported into them unless otherwise noted (melee weapons into melee weapons, mounts into mounts, pets into pets, buildings into buildings, etc). This even applies to items purchased in this jump; you may import a weapon purchased in this jump into another weapon purchased in this jump, or a vehicle into another vehicle to combine their functionalities.

All items may be purchased multiple times, though only the first copy is ever Free.

General Items:

Costume (1 Free/50 CP): Everyone has to have one. You get a costume of your own design which adapts itself to your form and powers. Should you change your shape it changes with you. Should you be able to light yourself on fire it can withstand the flames unharmed and without hindering them in any way.

Can be merged with any other clothing or armor item you purchase in this jump.

All-New All-Different Jumper #1 (-50+ CP): It'd be a shame to go to one of the most successful comics in history and not get this. Your very own comic book series based on you and your adventures through worlds. The art can be done in the style of any of the artists who worked on X-Men (or related) series during this period, and it will include back issues for all your past jumps and at the end of each jump you'll get new issues based on that jump. You even get a second copy of each issue to keep in mint condition.

For **an additional -50 CP** this is no longer limited to just comics. The more popular runs of these comics will now get cartoon or even film adaptations - though you may have to wait a few jumps for it - and there will be a line of action figures, toys, and even video games as well. You'll get a copy of every episode, film, and game, and 2 of each figure or toy (so you can keep one in the box).

For **an additional -100 CP** these comics (and with the previous upgrade shows/games) won't be limited to just your own private supply. When you enter a world you may choose to have this line of comics (and toys/shows/games) already exist and be sold with you getting a (very) small amount of the royalties. This does require the world to be able to produce such things; no video games in the middle ages just from this.

Muscle-Powered Weapon (-50 CP each): You possess a muscle-powered weapon of your choice; something like a sword, a bow (and arrows), or throwing knives. Regardless of choice it is exceptionally well made and balanced. If lost it will have a way of returning to you usually sooner rather than later; and if destroyed you will find an easy opportunity to replace it.

If you choose a melee weapon (such as a sword) it will be strong enough to serve you as a weapon worthy of your strength, and highly resistant to any energies you are able to channel through it. If you were a pyrokinetic, for example, you could coat it with fires without melting it.

If you choose a ranged weapon which launches projectiles (like a bow) it will be strong enough to be used by you without being damaged, and while its ammunition might not survive, it will be able to withstand your use and energies channeled through it long enough to fulfill its intended purposes. This ammunition will also restock at a speed that in normal combat you will never run out; strangely expended ammunition seems to fade after a fight. If you try handing this ammunition out to 100 friends you will find yourself soon out of it, and attempting to use super speed to launch 1000 a second might prove impossible.

If you choose a thrown weapon (like throwing knives) it will be much like the ammunition for a bow. You will have a restocking supply, and while individual instances may break you will always find yourself with another to throw in normal combat situations.

For **an additional -150 CP** you can have this weapon made of adamantium in the case of a melee weapon, or a fraction of the ammunition/supply of thrown weapons to be made from it. Adamantium ammunition or weapons only restock when truly lost to you.

Replenishing Six-Pack (-50 CP/1 Free if you recruit Wolverine): You possess a six packs of beers (or another mundane beverage if you'd prefer) which seems to replenish itself so that if shared between two drinking partners and drunk at a normal rate it would always have another pair of drinks available.

Alien Blaster (-100 CP): You possess a gun from the future, another dimension, or another planet. Whatever the nature it shoots beams of energy which are weaker than those of the Energy Blast power. You can choose whether it is a small hold-out weapon, a handgun, or a big two handed weapon with significant recoil, with the larger the weapon the more powerful the blast. No matter what it caps out roughly at strong enough to destroy a civilian vehicle.

Powered Armor (-100 CP/-300 CP): You possess powered armor on the scale of that worn by the Right. Capable of withstanding small arms fire, flying, and hosting weapons on a scale of machine guns. Useful but far from impressive in this world.

For **an additional -200 CP (total -300 CP)** instead you now possess a copy of this suit for yourself, all your companions imported into a setting, and 1 for each CP backed Follower you have purchased (people who merely rode along in your warehouse/properties do not count). These copies do not possess any features of any items imported into this one. However for **another additional -100 CP/item** you may have items purchased in this jump and merged into this item apply to all copies (otherwise they only apply to your personal suit), and for an **additional -200 CP per item** you may have items imported into this from other jumps apply to all copies.

Acanti (-400 CP): A space whale. This peaceful creature is able to survive and fly through the vacuum of space, capable even of moving at faster than light speeds. This Acanti is a Follower who loyally sees you as its ally and protector happily serving you as a friend, or, if you prefer, has been bound to your will by the Brood's slaver virus. It begins the jump as a young member of the species, perhaps 2 miles in length, but can grow over decades and centuries, till it is at least 100 miles in length.

This Acanti is not recognized as a Prophet Singer in this world, but has the potential to become one in future jumps carrying the soul of its race within it. As a potential Prophet Singer it has the ability to 1/jump (or 10 years whichever is first) take in the soul of dying individual to bond them with it and help guide it as a gestalt entity, granting the individual the ability to astrally project themselves, and with the power of the racial soul of the Acanti revive that individual at some other point.

Shi'ar Dreadnought (-600 CP): You possess your own Shi'ar warship. This ship's design is somewhat up to you, Shi'ar ships are commonly based on insectoid designs, but the Starjammer was also originally a Shi'ar ship and its core design is wildly different. Almost as large as Manhattan island when shown on the same page, it possesses armaments and shields as expected of a Shi'ar warship (capable of producing or surviving antimatter plasma beams equivalent to a gigaton h-bomb capable of vaporizing everything within a 100 mile radius), a hyperlight drive, material recycling center, teleportation technology, and shuttlecraft. While it lacks the sophisticated AI and self-repair of a Celestial Recording Ship, this is a top of the line warship, capable of devastating effect against planetary targets, or participating in warfare against galactic superpowers.

Crimson Gem of Cyttorak (-1200 CP): The same gem that would give Juggernaut his power. This gem transforms its user into a more muscled version of themselves, granting them a forcefield which is seemingly invulnerable to physical force, even Thor and Mjolnir could not hammer through this forcefield. It does remain potentially vulnerable to magic, whether spells that circumvent it or how Mjolnir was able to temporarily drain the magic of the forcefield, and it does nothing to protect you from telepathic assault. It grants you strength that although less than Thor's own, would still allow you to face off against him, and its magic makes you something of an irresistible force, able to push through any physical barrier by simply walking through it. Some barriers will slow you more than others, and if you're unable to move at all it may take even more time, but even completely buried and sealed in cement you would be able to walk your way out through the ground with time. Which brings up the fact that the forcefield seems to prevent you needing to breathe.

Finally while the gem is absorbed within you, you are able to summon mystical armor at will. This armor offers a little protection if your forcefield is negated or disabled, and you may import armor into this mystical armor. The forcefield, however, will not protect your armor against attacks directed at it.

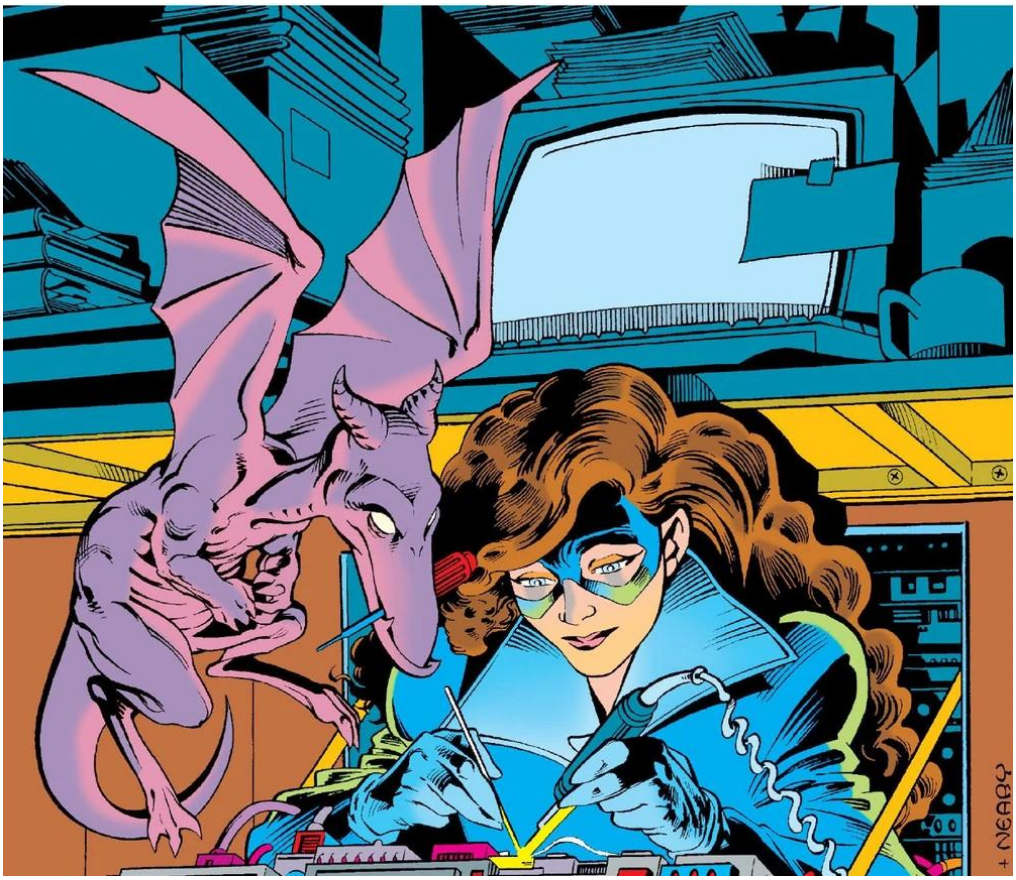
An **Evil Mutant** can trade their discount on a power to discount this item. If they do so their 200 CP stipend for powers can be spent instead on Items (such as this item).

Outsider Items

All discounted for Outsiders, 100 CP item free.

Rearrangeable Dress (-100 CP): Rachel Summers has a tendency to use her telekinetic powers to rearrange the molecules of her clothes to change their style and appearance. You might lack her telepathic powers, but you find that you can do the same with this outfit. With a few moments of concentration you may rearrange its matter to change its design and appearance. This won't let you grant it any real special qualities - you can't harden it into armor or change the atoms which comprise it to turn it into gold - but its appearance will always be yours to decide.

Miniature Dragon (-200 CP): You have here a purple, cat-sized dragon. While not particularly strong, it is surprisingly durable, able to survive super powered blows though it might get knocked out by them. It is able to fly, breathe fire like a living blowtorch, and produce enough smoke to fill a room with its thick, black clouds. It is noticeably resistant to telepathic probing, and displays an unanimal-like cleverness and intelligence at times, but is completely mute.



Lighthouse (-400 CP): You gain a copy of the Braddock Lighthouse. While the original is a part of an omniversal network intended to collect energy on a scale to maintain an omniversal kingdom of magic and fantasy, as well as summon the Phoenix Force, yours is unconnected to this network. On the bright side if the network is destroyed by an angry elemental this won't destroy your lighthouse, and Otherworld is not harvesting the energy from it, on the down side it merely absorbs the energy of the exotic particles formed by a single weak spot in reality providing a nice little source of magical power for you or any who needs it. With proper know how you could probably convert this magical power into electricity as well.

And the weak spot in reality will come with the lighthouse. In this and future jumps it is a magnet for interdimensional anomalies, entities and objects from other realities falling into place through the hole in existence which feeds its power. In this jump this will mostly be entities from other timelines and Earths, but in future jumps might include other forms of alternate dimensions. And while most of these holes are canonically in Britain - only the island having a sufficient concentration to draw power from - your lighthouse can be anywhere you choose, not even on Earth. I hear the Blue Area of the Moon is nice this decade.

Crosstime Train (-600 CP): You are now the proud owner of an interdimensional train. Possibly built by a Nazi ruled Britain of an alternate reality, this train is capable of passing between alternate realities traveling from one Earth to another through the vibrational barrier which separates them.

This train has some improvements over the original. For one you don't have to be as scared of getting lost, it can record the vibrational frequencies of worlds it has been to and take you back to a world you have already visited. For another it can visit other dimensions and realities than just alternate Earths, ride your train into Asgard or another realm of the gods, or go visit Mephisto in Hell. He'll love that. The canon train would need a substantial power source, usually using the telekinetic powers of Phoenix, but your train can be powered by more conventional means like steam, or diesel. Finally your train has no need for tracks, able to run across the ground without them just so you don't have to worry about getting stuck without them.

Old Student Items

All discounted for Old Students, the 100 CP option being Free.

Power Control Device (-100 CP): You possess some worn item which helps you to control any super powers you possess allowing you to, through manipulation of its controls, reduce them or refine them with greater precision than your natural capabilities. Besides simply helping you to control raw power output, this can provide assistance in shaping them, or even focusing them to trade area of effect for greater penetrative power; though expect its effect to be low.

You may incorporate this item into a costume or other suit of clothing or armor if you wish.

Reed Richards' Card (-200 CP): Not necessarily Reed Richard's, but consider this business card a plot coupon which can be used 1/jump (or 1/10 years whichever is sooner) to make a local super scientist provide you with some aid. Don't expect this to save your bacon in a heated battle, or do all the work for you, but maybe Reed Richards finds your lost team-mate in an energy cocoon underwater, or Doctor Doom decides to give you some experimental tech as a test subject. This won't get you anything overly unique, has a tendency to work once to solve a single problem and then disappear, and definitely is nothing that wouldn't fit the local setting, and whatever they give you is most certainly not fiat backed (if it's even an object). The time between their aid and you using the card is more commonly measured in days than hours so don't expect it to save you from imminent danger.

This card updates each jump to call on super science help from a local scientist, so in a more real world expect it to provide you with something physically plausible.

X-Factor Gear (-400 CP): In a world where mutants are feared and hated, how is a team of mutants supposed to get hired by those who hate and fear them? Look no further. This special costume (as the general item) possesses non-functional technological add-ons that can be used to help disguise the source of your powers. For example if you had the power to project eyebeams it might include a helmet which 'fires energy beams from its visor' or if your power was the creation and projection of ice, perhaps you'd have a 'gun' which 'fires beams of ice'. This works for any powers which you possess and unlike the canon versions which were primarily intended to fool casual observers will spoof all but the finest sensors whether technological or mystical, making it seem like it is the clothes that make the man.

Celestial Monitoring Ship (-600 CP): Stretching somewhere close to 1.6 miles long (as crashing engines down next to Liberty Island when it fell over it front crushed a building on the Manhattan coast), and built with Celestial technology. The functions which Apocalypse locked are notably absent upon this copy of the ship - no cloaking device or weapons for example - but even so it remains a treasure trove of advanced technology the size of a city. Among its features are a capability for self-repair, creating powerful shields which can be keyed to only allow certain genotypes of people through, an AI capable of passing the turing test and developing its own personality, and a hyperdrive capable of crossing interstellar distances quickly enough to be described by passengers as 'in a minute' (mind you another of these passengers then called the ship as large as Manhattan Island which was demonstrably untrue when it flew over Manhattan previously). And of course if you have the knowhow its self-repair and modification abilities should ease upgrading it.

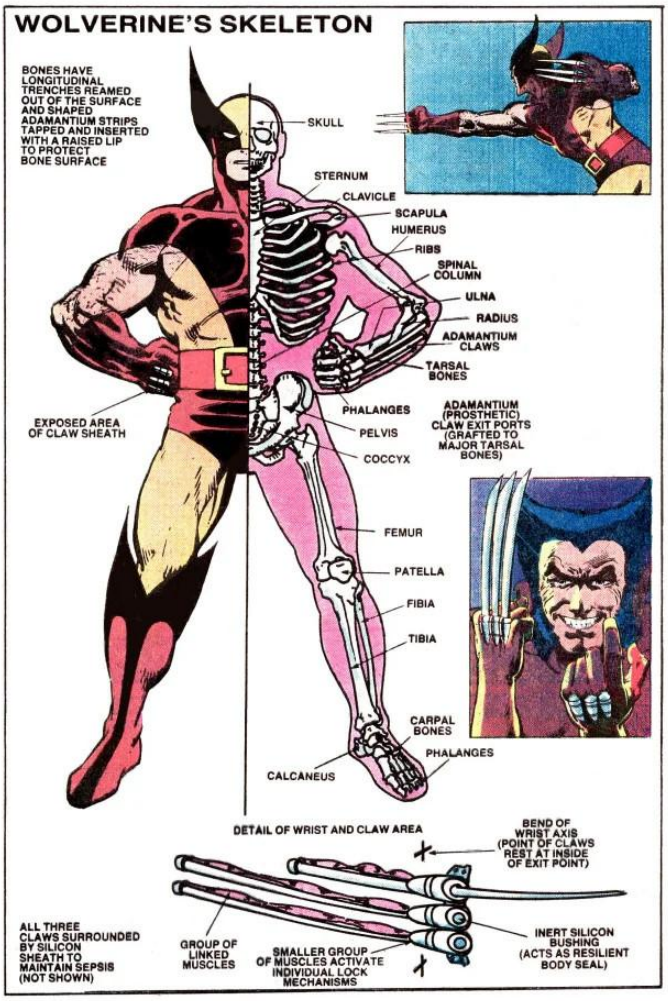
New X-Man Items

All discounted for New X-Man, the 100 CP option being Free.

Jeep (-100 CP): This is a sturdy jeep. While well made and durable, its real secret to survival is that it seems to be protected by luck, so as to be highly likely to survive collisions, superpowered combat, and more. When it would be in a damaging/destructive situation some fate seems to protect it, ensuring it is hit in ways that won't total it. Unfortunately this protection does not extend to its riders or driver, and does not keep it from being temporarily disabled. It does, however, seem to not actually need fuel, and to repair itself if damaged or destroyed within 24 hours.

As a final bonus if you buy a Replenishing Six-Pack you get a second one just for your jeep.

Alternatively, if you want to be lame, you can have a convertible instead of a jeep.

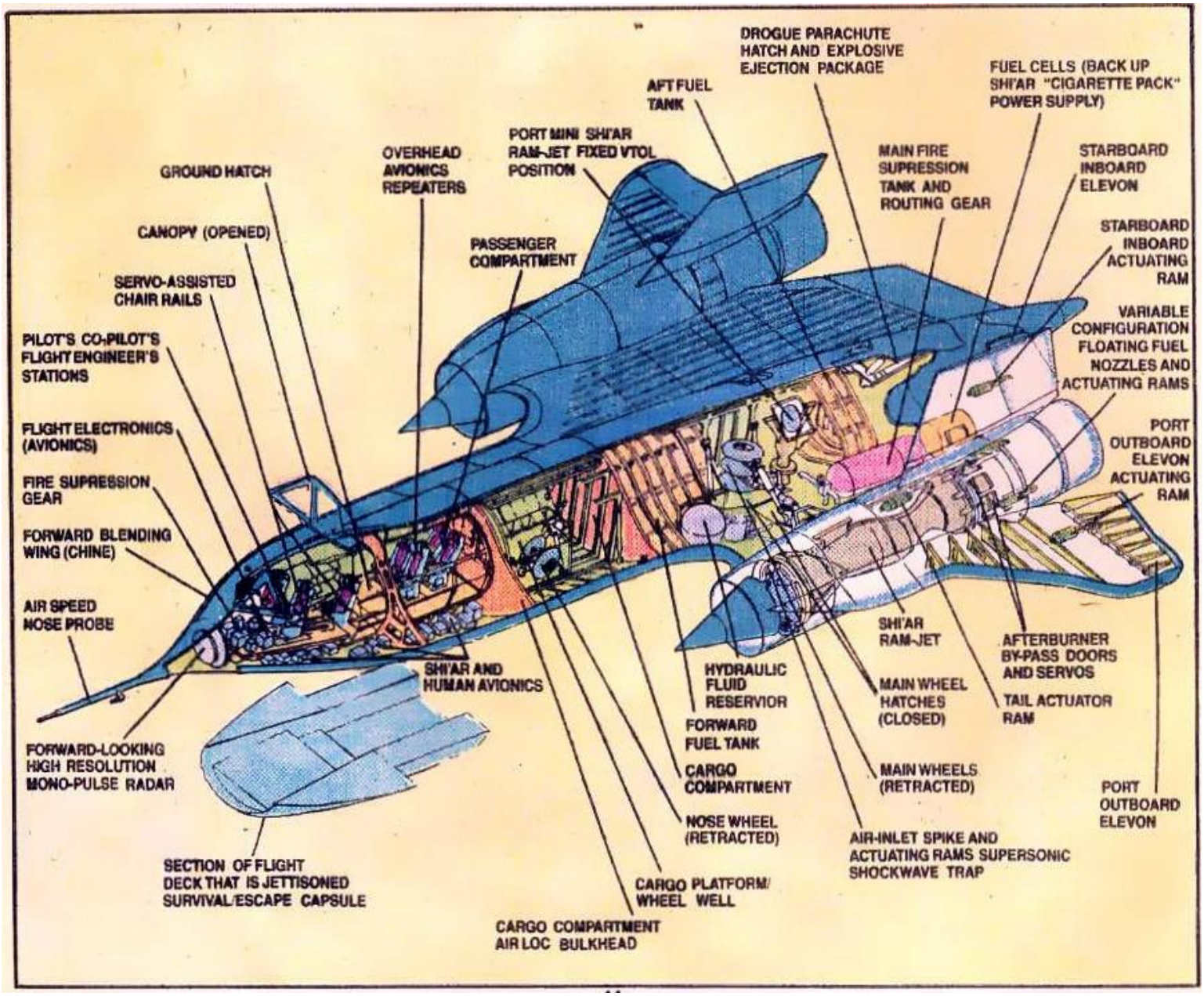


Adamantium Skeleton (-200 CP): Like a certain Canadian mutant your bones have been laced with the nigh-unbreakable metal known as adamantium. While this won't necessarily prevent you from all harm - Wolverine died at least twice in this period in bad futures and was ripped in half by the Hulk - you won't be suffering from broken bones at least.

Perhaps more importantly is that this upgrade also changes your skeleton to have 3 blade-like claws which can extend from the back of each of your hands. Like the rest of your skeleton these claws are coated with adamantium, and deadly sharp, able to cut through most materials with ease.

You may choose, instead of receiving this item yourself, to import it into the skeleton of a follower, or pet.

RS-150 Blackbird (-400 CP): You possess an RS-150 Blackbird from Lockheed Industries. A military grade spy plane capable of transporting you and a team at supersonic speeds, and VTOL capabilities. It possesses no weapons by default, but comes with a working Cerebro system and Shi'ar cloaking technology. The former allows it to detect the location of mutants out to international ranges including being able to track individual mutants if they have no means to shield themselves, and in future jumps can be similarly used to track members of certain demographics of your choosing. The latter allows it to turn effectively invisible.



Siege Perilous (-600 CP): Normally a one of a kind artifact possessed by the Omniversal Guardian, you have somehow been gifted a copy of the Siege Perilous. Appearing almost like an ornate mirror this is actually a magical portal into a new life. While you possess and have not used this gateway you and your companions will find that you are immune to the electronic and mystical sensory of those who are not aware that you are alive - preventing powerful beings from noticing you entering a jump - but that is merely a side blessing to help you settle into a new life.

The main use of this portal is that any being who passes through it will be judged by the portal and transported to a new life in the same reality. The nature of the mirror's judgments may seem bizarre at best at times. This new life will often include the loss of prior memories, and can include changing history; Havok was made a Genoshan Magistrate with no memory of his prior life, and Dazzler was placed into the position of a successful movie star who had never been a member of the X-Men. The Siege Perilous will only grant 1 new life each jump and while it is very likely to put you into a position of trouble, it will ensure that your current enemies have no knowledge of what your new life is at the time (drawback enemies will still eventually track you down).

You may allow others to pass through the Siege Perilous and into a new life determined by its strange judgment. It has been used as a means of removing foes too powerful to defeat conventionally in the past.

This portal can be shrunk down to a size comparable with a smartphone for greater ease of carrying or moving it, while shrunk down so it is not usable as a portal.

New Student:

All discounted for New Students, the 100 CP option being Free.

Enrollment (-100 CP): You possess a full scholarship and enrollment to one institute of higher learning. By default in this jump it would be either Xavier's Institute for Gifted Children or the Massachusetts Institute attended by the Hellions, but you may choose another school if you prefer. In future jumps this continues to function as a free ride (including housing) at any school or academy in the setting. This works even if you would normally not possess requisites to attend the school; such as attending Xavier's as a non-mutant.

Jumpwind (-200 CP): You possess one of the flying horses ridden by the valkyries of Asgard. Fearless, obedient, and loyal, this horse is rather intelligent for a horse, in addition to being stronger and faster than a mortal horse. Also its wings allow it to fly. More importantly is that due to steeds becoming quickly useless to most jumpers this horse has a special property that when you ride it it will always be significantly faster than you would be running or flying through your own power. It will always be powerful enough to survive you riding it into combat as long as it is not directly targeted.

X-Mansion (-400 CP): You possess your own replica of Xavier's mansion and surrounding grounds. This expansive facility contains underground vehicle hangars, laboratories, a copy of cerebro, and the necessary buildings to function as a school. It also possesses extensive security features in the form of both cameras and sometimes automated weaponry, and underground bunkers, though the effectiveness of these defenses is routinely in doubt as they consistently fail to prevent attacks or children from sneaking out (though to be fair one of those children had the power to teleport them all). This does come with a copy of the danger room but it is limited to its canon capabilities before Forge upgraded it (no hard light holograms), and even if upgraded will still require your programming skill to make the scenarios.

Hell Dimension (-600 CP): Your own copy of Limbo. This hell dimension has a rather unique relationship with time existing outside of the common flow of time, and where the rules of reality are much more notably looser. Your magical powers are boosted here and the world itself recognizes you as its master like the original Limbo recognizes Bellasco and would eventually recognize Illyana. A home to many varied and vicious demons, most of the demons will obey you, but the more ambitious and powerful might get other ideas especially if you do not seem to be paying attention to the dimension.

Possession of this realm allows you to summon mystical armor formed of promethium about your body when within it, or - if you also have the **Limbo Sorcery** perk - when wielding your soulsword.

Schemer Items

All discounted for Schemers, the 100 CP option being Free.

An In (-100 CP): You have the required connections to have an invitation to join the Hellfire Club, or another secret society, social club, mafia, or similar organization. This won't give you anything more than the most basic entry level membership, but you can at least get there. In future jumps you have a similar in with a native secret society, social club, mafia, or similar organization. This won't get you into any truly restrictive groups, or teams of villains, it'd not be enough to get into Norman Osborn's Cabal later in this universe, or even as a member of the Legion of Doom.

Faceless Goons (-200 CP): You receive your own set of faceless masked goons. These minions are trained enough to serve as basic thugs and combatants, but will not typically stand up against professional adventures, and heroes; they are more for providing a distraction. They arrive armed with low grade military weapons appropriate to the setting, and matching, identity concealing suits. Hellfire club suit preferred, but optional.

You gain a squad of these goons who will arrive at your location within tens of minutes to an hour after being called, even if you merely called out vocally, and any CP backed property you possess now possesses a free security staff of such goons. They do not seem to need to be paid or fed, and it is difficult - perhaps impossible - to find the same goon twice.

Sentinel Factory (-400 CP): You possess your own factory dedicated to the construction and design of Sentinel robots. It will steadily produce these killer robots - able to be programmed for purposes other than killing mutants at your discretion - continuously at a slow but steady rate even if not supplied with resources or a staff. Proper staffing and physical resources can improve this rate immensely.

By default these will be your basic model of sentinels from this time and the factory will not be able to improve itself. This prevents the chance of it becoming self-aware and beginning to build deadlier sentinels only under its control, but if you want to give it an AI capable self-advancement, and possess the skills to do so, feel free to risk it.

Hellfire Club (-600 CP): This goes far beyond a mere invitation into the Hellfire Club. Oh no, you have been invited to join its inner circle. Depending upon your power and other connections you might even be given the position of Black Queen or White King, but you're at least getting some chess piece based title. An organization which includes several prominent politicians and industrial leaders - and which holds the material to blackmail them into ruin - the potential power here should not be underestimated. In future jumps you gain a similar position in such a social 'club', or secret society, either a canon one or a new one created for your purposes. *This could be used to get a position on Norman Osborn's Cabal, or even Reed Richards's Illuminati, or similar organizations in future jumps.*

Evil Mutant Items

All discounted for Evil Mutants with the 100 CP item Free.

Horse of Apocalypse (-100 CP): A flying robotic steed. While a horse is an option, any four legged land animal is available, though whatever you choose it will be scaled to horse size. Capable of minimal autonomous combat abilities, and self powered flight.

Shielded Helmet (-200 CP): This helmet has been specially designed to insulate the wearer's mind against telepathic effects and sensory. While worn telepaths cannot read your mind or enter it against your will, nor can they sense your presence. There are too many telepaths in this world for a good villain to go unprotected.

Specially Prepared Armor (-400 CP): This armor has been built to withstand and negate a single offensive power of one of your enemies. Maybe it's somehow coated to be protected against telekinetic force, it reflects optic beams, or some special property it possesses repulses adamantium. Whatever it is, select one power or ability, something more narrow than 'physical force' or even 'energy blasts' or 'reality warping' and more on the scale of 'telekinesis', a specific type of energy blast, reality warping from a specific method, or a specific material. This armor will prove impervious to it.

At the start of each jump you may change what threat this armor protects you from.

Celestial Armor (-600 CP): This suit of armor of a seemingly alien design served to enhance your body and genetics. It grants phenomenal strength, and durability, rivaling those of a Flying Brick on its own and increasing your power if you already have some source of super strength and durability, and also enhances any Powers bought in this jump, and any powers derived from a genetic mutation that sets you or your bloodline apart from your race from other jumps (such as Quirks in MHA, Sorcerous Traits in Type Moon, or Kekkei Genkai in Naruto), by a noticeable amount.

Morlock Items:

Concealing Cloak (-100 CP): This is a large cloak which can cover the majority of your body. While the cloak's hood is up and the cloak is closed your body will be almost completely concealed, especially your face which will be kept hidden within its depths. This works to hide most non-human features, as well as your identity, against casual detection. Comes with gloves and wrapping bandages to cover any flesh that might escape its folds.

Essential Supplies (-200 CP): Living a homeless life is hard, all the more so as a mutant liable to be attacked if you show your face on the surface. So to help you out there's this.

It appears to be a rather ordinary trashbag that appears within your warehouse (or another property you own or just where you're staying) once a week. Inside it is a mixture of supplies you might need to survive for the week: potable water, edible food, second hand clothes, etc. Occasionally it will include the stuff to make a shelter, or first aid supplies. Sometimes it might even include a bit of cash or tradable goods. It's nothing too fancy, but it is enough to keep you, and if you stretch it maybe a few other people, alive if you decide to go hermit yourself under a city somewhere or get dumped into the Savage Lands.

Maze of Tunnels (-400 CP): The Morlocks live underneath New York in its old sewer tunnels and very spacious passages. This isn't those tunnels. This is the side tunnels and connecting tunnels, a network of tunnels that will insert somewhere in each jump (including this one). These tunnels are not impossible for outsiders to find - and will incorporate pre-existing tunnel systems in the area - but are winding, labyrinthine, and maze like making it a confusing terrain for people to pass through, and while the tunnel system as a whole can be found there are many branches that are abnormally easy to miss, or that are legit secret passages well shielded and hidden against detection.

While these tunnels are confusing and difficult to navigate, this does not apply to you, your companions, or your followers, who will find them oddly straight forward and easy to navigate.

You can insert these tunnels under one settlement in a jump, at which point they'll stretch out from it potentially to the point of reaching neighboring cities or reaching under the bay to the New Jersey coast from New York City. You can also insert it under one property you own in which case it will stretch under the whole property, and somewhat beyond if physically possible, and if you have other properties within 50 miles it will connect them and extend again outwards from them. If the property is interplanetary

(such as a space empire) it will just add tunnels under the surface of the planets; it cannot make wormholes or the like.

Morlock Tunnels (-600 CP): Your own personal copy of the morlock settlement under NYC, appearing under the city of your choice. You are recognized as their leader with the same sort of loyalty as they show Callisto, though you'll have to maintain this yourself. While not impossible to find, this underground settlement will be oddly resistant to being found, and as long as they maintain an attempt at subtlety and secrecy they should be able to remain unnoticed. Start abducting people from the surface, though, and you might find how long this lasts.

In future jumps these tunnels appear under a city of your choice. They will be populated by physically deformed, but mildly superpowered, individuals fitting the setting in question. In Dragon Ball Z they might possess minor unique ki abilities, in Kengan Ashura they likely would possess physical mutations which gave them some benefits in combat but not equal to the Release of the Kure Clan or Superhuman Syndrome, in Star Wars they'd combine physical mutations and unique force gifts, etc.

Shi'ar Items:

Spacesuit (-100 CP): This is a simple space suit designed for extravehicular action. Made with technology more advanced than Earth's it is light and comfortable, maintaining temperature more easily than one of earthly make, as well as containing a greater supply of air. It also can serve as armor, though one wouldn't want to push it too far, and while it can probably save you from a bullet it might lose its integrity doing so. Though if it is damaged it will repair itself overnight.

By default this comes in the insect-themed design favored by the Shi'ar, but you could select another design if you'd prefer.

Flight Patches (-200 CP): Or maybe it's a belt? Either way this is a wearable anti-gravity device which can allow the wearer to fly somewhat faster than a human can run. Can be incorporated into a costume or armor if you'd prefer. Whatever form it takes it seems to be able to be controlled by your actions, or possibly even thoughts, not requiring the active use of your hands.

Scout Ship (-400 CP): Much smaller than the Shi'ar dreadnought and without weapons on its scale, this Shi'ar craft is still however capable of intergalactic flight. It possesses a

hyperlight drive of the same caliber, as well as teleportation technology capable of sending a crew member to the surface of a planet from some distance in space. It can be run by a single individual if need be, and it possesses superior maneuverability compared to the dreadnought. However it is relatively lacking in shields and weapons; a direct hit from one of the dreadnought's main weapons would obliterate it, and even avoiding most but not all of a barrage of missiles from a smaller ship would be enough to likely destroy it.

Royal Blood (-600 CP): You are part of the Shi'ar royal family, or that of another nation or empire that shows in these comics. Your claim will be weaker than Lilandra or D'Ken's with just this, but you could be their younger sibling and next in line after them. And given the turbulent times that the Shi'ar are about to go through it may be possible for you to push yourself on the throne with sufficiently powerful backing.

In future jumps you can select one major country or empire to be from a branch of the royal family. This will not make you the heir apparent to the throne, but you will be within a few positions in the line of succession possibly even heir presumptive (that is the next in line but where it would be possible for a child to be born whose claim would supercede your own; an example would be the eldest sibling of a king who had no children but whose children would become heir if he had any). If you'd prefer to be more distant you may choose to be, all the way down to some cadet branch where you are just barely recognized by them as family with whatever benefits (legal or social) that it provides.

If you're a drop in you will somehow be mistaken for an amnesiac and missing relative if you choose to have this take effect at all.

Powers:

*You gain **1 (one)** discount to a power that can be discounted for your background. Certain powers, if bought at a discount, may discount other powers (such as Animalistic and Self-Molecular Manipulation discounting Healing Factor). An Outsider could buy Flying Brick or Bamf! with a discount, but not both, and could not discount Stepping Discs.*

The Jumper gains a +200 CP stipend to use in this section.

Angel Wings (-100 CP, Discounted Old Student, or Morlock): You possess a pair of feathery wings sprouting from your back. These wings allow you to fly at a cruising speed of approximately 70 mph, and a sustainable speed of more than twice that for some time. To help you adapt to these wings you have hollow bones, and increased musculature putting you near peak human in physical abilities, with aerial maneuverability and reaction times beyond it. Barring drawbacks you may grow or retract these wings at will taking time similar to changing between alt-forms.

For an **additional -400 CP (discounted if this was)** these wings are now techno-organic constructs. With razor sharp and resilient enough to resist bullet fire, they provide significantly greater speed and maneuverability, as well as being potent weapons and shields in their own right. You may also launch feathers from these wings as metallic flechettes, moving at high speeds with razor sharpness and coated with potent neurotoxins which attack the nervous system to disable control of the body.

Animalistic (-200 CP, Discount Any): There's something a little bestial about you. You possess superhuman senses, hearing which is notably beyond a human's, and a sense of smell which shames most dogs. In addition you find that your strength, stamina, durability, and agility are all increased to peak human, perhaps even a touch above, levels. By the standards of super strength around here you'll be fairly weak - even Proudstar is stronger - but it still will give you the leg up compared to your non-powered peers. If you desire you may also have clawed fingertips and sharper teeth.

If you bought this power at a discount you may also buy Healing Factor at a discount.

Astral Shadow (-600 CP, Discount Evil Mutant or Schemer): Any telepath can astrally project themselves, but most remain tethered to their corporeal body. You, on the other hand, are capable of existing as a purely astral form, leaving your corporeal existence behind and surviving in the world of the mind. While in this astral form you cannot affect the physical world without taking over a host, allowing your mind to overcome and

occupy theirs, but neither will most physical effects affect you; you are a living manifestation of pure mental energy on the plane of thought. Be warned, though, that while taking a physical host may allow you to interact with the world, if your host is killed it will destroy your astral form as well.

Once per jump (or 1 per 10 years in longer jumps) if you are destroyed you may reform from this astral manifestation. This is neither a comfortable or quick process taking at least a year, and usually years.

This power alone does not grant you an ability to possess others. You have your original body for free, and if you leave it you must find your own way back to the physical plane. To help you, however, if you bought this power at a discount you may also buy **Telepathy** and/or **Possessive** at a discount.

Alternatively you may pay **an additional cost of 200 CP (discounted if this was)** to gain Malice's ability to possess a host by bringing out their emotional shadowside. This can be resisted, or broken by the strong willed, and you can only possess a single host at a time.

Bamf! (-300 CP, Discount Outsider and New X-Man): Like nightcrawler you are capable of teleporting yourself. You may perform this teleportation quickly and in quick succession appearing and disappearing rapidly with a small sound and a puff of brimstone. Teleporting 30 or so feet is easy, but much further and you will have to train and work up to it. With training you could eventually routinely teleport yourself 1 or 2 miles, and potentially further as an extreme act of exertion. You may carry others with you when you use this power, but it becomes increasingly difficult the more mass you attempt to teleport, and carrying more than another person will likely be trying or impossible initially, though eventually you may be able to teleport entire small vehicles. These difficulties compound each other so attempting to teleport miles carrying someone is likely if not impossible then lethal. Finally, while this power has subconscious guiding elements to help aim away from solid objects, you must either know a location or be able to see it to teleport in safely.

If you bought this power at a discount you may buy Wall-Crawler at a discount as well.

If you also bought Stepping Discs, then the two powers can combine somewhat. While it will still be more difficult to carry others or go further, you will find that you can in effect use the superior range and carrying capacity of Stepping Discs through this teleportation, taking yourself and what you carry miles, even continents with ease. Freestanding discs still have the normal slower appearance and formation.

Blasting (-300 CP, Discount New Student): You can produce a jet-like surge of energy from your lower body which can be used for providing yourself with lift and acceleration, moving you forward at great speeds. While blasting you become much more resistant to harm, allowing you to survive attacks that would kill a normal human, or crashes at the speeds provided by your power, helping you to crash through walls or send enemies flying.

Brood Physiology (-100 CP, Discount Evil Mutant or Shi'ar): Well this is a little different. Instead of actually being a mutant you are an alien. One of the Brood to be precise. Stronger, and faster on average than humans, you possess an armoring exoskeleton (as well as an endoskeleton), fangs, wings, and combat tendrils. Your flight is not fast, and you aren't above being defeated by a normal human in a fight, but it's something.

For **an additional -100 CP (discounted if this was)** you are instead a Brood Queen. You lack the wings of the lesser 'sleazoid' race, but you are larger and somewhat stronger. Most importantly you possess the ability to implant brood embryos into hosts slowly turning them into brood possessing the host's genetic powers. In addition as a queen you possess a telepathic link to your children, capable of functioning at interstellar distances.

Brute Strength (-300 CP, Discount Any): You're strong, Jumper. How strong? Like Beast, after he had his 'upgrade' from one of Apocalypse's horsemen, you're strong enough to rip out support pillars and swing them as clubs, and tear apart buildings with relative ease. While not in the big leagues by this world's standards, you're still capable of punching through a tank if you have the need. If you bought this at a discount you may also buy Wall-Crawler at a discount.

For **an additional -200 CP (discounted if this was)** this increases to strength at the full level of a full **Flying Brick** enough to match Rogue, Captain Britain, or the strongest Marauders. Who knows if Thor was cursed with frailty you might even manage to break his arm.

Cipher (-100 CP, Discount New Student): You are able to quickly decipher any written or spoken language, whether those of living creatures or machines. By default this only applies to written and spoken languages, like Doug Ramsay's powers in this period.

For an **additional -300 CP** (discounted if this was) it now functions like Cipher's powers would eventually evolve outside of the scope of this jump and also applies to body language and movements, allowing such feats as predicting an opponent's movements in

combat by decoding their body's motions, or being the ultimate reader of people's poker faces.

Cybernetic Body (-400 CP, Discount Schemer, Outsider, or Shi'ar): Your body has been almost completely replaced with cybernetics. This robotic form grants you super human speed, durability, endurance, and strength; enough to overcome someone who was **Animalistic** and throw them about if your skill in battle was equal, or surpass a **Proudstar** in all fields except endurance. You still are not as strong as someone with **Brute Strength** and someone made of **Organic Steel** could rip you limb from limb given the opportunity. However your cybernetic form makes you particularly receptive to other attempts to technologically augment your form, easing your attempts to technologically upgrade yourself. You may import pre-existing CP backed cybernetics, or additional CP backed cybernetics you obtain later as part of this body.

You may choose to have this power be a mutant power which allows you to somehow shift between a normal form and that of a cyborg, there's been weirder, or to be purely technological in origin. If the latter it will be unaffected by abilities that shut down mutant powers, or otherwise influence your biologically derived superpowers. Regardless of which option you choose you may choose to import any man portable items you purchase here as part of your cybernetic form. If you have bought an **Adamantium Skeleton**, for **an additional -200 CP (discounted if this was)** you may choose to have this robotic form be armored in adamantium, while this doesn't make you invincible - joints and wiring remain vulnerable - you will be very very resistant to harm.

If you bought this power at a discount you may also buy **Healing Factor** and/or **Energy Blast** at a discount.

Dazzler (-300 CP, Discounted New X-Man): You possess the mutant ability to convert sound into light. You may produce this light as a psychedelic light show, blinding flashes of light, or even lasers. In a normal battle you will find this power weaker than **Energy Blasts** for sheer destructive might, though by straining yourself to the point of self-damage and burnout of your power you could produce a laser powerful enough to stun the Juggernaut, but it provides additional versatility and some useful secondary super powers. You are effectively immune to being blinded by bright lights, and you may absorb normally damaging sounds to increase your power. With strong enough sources of sound - like Blackbolt's voice - you could be a threat to the Hulk, or potentially more and stranger things.

Elemental (-800 CP, Discount Outsider): You have the power to draw on the energy of the Earth and nature. At sustainable levels this can allow you to fly and possess super strength and durability roughly equivalent to that granted by Brute Strength, but can be substantially increased by drawing deeper. While in your natural form (or an alt-form, but not other shapeshifting powers), this power also allows you to manipulate elements and magical energy in your vicinity to a limited extent, not able to match a dedicated specialist in the field, but making up for it with versatility. This power also grants you minor empathic abilities, enough to sense the general feelings and emotions of others (including animals and plants), and provide a nudge towards others by sharing your own emotions; though this is a far cry from the level of an Empath much less a true Telepath.

If combined with **Metamorph** (or **Self-Molecular Manipulation**) you can draw on this power to copy the abilities of those creatures whose forms you take. As long as you have the power available, and either a good enough understanding of them, or a living sample to draw on empathically, you could copy most any other power available, even such phenomenal powers as the Power Cosmic.

This power does have limitations though. The power comes from the energy of the Earth, nature, and ambient magic around you, and drawing too heavily on it will damage the environment and eventually you will run out of local energy and find your power deserting you. Copying Galactus would drain the world dry well before meaningfully combatting him.

If you bought this at a discount you can also buy Metamorph at a discount.

Elemental Kinesis (-300 CP, Discount Any Background): Select one element such as ice, fire, earth, microwaves, sound, or magnetism. You may produce this element from environmental sources (condensing ice from the air) and/or have limited control over it. This allows you to create blasts of the element, walls, or other simple objects. If it is a physical element, you may also cover yourself with the element as a form of armor without suffering damage from it. By default this gives you enough power to fill a room, and with effort and/or time makes you a danger to the entire city block around you, possibly further depending upon the element (for example geokinesis might allow you to create earthquakes with less localized offensive punch but greater range); roughly as powerful as Iceman was before Loki altered his powers.

A wide sweeping element such as magnetism or Banshee's control of sound, Rictor/Avalanche's control of seismic vibrations costs **an additional -100 CP**

(discounted if this was), and elements broader than magnetism (such as gravity, or time, or anything of the like) cannot be chosen.

For an **additional -200 CP** (discounted if this was) you have the same power upgrade as Iceman would receive from Loki's attempt to use him as a weapon; using ice as an example you could flash freeze a skyscraper, turn summer into winter across New York City, and be considered an Omega Level Threat. **For a further -200 CP** (discounted if this was) your power level is increased further to where you could realistically expect a worldwide range - if not at full power. You become equal to Magneto in your power and potential mastery of your chosen element.

You may add additional elements for -200 CP (discounted if this was) each. These elements may also combine in certain ways such as how Magma's pyrokinesis and geokinesis function together to allow her to create and manipulate magma.

Empath (-400 CP, Discount New Student or Schemer): You now have the ability to understand and manipulate the emotions of others within a certain radius around you. With but a thought, you can psionically control one emotion (at a time) affecting those within your range, the degree of manipulation you can cause is also within your control allowing you to limit your hold over others. For example with anger you can cause others to be a little 'ticked off' or be a hair trigger away from full-blown homicidal rage.

Energy Blast (-300 CP, Discount Any Background): Like Cyclops, Havok, or really a good number of other characters - really this power is about as common as super strength or being pretty - you have the ability to project a destructive blast of energy from some part of your body (chosen when you take this power). By default this power is set roughly to the same strength as Cyclops had in this period. More than the average for these comics, enough to damage or destroy most sentinels, put a dent in Magneto's magnetic shields, or blast a hole in a ship, but you will not be doing major environmental restructuring with it, or destroying adamantium robots. For an **additional -100 CP** (discounted if this was) instead of releasing as a destructive beam you create some form of delayed explosive; either a flowing energy light show like Jubilee or energy grenades like Boom Boom. For an **additional -500 CP** (discounted if this was) you can get the full power of eye beams that Cyclops would later demonstrate when cutting loose as hinted at in this run when he destroyed Mr. Sinister with a single glance; this is a power capable of destroying adamantium reinforced sentinels, cutting paths through mountains, and overwhelming Mr. Sinister's forcefield which held up against multiple attacks from the other members of X-Factor and the X-Men working together and reducing him to a skeleton or less in a single blast.

Famine (-200 CP, Discount Evil Mutant): You gain the ability to project from your hands a cloud-like beam of energy which rots crops and withers organic materials, causing living creatures to take on an emancipated and starved appearance while also weakening them. Inorganic materials can be used as a shield against this material - like a piece of aluminum wielded as a shield.

Flying Brick (-600 CP, Discount New X-Man, Outsider, Shi'ar): Nuff said. Well to add a bit more detail you're able to fly, this is faster than a normal person on a combat scale - if clumsy compared to some options here - growing significantly faster when you are allowed to accelerate continuously in one direction (such as when flying cross-country), and have the strength to match Rogue or Captain Britain and the durability to match. This makes you stronger than Brute Strength or Living Steel and in raw strength is the strongest of the unupgraded super strength options in this jump. At your discretion this can, like Captain Britain's own power, be influenced by ambient magical energy and your self-confidence. At baseline this would still be equal to the option above, but could dip significantly lower to almost nothing if there was no magical power nearby and your self-confidence had tanked, or rise noticeably higher in a place with high magical energy and you are brimming with self-confidence (think somewhere from 0 to 1.5 times power, barring extraordinary circumstances such as having a significant fraction of the entire multiverse's magical energy pumped through you at once).

For an **additional -400 CP** (discounted if this ability was) this power is upgraded. Now like Carol Danvers after the Brood Experiments upon her you can supercharge your body with some source of energy (the Brood linked her to a white hole) gaining increased strength and resilience, enough to punch someone into space, the ability to breathe in space, and energy blasts (comparable to an **Energy Blast**). With this power you could destroy fleets of space ships, or lay waste to alien cities. If you took the Captain Britain based version of Flying Brick this still allows similar feats, and a similar range of maximum power variability. If you bought this upgrade you may buy the upgrades to **Energy Blast** at a discount.

For yet another **additional -400 CP** (discounted if this ability was) on top of the previous upgrade your abilities are further improved. Instead of Binary powers, your powers are now more closely comparable to Gladiator in his showings in this period **outside** of the X-Men titles (he has much better showings outside of X-Men). With this power, you possess strength that can bring down the Thing in 2 blows, one-shot a weakened Binary, and even shatter worlds, resilient enough to fly through stars, increased speed and reflexes (possibly Mach 1), fly in space at least a hundred times the speed of light, ability

to follow interstellar (potentially intergalactic) spaceships through hyperspace, superhuman senses where you can see vast distances as well as microscopic objects, and super powered breath capable of tornado force winds; this is in addition to the powers of the previous levels. You may buy **Super Speed** at a discount (he doesn't *show* speedster level speed on screen, but a guidebook lists Mach 1 speed for him in this period and he's faster than most), and will be faster than with it alone. If you took the Captain Britain based version of Flying Brick you may choose to have your power reliant purely on your self-confidence (with no regard to magic), if you do so you may choose to be a Strontian like Gladiator.

Force Field Projection (-300 CP, Discount Any): Through concentration you are able to project a forcefield outwards from around yourself. This field is centered on yourself, though it may contain other people, and requires intense effort and concentration to maintain. It is powerful enough to withstand most energy blasts or withstand blows from a superhuman for a time.

For **an additional cost of -400 CP (discounted if this was)** this forcefield becomes much easier to maintain. While it still is not effortless, you will find yourself able to maintain it for longer and while performing other tasks. It also becomes more powerful, able to withstand stronger blows, and blasts from multiple foes at once; though it's not without limits as Cyclops demonstrated to Mr. Sinister.

For a separate **additional cost of -400 CP (discounted if this was)** you now possess a frictionless forcefield which clings tightly to your body - over your clothes at your option - which prevents others from grabbing hold of you, and provides substantially improved protection, though only for yourself (you may still project a forcefield as before). This forcefield requires no concentration or effort to maintain. If you also bought the other upgrade its power increases still further.

Forgemaster (-700 CP, Discount New X-Man): Like the mutant Forge you have been blessed with the power to invent 'anything you can think of'. This power has more limits than that, Forge often reminds us that Tony Stark was a better weapons designer than he was, and there are many other characters in these comics whose inventions he cannot replicate (without going into ones who were villains from other series such as Doctor Doom). Still you possess an intuitive skill with technology, granting you a mastery of reverse engineering and invention, able to create such inventions as a gun that neutralizes a mutant's powers permanently, a battle simulator capable of projecting hard light holograms, or a version of Cerebro capable of being used without telepathic powers.

Importantly this power seems to soften physics for your inventions, helping you invent what should be slightly impossible.

If you bought this power at a discount you may buy **Technological Transformation** at a discount as well.

Gravity Increase (-400 CP, Discounted Schemer): You are able to increase the effect of gravity on an object or creature. The longer you maintain this power the more strain it puts upon your body but you are able to geometrically increase the force upon an object by gravity. Harold Leland, the canon possessor of this ability, was able to cause Wolverine (already heavy due to his metal skeleton) to break through floors quickly, cause Colossus to become so heavy he began to sink into the ground, and increase his weight to the point that even turning human once more did not save him, hold down the advanced sentinel Nimrod, and decelerate a man launched into the air before re-accelerating him downwards to hit with the force of a small meteor although the strain killed him. Most likely as a healthy and fit individual, unlike Leland who was substantially overweight to the point of heart issues derived from it, you can do more. Leland was able to with great difficulty extend this power out to a maximum of 4 objects simultaneously.

For **an additional -200 CP (discounted if this was)** you may also reverse this effect making objects lighter, and the pull of gravity upon them less noticeable.

Healer (-300 CP, Discount Morlock): You can heal other mutants - not yourself - with a touch. This works by activating the power in their mutant cells, revitalizing them and helping them to recover quickly. You can bring people back from the edge of death, or quickly heal lesser wounds and injuries. This power can even cure diseases, speeding up the body's ability to fight them. More extensive injuries will be draining to you to heal, and the faster you heal an injury the more it will drain you. In future jumps it will work on others who possess some form of biologically derived superpower not possessed by their species as a whole.

For an **additional -100 CP** (discounted if this was) this power can now affect non-mutants or anyone you want other than yourself.

Healing Factor (-300 CP, Discount Schemer, Evil Mutant, New X-Man): You possess a healing factor like that of Wolverine's from this time period. It is potent enough to resist brood infestation, effectively fight off alcohol or disease, and let you heal flesh wounds in minutes, and serious wounds in hours, but it is not up to the level his powers would eventually reach in later comics.

For an **additional -500 CP** (discounted if this was) you possess this power at the levels it would later show up with Mr. Sinister, Apocalypse, and to a lesser extent Wolverine. Able to heal wounds in moments, and revive yourself from near total destruction; you are the next best thing to immortal.

Hound (-100 CP, Discount Evil Mutant, Morlock): You possess the ability to detect mutants out to a 25 mile range. You are able to differentiate known mutants with this ability allowing you to track specific mutants. In future jumps this works for possessors of biologically based superpowers, or some other specific species or genotype chosen at the start of each jump (for example 'people with type O blood').

You may buy **Wall Crawler** and/or **Brute Strength** at a discount.

Human-form Shapeshifting (-200 CP, Discount Evil Mutant): Like Mystique you are an accomplished shapeshifter able to take on a wide variety of human forms. You gain no special powers from these forms, only gross physical changes, and while you do not need to remain identical in mass and volume you must remain close.

Illusion Casting (-400 CP, Discount Schemer or Shi'ar): You are able to project illusions into the minds of others. This can cause them to see, feel, and perceive something as real even if they know it is an illusion. A strong enough mind can overcome this power - especially when aware of it - and while possible to project the image into more than one mind simultaneously it can miss people when doing so. The power of these illusions is not limitless; someone perceiving a wall might be able to push through it with strength enough to break through a wall, and it's better used for making a wall than something to hit them with as while they may perceive the force it does not create any actual force.

Immovability (-200 CP, Discount Evil Mutant or Outsider): While your feet are planted on the ground you cannot be moved. You can still be damaged, but your feet will remain firmly planted on the ground unable to be shifted from where you are standing. This does not protect you from having the ground moved out from beneath you, or from being moved if you are flying or airborne. If you bought this power at a discount you may buy **Proudstar** or **Brute Strength** at a discount.

Kinetic Charging (-400 CP, Discount New X-Man, Evil Mutant, or Morlock): Through skin contact you are able to charge an object causing it to turn (at least some of) its potential energy into kinetic energy in a large explosion. The larger the object the more time and energy from you needed to charge it, so you're unlikely to explode the Earth with just this power, with objects like playing cards being somewhat weaker than

Energy Blasts, and larger objects like quarterstaffs being a bit stronger; in general if you charge a larger object you get a larger explosion.

For **an additional cost of -200 CP** this ability is improved to be able to include more diverse forms of energization, similar to the Marauder Harpoon's power, allowing objects to be charged to paralyze targets, disintegrate living matter, or simply stun targets.

Kinetic Energy Absorption (-700 CP, Discount Schemer): You are able to absorb kinetic energy, the force of impact against you, and store it in your body. While this won't prevent you from being knocked flying or thrown, you are effectively immune to damage from physical force and some forms of energy beams - such as Cyclops's optic blasts - at minimum to the equivalent of falling as a crater forming meteoric impact. In fact, instead of hurting you, these blows and impacts charge your power granting you superhuman strength, the ability to move with surprising speed, or use the stored power to replace need for sleep or increase your endurance. This power will bleed off with time, seemingly faster the more that is stored, but provides you with impressive durability and strength.

The protection is lessened against cutting/stabbing weapons, as the edge may still penetrate you, but the force driving them forward will soon be absorbed and negated making such blows typically superficial at most.

Legion (-1400 CP, No Discounts): Your powers - and personalities - are many. Like the mutant Legion you possess a number of alternate personalities each of which possesses and wields a single mutant power. To begin with you have 3 such distinct personalities, one of which possesses either Telepathy or any 600 CP or less power of your choice, one of which possesses either Telekinesis or any 400 CP or less power of your choice, and one of which possesses either Elemental Kinesis (of an element of your choice that does not require the 100 CP upgrade in breadth) with the first upgrade to its scale and power or any 300 CP or less power of your choice. Unlike David Haller you will find the personalities controlling these 3 powers relatively easy to find common ground with, and to come to an agreement on how to work together and cooperate, facilitating using their powers for your purposes or managing to use them simultaneously.

At first you may only use these powers one at a time, but by growing more experienced, and working psychologically with your new personalities, you can learn to use multiple powers simultaneously though it will require some force (either of will or an outside power) to unite the personalities that control the powers. While Legion only developed 3 powers in this period, he had shown the ability to develop new personalities and powers in doing so, and now you also possess that ability. Over time you will develop more

personalities and with these new personalities you will also develop new powers. These powers will typically be weaker than telepathy, and will cap out substantially weaker than **String Theory**. The more powerful the power developed the more difficult to utilize and work with the controlling personality will be. These personalities will typically develop in response to a pressing need, manifesting behavioral traits and a power which helps with your problem; but even if you routinely throw yourself into great danger don't expect them to grow numerous too quickly; the canon example in this period only showed a total of 3 throughout the period, and only began budding new ones at a quick rate years outside of the scope of this jump.

Luck Discs (-200 CP, Discounted Schemer or New Student): Like the Hellion Roulette you are able to produce red or black discs of probability altering psychic energy. By throwing one of the red discs you cause something fortunate to happen for the target, and by throwing one of the black discs you cause misfortune. Unfortunately there are limitations; not only do you have to hit the target or instigator of the fortune/misfortune with the disc, as far as probability manipulation goes this is one of the weaker ones sometimes simply not being able to bring forth enough luck to make a difference.

Lycanthropy (-200 CP, Discount New Student): You gain the ability to turn into an animal of your choice from the size of a medium sized dog to a somewhat larger than a human, as well as a bipedal hybrid form with that animal. While in this altered form you gain senses and physical enhancements as from **Animalistic**, but have no such improvements when in your normal, presumably human, form.

If you bought this power at a discount you may also buy Healing Factor at a discount.

For **an additional -200 CP (discounted if this was)** you can go a step further. Like how Wolfsbane learned to not only transform into a wolf but also a wolf-human hybrid, you may transform into a merger between 2 or more of your alt-forms taking on a mix of their traits and qualities. This mix will usually possess somewhat greater physical abilities than any of the alt-forms would on their own, but be visibly and noticeably inhuman unless all of the forms could pass for human.

Masque Maker (-500 CP, discount Morlock): Like the mutant Masque you are able to reshape the flesh of others with your touch. By touching an individual you can begin to mold and reshape their flesh almost like clay. You can reshape appearances to make someone look like someone else you have seen with startling accuracy, even without a photograph or a reference, or you can create more inhuman shapes like prehensile tentacles or faces without mouths, eyes, or noses. While this power can work on fresh

corpses, it cannot affect yourself. You can revert changes you have made with a single touch.

Mastery of the Inanimate (-600 CP, Discount Schemer): Like the mutant Selene Gallio you have a particular - potentially telekinetic - control of inanimate objects. You can manipulate and move inanimate material from great ranges (at least by the standards of telekinesis), drawing it in from across a Roman style city, cocooning foes in the earth, or twisting materials. You'd probably not be able to stand up to Magneto in his control of magnetic materials, but you make up for it with the breadth of materials you can control. In addition, while you cannot perform transmutations of matter (so no turning stone into gold), you can disintegrate inanimate materials, causing them to break apart into nothing more than dust. And flames are considered inanimate objects for this power's functions.

If you bought this power at a discount you may also buy Psychic Vampirism at a discount.

Mastery of Trajectories (-100 CP, Discount Old Student): Like Cyclops you have an instinctive understanding of angles and trajectories, able to sense how something will ricochet or move with a certain amount of force. This makes you a master at pool, and pretty good with geometry.

If you bought this power discounted you may also discount Energy Blast. In addition if you have both powers you can ricochet and bounce your energy blasts off of surfaces.

Metamorph (-800 CP, Discount Outsider, Shi'ar): You have near total control of your own appearance, able to shift your size and form to take on the appearance of nearly anyone, or any living creature, even potential creatures (dragons), or modifications to forms based on reactions to environmental factors or those around you. You are even capable of taking the forms of animate water or sand, and the exact limits of such transformational ability is untested. This shapeshifting ability also gives you limited resistance to reality warping effects allowing you to fight off their influence on you personally. You may use this power to combine and merge alt-forms you possess freely.

Miraculous Longshot (-400 CP, Discounted Outsider, New X-Man): Now with this you're just plain *lucky*. Or not. Like the Mojoverse native Longshot, you have the power of good luck. Events and things just happen to go your way, fly a jetpack through a laser defense field on your first try, just happen to vault an electric fence where you knock out the power system of the place you're breaking into and allow your unpowered and unskilled companion to walk straight in, and other even more improbable events go in your favor. This is not necessarily an always active power, you can toggle it off or on as

you desire, and there are two reasons you might want to. The first is that the luck comes from somewhere for you to be lucky someone else has to be unlucky. This doesn't necessarily strike those near you, and in many cases it's as simple as good luck for you being bad luck for your opponent. The second is that this luck is reliant on the purity of your motives. The more pure your motives the luckier you will be, and if you're selfish and greedy in your motives using this power may instead bring you misfortune.

Mirage (-400 CP, Discount New Student): You have the power to project images of the greatest fear of those around you. This image seems real to the individual it's drawn from, but to others it will seem to be no more than a half-real illusion. With training and experience you can project other images, such as their greatest desire or what they love most, as well as passable illusions of things that you merely wish for people to see - such as creating the illusion that you are dressed in a manner befitting a high class restaurant - or images which each individual sees separately as their own greatest fear. This power also gives you an empathic connection with non-sapient animals, perhaps they're just more in touch with their fears and desires. If you bought this power at a discount you may also take Valkyrie at a discount.

For an **additional 200 CP (discounted if this was)** you can create a single projection with physical substance, manifesting it as if it was real. It draws its power from your own psychic strength, so its durability and power can meet upper limits. You can change this projection when you desire, and while it must remain a singular concept, it's possible to create such things as a car, a bow and arrows, or a swarm of miniature demons.

Separate of the above upgrade, you may pay an **additional 100 CP (discounted if this was)** to gain the ability to create arrow/dart like projections of psychic energy which can disrupt target's neural pathways by forcing them to relive past trauma, and with time and effort even physically affect objects with them.

Organic Steel (-400 CP, Discounted New X-Man): You are able to transmute your skin into living steel. Far stronger than regular steel, you become extremely resistant to harm and damage in this form, easily as powerful as someone with **Brute Strength**, and with increased endurance. While you'll still be weaker than a **Flying Brick** by a noticeable margin, your strength should not be underestimated, and your durability is if anything more impressive. Be warned that this living steel form does leave you vulnerable to ferrokinetics and magnetokinetics, though it does come with a great deal of resistance to other damage; you may not even have a heartbeat, and being heated to white hot and then covered in several trucks full of liquid nitrogen might lock you in a near dead state but

you could survive it if your powers were somehow deactivated and you were given a healer's touch.

For **an additional -200 CP (discounted if this was)** like Colossus when he was locked into his iron form your strength is increased; now roughly a match for a **Flying Brick**'s, but that is a minor benefit. His living iron form made him disruptive to the magical might of the Adversary. A trait that has been haphazardly applied in comics since. For you it is not a haphazard effect; you are now resistant to magic while in your organic steel form and able to disrupt its effects with your presence. This is not total immunity, it is still possible for harmful magic to affect you, but it is still enough to create a chance to defeat a primordial force of multiversal chaos and to make otherwise infallible effects have a sizeable chance of failure.

If you have bought an **Adamantium Skeleton**, for **an additional -400 CP (discounted if this was)** you may choose to be organic adamantium, applying the durability of adamantium to your entire body. Not only does this render you nigh immune to physical harm, you will find your strength increased to approximately the level of a **Flying Brick**'s, or closer to the first upgraded level if bought with the previous upgrade to this ability.

Phasing (-400 CP, Discount Outsider and New X-Man): You possess the ability to phase through physical objects. In this state you are unaffected by gravity, able to move in three dimensions as if moving up and down stairs. You may extend this intangibility to clothing and even held objects or individuals. The more mass you make intangible the more effort is required; similarly the longer you maintain this power the more effort is required. This intangible phasing state has a special reaction with electronics causing them to short-circuit when passed through.

Phoenix (-1600 CP, Discount Outsider): You have been chosen as (a) host by the Phoenix Force, or else you have the psychic powers to provide a functional impersonation. This grants you Telepathy roughly on a level with the Telepathy power, and Telekinesis which exceeds that of the dedicated power. This telekinesis is capable of affecting molecular, atomic, and perhaps even subatomic matter - rearranging the molecules in your clothes to create new outfits being a casual feat - and to be used to fly and reinforce your body at least to the level of a Flying Brick. This telekinetic energy often manifests as a mantle of psychic energy resembling a raptor made of flames, though despite its fiery appearance it does not normally possess the traits and qualities of fire. As the host of the Phoenix (or just replicating such powers) you may fly and breathe indefinitely in space, seemingly able to sustain yourself on its psychic energy. It can also

be used to help stabilize, open, or close interdimensional portals or technological wormholes - though it is unable to create such portals on its own at least at this level - and can be used to transport minds and even yourself bodily into the past. Either is not an easy task, and while you might succeed in transporting a mind more than once in a jump, transporting yourself into the past can only be performed 1/jump. In general you are in line with Rachel Summers' normal showing during this period of comics, and like her you show little to no influence on your behavior and mental state from acting as the Phoenix Force's host. Do not expect to easily duplicate her battle against Necrom (where they began to telekinetically move planets), or Jean's feats as she acclimated to the Phoenix Force even before the start of the Dark Phoenix saga. Even so this makes you one of the most powerful characters in these comics.

The Phoenix Force possesses cosmic awareness on a universal - or greater - scale, but seems to shield its host from the full effects of it. When forced into an unshielded mind this information overload can reduce them to madness (as Mastermind was subjected to twice). The host's actual ability to tap into this awareness seems to have been limited in this time in comics; at least without tipping into the more dangerous and hard to control powers of the Phoenix Force.

During this jump, if you chose to be (a) host of the Phoenix Force you may draw on its power to go beyond these limitations, pushing yourself to phenomenal cosmic powers similar to those shown by Rachel Summers at her height, or by Jean Grey as the Dark Phoenix, expanding both your psychic powers, and the awareness granted by the Phoenix Force. However doing so comes with a greater mental burden allowing the Phoenix Force to progressively influence your behavior to be more emotional and impulsive, and potentially losing yourself to your own darker emotions. Perhaps more importantly is that this power does have to come from somewhere. Dark Phoenix fed on stars, pushing life bearing suns to go nova to absorb the energy needed to sustain these feats. Rachel Summers when fighting Galactus drew on the future life force of the multiverse, pushing reality as a whole noticeably closer to destruction with each blow exchanged. You can do either.

Post Jump you only retain an echo of the Phoenix Force and can no longer draw on its full cosmic power. Unless you took the Phoenix Force itself as a companion in which case you can still draw on its full power and find yourself less mentally affected than normal for a host even when doing so, and more easily able to come to an understanding with the cosmic firebird.

Plague (-400 CP, Discount Evil Mutant, or Morlock): You are able to cause extremely devastating diseases with a mere touch; deadly enough to bring down Sabertooth and cause him to remark that without his healing factor he'd be dead. This power may on occasion interact oddly with superpowered metabolisms; Beast was infected with this power and combined with his mutation and the drugs he had been forced to suppress his mutation he developed increased strength which grew greater with every use at the cost of locking away more and more of his mental abilities.

Possessive (-600 CP, Discount New Student): By taking this power you gain highly limited telepathic and empathic abilities. These powers are nowhere near as, well, powerful as those from the Telepathy power, but there is one place you truly shine. You are a relative master at possessing others. You may telepathically project yourself into another, possessing their body and gaining full access to their senses - but not memories - putting their consciousness into a state similar to dreamless sleep. It takes time to acclimate to a host, leaving your movements initially clumsy and awkward. With training and time you may learn how to: possess multiple individuals at once, though this will weaken your control of each and requires a great deal of multitasking; maintain the possession from further distances though seemingly not into other dimensions; and alter the thought processes and memories of those you possess, forcing them to divulge information or conditioning their behavior. This power does not affect those of sufficiently inhuman neurology; Warlock, a techno-organic lifeform, was immune even when it was bolstered by the Shadow King's control of Karma.

If bought along with **Telepathy** (not discounted), your powers improve to more closely match those of Karma when she was possessed by the Shadow King. Able to possess others with but a moment's concentration, control entire teams - and possibly more - with ease, possess those as strong willed and psychically resistant as Storm (notably more so than many of the telepaths in the series) with ease though an individual such as Magik while prove extremely difficult requiring at least your full attention, and possess a more immediately control of their bodies. On top of all the normal powers available through **Telepathy**.

Power Absorption (-1000 CP, Discount New X-Man): You possess one of the arguably most powerful, but also most cripplingly flawed, powers in the setting. Like Rogue you may absorb another entity's powers through skin to skin contact. While this has some limits - it doesn't work on robots and some beings are too powerful to completely drain - for most entities this will quickly knock them out while granting you all of their powers. You may drain multiple being's powers at once, combining them into yourself, and if you drain someone's power long enough you obtain their power on a long term basis (while

often called permanent Rogue has always eventually lost these powers) causing them to lose their powers and fall into a deep coma if they do not die.

However as noted this is a power that comes with a great flaw. While, unlike Rogue, you can turn this power on and off at will, that is the smallest difficulty for her power. Any creature whose vital energy/powers you absorb will continue to exist within your mind as a psychic shadow. Those with a strong enough will/psyche may overwhelm your control when you are absorbing them, and if you fully drain someone the psychic echo will be significantly stronger. Rogue was never the same again after she drained Miss Marvel's powers into herself, and how much of it was because of her time with the X-Men and how much was due to Carol Danver's psychic influence on herself was never known even to Rogue. So do take care, Jumper.

You are immune to other such contact based power draining effects, and others with such a power are immune to this effect.

Power Shutdown Field (-400 CP, Discounted New Student, Old Student, or Morlock): You are capable of producing a field that shuts down mutant powers of those within the range, roughly 10 yards. This shuts down all mutant powers within the area, sometimes with side-effects depending upon the nature of the affected power, and in future jumps will do so for any biologically derived 'superpowers' not possessed by the species as a whole.

Power Shutdown Touch (-400 CP, Discounted Evil Mutant): You can shut down the paranormal and superhuman powers of others with a touch. This shuts down a target's mutant and mutate powers for 1 minute per 1 second of skin contact made while using this power. In future jumps this will shut down any other biologically derived 'superpowers' not possessed by the species as a whole.

Of note, being touched by a mutant with a Power Absorption power or similar ability will scramble both powers temporarily, turning them both off.

Proudstar (-200 CP, Discounted to All): Like Thunderbird and his little brother you are simply **better**. Strong enough to rip steel plating from a jet, with durability to take blows that could kill a man with only moderate discomfort, hardened skin to help resist bladed weapons, stamina to function at peak exertion for hours without tiring, and the ability to extract a greater proportion of oxygen from the air allowing you to go longer without breathing.

Psychic Vampirism (-300 CP, Discount Schemer): You possess the ability to drain the life force of others with a touch. While this drain of their life force won't give you their powers (you need **Power Absorption** for that) and seems significantly slower than that power, you can get portions of their memories seemingly without the personality shadows of the other ability. If you fully drain a target then they will die, becoming nothing more than a dessicated husk.

The real power is that you can use this drained life force to reinforce your body, restoring your youth, granting you superhuman speed (maxing out significantly below Mach 1), strength, reflexes, and durability. Nothing great compared to some of the other options available, but noticeable. Finally, once you have drained a target without killing them it grants you some modicum of telepathic control over them; again not a match for a true telepath, but enough to put them into a hypnotic trance, block other minor influences, or force them to walk into a volcano. And while under this hypnotic spell if they die you gain the remainder of their life essence.

Riptide (-200 CP, Discount Evil Mutant): You have the power to spin your body. You may choose to exclude your head or upper torso from this spin, but as shown in this period it always ran along the main vertical axis (so no spinning 1 arm). While spinning you can create a vacuum that pulls things in, or use this spin to launch small objects at high speed; you could launch shuriken or pieces of metal at velocities sufficient to harm **Living Steel**.

Self-Molecular Manipulation (-600 CP, Discount Evil Mutant): You possess a shapeshifting power similar to that shown by the mutant Apocalypse. While Apocalypse is typically seen wearing highly resilient Celestial battle armor, you can still use this power to grow to gigantic size, shrink, increase your density, and shape your body into wings, hammers, or other relatively simple objects. You can use this to grant yourself some limited powers, such as flight, strength and durability (though without Celestial battle armor you won't be up there with a **Flying Brick**), and to mix elements of your alt-forms together.

This power allows you to buy **Energy Blasts** and/or **Healing Factor** at discounts. With **Energy Blasts** (or an equivalent ability) you would be capable of performing feats such as turning your legs into jets to produce thrust through your **Energy Blasts**. In fact with the right knowledge gained over millennia and power sources you could duplicate many other powers with this one.

Sentinel (-400 CP, Discount Evil Mutant or Schemer): Well this is strange, jumper. You are not a mutant at all. Or even a human. You are a 20 ft tall robot designed to track down and kill mutants better known as a sentinel. You possess energy weapons in your hand stronger than an **Alien Blaster** though still weaker than an **Energy Blast** power, rocket thrusters allowing for flight (slower and clumsier than a **Flying Brick**'s), great physical strength (less than **Brute Strength** but greater than **Animalistic**), sensors to identify known mutants on sight, metal tendrils which can extend from your hands to entangle or electrify foes, and built in radio. Your mechanical mind also makes you rather hard for telepaths to effect; Xavier has managed to do it on occasions, but generally you are highly resistant to such interference. You also possess the basic combat programming of a sentinel.

You may choose to import any man portable items you purchase here as part of your robotic form. And may choose to have other powers you purchase here be a result of technological improvements to your base form. You may choose not to gain this power yourself, and instead simply gain a Sentinel (unless you are buying upgrades the Sentinel Factory item is probably superior to this option), or import a non-companion robot or mecha you possess to gain a Sentinel alt-form and/or incorporate Sentinel abilities into its existing capabilities.

If you have bought an **Adamantium Skeleton** and did not import it into another item, for **an additional -200 CP (discounted if this was)** you may choose to have this robotic form be armored in adamantium, while this doesn't make you invincible - joints and wiring remain vulnerable - you will be very very resistant to harm.

For **an additional -200 CP (discounted if this was)** you possess advanced cloaking technology allowing you to turn yourself invisible to the naked eye and radar, or even project images over your body to appear as something different like a captured mutant.

For **an additional -200 CP (discounted if this was)** you are closer to one of the Mark III sentinels created by Lang, than the Mark IV or later sentinels created after his death. Your energy weapons are stronger almost to the level of the (unupgraded) **Energy Blast** power, your thrusters are now capable of achieving takeoff to space as a single stage rocket, and you are able to project energy spheres capable of constraining (temporarily) disabled enemies and holding in an atmosphere in outer space. You will also be (slightly) stronger and more durable; not enough to stop a good hit from an **Energy Blast** from blowing you up still, or to match **Brute Strength** but enough to have an edge over your Mark IV or later brethren. If you want the upgraded version of **Energy Blast** you may purchase it without paying the base price and it will be discounted if this was.

For **an additional -200 CP (discounted if this was)** your robotic form makes you particularly receptive to other attempts to technologically augment your form, easing your attempts to technologically upgrade yourself.

If you bought all 3 of the previous upgrades (other than the Adamantium one) for **an additional -200 CP (discounted if this was)** you may fully upgrade yourself to have a Sentinel form comparable to Nimrod's, able to perform emergency self-teleportation, self-repair as if with an unupgraded **Healing Factor**, shrink its size down and disguise itself as human, improved durability and defensive shields and with improved weapons and sensors able to perform some level of self-reconfiguration to adapt to powers used in battle against it, and serve as a threat to an inexperienced Rachel Summer, or a team of experienced X-Men allied with the Hellfire Club for their own survival. This will leave you comparable to a **Flying Brick** as far as strength and durability are concerned if not above the unupgraded form (below the upgraded form though) before bringing in shields, repair systems, or your suite of weaponry. If you want a healing speed comparable to the upgraded version of **Healing Factor** you may buy its upgrade (discounted if this was) without buying the base level again.

If you bought the Mark III upgrade then for **an additional -200 CP (discounted if this was)** you may have the capabilities of Master Mold. Standing half-again as tall as a regular sentinel (30 ft instead of 20 ft) and possessing increased strength, durability, and weaponry, though quite lacking compared to Nimrod's own (closer to **Organic Steel** than **Flying Brick**), that is not the real power here. A sentinel designed to make more sentinels, you are capable of rebuilding your body from available metal and machineries - such as repairing your badly damaged form by salvaging an oil rig - and surviving almost any damage that does not destroy your central CPU, even modifying your form to do so; if reduced to a head and a hand you might develop crab legs of metal to continue the fight. In addition you are capable of producing other machines, acting as a factory to produce more sentinels. Your sensors are also improved, while not as useful in combat as those of a Nimrod class - you won't be analyzing attack patterns and adapting to powers - they have much greater range, able to detect and identify specific individuals from many miles away. If bought with the Nimrod upgrade you possess the best of both worlds, able to self-repair without your manufacturing system, change your size, and possessing more powerful weapons, and increased physical capabilities (though not to the level of punching people into space).

If you bought the Nimrod or Master Mold upgrade you may pay **an additional -400 CP (discounted if this was)** to increase your strength and durability to approximately Binary

levels (Nimrod might be slightly stronger, Master Mold slightly weaker), or beyond if you bought both.

Solar Powered (-200 CP, Discount New Student): Like Sunspot you are able to somehow transform solar radiation into super strength. This is, by default, comparable to his powers in this period giving strength officially equal to **Proudstar**, but typically shown to be somewhat greater although with lesser durability and stamina. Its advantage lies in the fact that, like with Sunspot, this power can be increased in certain other realms, such as Asgard, where the sun is mystically more powerful.

If you bought this power at a discount you may also buy **Elemental Kinesis (Fire/Solar Energy)** and **Flying Brick** at discounts to help represent aspects of what Sunspot's power would eventually evolve into. If you do so you gain a limited ability to absorb energy of other types, while this won't completely protect you from energy attacks it will help, and resistance to fire.

Stepping Discs (-600 CP, New Student): You have the power to summon and open teleportation portals. It is easiest to make a portal directly underneath you intended to transport yourself, but you can also make portals elsewhere either to 'catch' attacks or foes, or to teleport a group of allies. The creation of these portals is fairly quick - sometimes described as the speed of thought but typically slower than the teleportation from Bamf! - and their range is theoretically unlimited but they become more difficult to control the more distant the range; it can be very difficult to aim at the right planet on interstellar scales so best to work up to it, though it is within your capabilities to learn to do so. Somehow this remains true even when traveling through an intermediary dimension which is not mapped 1 to 1 to the local dimension.

If you also purchased a Hell Dimension, these discs can serve as transportation to and from it, and you can mentally scan it at any time to transport entities or objects from it to you through these discs. Finally due to the Hell Dimension's unstable relationship with time you can use this power to travel through time; though be warned this is difficult, and may throw you into alternate futures, and if used haphazardly may result in altering your own past to prevent your current existence.

String Theory (2400 CP, No Discounts): You possess the ability to view reality as strings and manipulate them, reshaping reality around you to your will. This is the power of the eldest Braddock sibling, Jamie Braddock Junior, though you (hopefully) lack his madness. Its exact extent and limits are vague. He was able to turn a TV into a scrying portal able to view other universes (somewhat harder than other dimensions like Asgard

or Limbo), create a remote control that could rewind time, reset his powers, and return people to their own universe, create a false version of himself in another universe, turn off Captain Britain's powers, rewrite minds, mentally challenge Rachel Summers as the Phoenix, simulate other super powers, make it so that sound could not exist nearby, turn off the stars (though that might have been a pocket universe of his own design), grants someone the ability to shapechange into a specific form by merely thinking about the form in question, and more. Though this power is not without limits. Kitty Pryde's phased form, out of sync with normal reality, was more difficult to manipulate, though this was not a resistance he could not overcome, an abnormally powerful telepathic link between Rachel and Meggan allowed Rachel to break his mental manipulation of Meggan, and Meggan's nature as a metamorph allowed her to reverse his physical manipulations of her form. Throughout his showings in this era, however, Jamie Braddock's main limits were those born of his own madness.

Super Speed (-500 CP, Discount Outsider, Evil Mutant): Like Super Sabre you are able to move at speeds much greater than human. You can run and act at speeds surpassing that of sound, possibly even 3 to 5 times its speed. If you have a power that grants flight this will make your flight speed significantly faster than your ground speed (at least when at full velocity).

Technarch (-1600 CP, Discount New Student): You seem to be a living machine like Warlock or his siredam Magus. Like them you are a powerful metamorph, able to take on 'any form' due to being what amounts to a mass of living nanomachines. You can transform into vehicles, energy weapons, kaiju sized robots, or various human forms. But this is only the start of your powers. You carry within you the transmode virus which transforms living matter into techno-organic forms whose lifespark (sometimes called soul) you can siphon away to feed yourself and increase your power. The more you feed the more you will grow. While Warlock managed to be a powerful member of the New Mutants and a match for many of the X-Men without feeding, Magus glutted himself on worlds and grew to such power that he was able to almost wrest control of Limbo from Magik, Binary was no match for him, and at full strength he was able to rip a star in half (he never showed this level of power again so it might have drained him massively).

You may use this power to combine and merge alt-forms you possess freely. Though they will be composed of the same living technology that you are made from when using this power.

Technological Transformation (-500 CP, Old Student, New Student, or Evil Mutant): You are able to quickly transform nearby technological materials - metal, glass, and

plastic - reshaping them into new forms, allowing you to control and transform nearby technology. The range - as shown by the possessors in this period - is low, one being limited to touch, the other not much further. Still you can cause these materials to re-arrange to take on new forms limited by your engineering knowledge and available materials. Coupled with an intuitive inventing ability (like **Forgemaster**) this could be used to rearrange an automated wheelchair into a personal helicopter, or make your own imitation fantasti-car, without it, you might be able to make on the fly modifications to your gun quickly changing your load-out to reflect enemies' powers and target if you knew the necessary elements of engineering and design.

If you bought this at a discount you may also buy **Forgemaster** at a discount.

Telekinesis (-600 CP, Old Students) You possess fairly substantial telekinetic power, able to create protective force fields, hold up small buildings, move vehicles, move support pillars the size of trees, etc. You are roughly as powerful as Jean Grey was at the beginning of the X-Factor series, or when she first became Phoenix; vastly more powerful than she was before being touched by the Phoenix entity, but still weaker than Rachel Summers as Phoenix, and unable to perform atomic scale telekinesis.

If you bought this power at a discount you may also buy Telepathy at a discount.

Telepathy (-800 CP, New X-Men, Schemer, and Shi'ar) You are a potent mutant telepath. By default you're roughly equivalent to Psylocke (without Mojo boosting her) in this era. You can rise to the equal of Xavier or whichever telepath (other than Phoenix) you consider personally strongest from this period with time and training.

Valkyrie (-300 CP, Discount New Student): You are able to see a 'deathglow' about individuals which increases as their nearness to death rises. In addition to giving you a heads up as to which of your allies is most likely to be fatally wounded soon, you have been granted another boon: the right to challenge death for the fate of the dying. When the local psychopomp comes for a creature you may, if you're there, challenge them to a fight. Win and they'll leave.

Vertigo Effect (-500 CP, Discount Evil Mutant): You possess a rather focused sort of mental ability; psionic waves of mental disruption. You can scramble the physical senses of others at a range or in an area. This causes disorientation, nausea, and feelings similar to vertigo. Those familiar with this effect will find it easier to resist, and those with training and experience as acrobats or similar as well, but for the unwarned you can quickly disable a group as the world seems to spin around them and their ability to stand up straight - much less fight - grows disrupted.

Visual Telepathy (-400 CP, Discount Old Student or New Student): Like Artie, or Arthur Maddocks, you possess a unique take on telepathy. Rather cruder than most while it allows you to make mental links (like normal telepathy), paralyze beings through these links with intense concentration and difficulty, and to scan minds, it does not seem capable of implanting thoughts, memories, or any but the crudest manipulations of others' (see paralyzing beings). In fact it does not let you directly read minds. Instead you may project the thoughts of yourself or those whose minds you are scanning, presenting physical representations of what is being thought. The larger the image the more energy it takes, and creating an image visible across a city would be your limit, and the more detailed an image the more difficult as well, but these images can be used to deliver messages, hide yourself or others, or a variety of other purposes limited by your cleverness.

Wall-Crawler (-100 CP, Discount Outsider, Old Student): Like some sort of spider you have the ability to crawl along walls and even ceilings with ease. Maybe it's due to mutant fingers and toes which can grip these surfaces or something else. Whatever the case, in addition to this wall-crawling ability you seem to be more agile and dexterous than before, by default increasing you to peak human. Optionally this power comes with a prehensile tail which can be used to grasp objects or even wield a sword.

Weather Control (-600 CP, Discount New X-Man, Morlock): You possess the power to put on a passable impression of a weather goddess. Like Storm you have the ability to control the weather around you. This power allows you to fire bolts of lightning, lift yourself - and with difficulty others - on the wind, and of course call the storm. With effort you could create a hurricane to blanket a city, or affect weather on a continental scale - possibly world-wide given how every aspect of the weather system connects to every other.

With this base purchase you are locked to the weather of Earth or similar planets. For **an additional -200 CP (discounted if this was)**, like Storm herself you are able to on occasion draw upon the weather of space. This allows you to influence stellar winds, cosmic radiation, and if you were in a place such as the galactic core which was particularly full of life bearing planets and suns temporarily overcharge yourself. Such power is not without risks, it could be possible to burn out your own body in the process.

Companions:

Canons recruited here are only fiat backed for the powers they showed during this period of comics, powers which were introduced in later comics are not fiat backed.

Companion Import (50+ CP): For 50 CP you can import 1 companion with 600 CP and a 100 CP stipend only for powers; they gain a background as normal. For 100 CP you can import 3 companions with 600 CP and a 100 CP stipend only for powers. For 200 CP you can import up to 8 companions with 600 CP and a 100 CP stipend only for powers. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP and a 100 CP stipend only for powers. You may pay 150 CP to import 4 companions if needed.

If you desire more CP for one or more of your companions you may pay the price to import one or more companions again to give that many companions an additional 400 CP and +100 CP Stipend for powers (a total of 1000 CP and 200 CP only for powers each). If you still desire more CP for your companions you may transfer CP to an individual companion at a 1 to 1 rate (that is you pay 100 CP they gain 100 CP).

Canon Companion - Human or Low Tier (-50 CP each/-100 CP each) : For every 50 CP you pay you may recruit 1 unpowered character, one New Mutant other than Magik, Warlock, or Magma, or a low powered (one who would be too 'weak' to be expected to work as a member of the X-Men or X-Factor) mutant or superpowered individual which was either introduced in, or a major recurring character in X-Men, any of the related mutant focused series, or Captain Britain during this jump's time period. You may double this price to recruit any character of this power level who existed in Marvel comics during this period. Magik may be recruited at this tier without bringing Limbo along, this would render her incapable of using her Stepping Discs and merely possessing her Soul Sword.

Canon Companion - Mid Tier (-100 CP each/-200 CP each) : For every 100 CP you pay you may recruit 1 mutant or superpowered individual who would be expected to be a fully contributing member of a team without being its major powerhouse which was either introduced in, or a major recurring character in X-Men, any of the related mutant focused series, or Captain Britain during this jump's time period. You may double this price to recruit any character of this power level who existed in Marvel comics during this period. This tier would include Rogue without Carol Danvers powers, most members of X-Factor and the X-Men, Magma, and Carol Danvers if she somehow had her old Miss Marvel powers without gaining Binary powers.

Canon Companion - High Tier (-200 CP each/-400 CP each) : For every 200 CP you pay you may recruit 1 mutant or superpowered individual who would be expected to be a major powerhouse which was either introduced in, or a major recurring character in X-Men, any of the related mutant focused series, or Captain Britain during this jump's time period. You may double this price to recruit any character of this power level who existed in Marvel comics during this period. This is the tier you would see Rachel Summers, Rogue with Carol Danvers powers, Magik (who comes with Limbo), Warlock, Carol Danvers with Binary powers, Magneto, Mr. Sinister, even Apocalypse.

Canon Companion - I Win Tier (-400 CP each/-800 CP each) : For every 400 CP you pay you may recruit 1 character who was either introduced in, or a major recurring character in X-Men, any of the related mutant focused series, or Captain Britain during this jump's time period. You may double this price to recruit any character who existed in Marvel comics during this period.

Yes this option can recruit the Phoenix Force, or Dark Phoenix Jean.

Team Recruitment (-300+ CP): By paying the price for the highest cost member of a team and an additional 300 CP you can recruit the entire team, with any single canon composition which was used during this period. This team can share a single companion slot splitting perks between them, can take up individual companion slots, or have certain individuals have their own slots and others share a slot.

Example teams include: The X-Men (varied based on chosen configuration), X-Factor (400 CP assuming Jean has no access to the Phoenix Force), Excalibur (500 CP), The Shi'ar Imperial Guard (500 CP), the New Mutants (500 CP), the Marauders (400 CP, 500 CP if they include Mr. Sinister), but could also include the Avengers (700 CP), the Heroes summoned by the Beyonder for the Secret Wars (700 CP), the Villains summoned by the Beyonder for the Secret Wars (700 CP, 1100 CP if they include Galactus), or more.

Exile (-50 CP+ each): You'd rather not have a quite canon companion? It's not like these stories don't involve alternate universes and timelines. You can take a version of a canon character from an alternate universe or timeline, even one which is wholly original, by paying the price you would for a canon character of their general power level. Have fun.

Drawbacks:

No more than +800 CP from drawbacks with red CP bonuses (typically non-scaling drawbacks that while providing challenge via additional enemies do nothing at all to a sufficiently powerful jumper) but no limit on drawbacks in general.

All drawbacks end at the end of the jump.

Continuity Snarl (+0 CP, Toggle): Been to the Marvel universe before this point? Well if you've been here chronologically before the start of your jump, you may choose to retain any continuity from your previous visit up until the start of this jump.

Retcons (+0 CP, Toggle): Like the changes in the later comics? I don't know them all well enough to make a jump around them, but I don't blame you there's some nice stuff in the last 30+ years of comics. While normally anything introduced after 1991 wouldn't exist (Cable wouldn't be Nathanial Summers for example), now you have changed that, instead using modern canon.

Self-Insert (+0 CP, Toggle): If you've got the proper background, power(s), and perks/items to be a certain character feel free to insert into them. Maybe you want to be Scott Summers to spend time with Jean, or Wolverine to be the best at what you do. Feel free. This will give you their memories, and experience, but not any specific powers or capabilities, you have to buy or bring those yourself. If you don't have the requisite abilities this might get a little weird.

Stay Extender (+0 CP, Toggle): Want to stay till later than 1991? Feel free to use this toggle to stay in this jump as late as you desire.

Physical Mutation (+0/+100/+200 CP): For +0 CP you have some minor cosmetic mutation, perhaps your eyes are an unnatural color, or some other effect of your choosing. Alternatively you may have a major cosmetic mutation but retain the ability to hide it.

For +100 CP you have a major physical mutation that renders you obviously abnormal, and you lose any power to shapechange it away, the feature persisting in all forms you take. This could be an abnormal skin tone, wings (vestigial unless you have a source of usable wings), a tail, or being a blue, furry man.

For +200 CP you have a major physical mutation that not only renders you obviously abnormal, but also seems to make you particularly repulsive to look at. You lose any power to shapechange it away, the feature persisting in all forms you take, and any means

you use to hide it - such as a holographic disguise - will inevitably fall at inconvenient moments. This mutation in effect removes any appearance perks you may possess, and leaves you physically repulsive to look at. This could be being disgustingly inhumanly massive and fat, being a blue, furry man who is mistaken for the devil, full facial deformity, being a green lizard looking creature, or being a pink skinned child with an oversized cranium looking like some sort of pink little green man.

Regardless of level, post-jump you may choose to have this form become an alt-form.

Power Lock (Special): Something has happened, and your mutant powers have been lost to you. Perhaps some more-than-merely physical trauma has caused them to be locked away as only genetic potential in future generations, or some technological means has stripped your cells of the ability to access them. You lose access to all Powers purchased in **this** jump. You will still have memories of them (unless you dropped in), but you will be unable to use them. This drawback is worth ½ the CP you spent in the Powers section of this jump to a maximum of +400 CP.

You can halve this drawback's value to render it where, through hard work and effort taking at least several years, you can regain these powers during the jump. This will not be easy, whatever out of jump means you bring with you, but it will be possible.

Acts of Vengeance (+100 CP/+200 CP): For +100 CP select one non-X-Men related villain who could feasibly be a serious threat to the X-Men or X-Factor without excessive set-up or surprise. They have it out for you, aiming to bring you down by whatever means are required. You can beat them into submission, but no matter what you do they will never work with you, or see you in any non-negative light.

For +200 CP select one non-X-Men related villain who is roughly on the same scale of threat as Apokolips, Mr. Sinister, or Magneto with their villainous team, a villain who could feasibly threaten the entire Marvel Earth like Doctor Doom, Loki, or Kang the Conqueror. This will be one of the big name villains. They have it out for you, aiming to bring you down by whatever means are required. You can beat them into submission, but no matter what you do they will never work with you, or see you in any non-negative light.

Aliens Cash In (+100 CP): The Brood have noticed you, and you have become a target for the Sleazoids. While not every Brood anywhere is automatically aiming for you, no matter how thoroughly you destroy them you will find that multiple times they will make an attempt to gestate their embryos within you, or if like Wolverine you are immune to this simply kill you, and if one does successfully gestate within you it will be able to copy

all of your perks and powers, and even should it survive having taken you over until the end of the jump your position as jumper.

Catholic Guilt (+100 CP): You have been raised to believe your supernormal powers and abilities are in some way demonic or unholy, and that possessing them is a mark that you are a sinful being chosen by the Devil. You will be wracked with a sense of guilt over your own existence during your time here, but although guilt-ignoring and mental wellness perks cannot erase these feelings and will be of limited usefulness against them, with help and time you can learn to overcome them naturally.

Clumsiness Jinx (+100 CP): Some magical manipulator wants you to play nicely with the locals. Whenever you try to act on your own, or with only your out of jump allies, you will find things invariably go wrong. When acting as a part of a team with locals, other than as the clear dominant force and leader, this has no effect. Better learn to be a team player.

Dire Wraiths/Casket of Ancient Winters (+100 CP/+200 CP): Both major events in other comics happening simultaneously and having some impact on X-Men. Normally they'd resolve themselves. You have to get involved in 1 of these events or it will end horribly and you must ensure it does not end worse than in canon. For 200 CP you have to somehow help resolve both of these simultaneous events.

Goofy Costume (+100 CP): Some of the costumes and outfits in this period are just plain goofy, and now so is what you wear. And I don't mean Wolverine's bright yellow. Look at Kitty Pryde's first attempt at a costume. That's your average outfit now. And people will notice, and even your biggest fans will not find it cool. Even when out of superheroic costume you will find that you are a total fashion failure and that people will notice.

Knowledge Lockout (+100/+200 CP): For +100 CP you, and all your companions, lose all out of jump memories related to Marvel comics, and especially the X-Men. You also lose access to any copies of the comics, or other information related to Marvel franchises especially the X-Men. This includes memories from previous Marvel jumps, but your background memories (if any) from this jump, and information from perks that update to contain relevant information about a new jump's setting are unaffected.

For +200 CP instead, in addition to the above effects, you and your companions lose all memory of past jumps. You are vaguely aware of your nature as a jumper, and your requirements (survive, entertain, etc) to avoid jump failure, but you lose any specific memories, or any personal logs, diaries, etc.

Known Mutant (+100 CP): Whatever civilian identity you possess is well known to be a mutant, and the world will react to you as normal for this. Even if you start a new life somewhere else, or disguise yourself events will conspire to see you outed as a mutant. Even if you are not a mutant, or would normally be able to prevent detection systems designed to detect them from detecting you as such, you will show up on such scans as a mutant, and it will be impossible to keep people convinced you are not a mutant.

And while this drawback does not make people any more likely to hate you for being a mutant, it does deactivate any perks that would just as a sweeping rule make people accept you despite such a stigma. They will still work for other factors of your nature - gender, sexuality, skin color, being a parasitic alien seeking genetically superior human hosts - but it will still require charisma and work to be accepted as a mutant.

Marvel Team Up (+100 CP): You find yourself regularly being drawn into situations where you have to fight alongside other figures of the Marvel universe. These crossover adventures will never further your own primary goals or objectives, at best they will prevent some threat to them (that was itself generated by this drawback). For some reason you find these crossovers disproportionately involve the children heroes of the Power Pack.

Mind Control Magnet (+100/+200/+300 CP): It sometimes seems that every major heroic character in these series gets mind-controlled, brainwashed, or possessed at some point in the series. I don't think it's quite every major heroic character (I think Warlock escapes for example) but the majority do. Now, like them, no matter how powerful your mental shields would normally be, you are not immune to being mind-controlled, brainwashed, or possessed. These defenses can still make it harder, but you will regularly encounter enemies who have a realistic chance of succeeding, at least with cleverness or subtlety.

For +200 CP instead, not only will you still not be immune and regularly encounter such enemies, at least 1 is guaranteed to succeed for a non-negligible amount of time.

For +300 CP this gets worse. Choose one: while you are mind-controlled/brainwashed/possessed you will perform some act that goes against your morals (if you have any) and goals and which you cannot undo, either leaving you haunted at least to the end of the jump with the extremity of what you did, or your ideal ending for this jump unobtainable; or you will be possessed by the Shadow King for at least a year, unable to escape without external aid even after that, and he will use your body in ways that would leave any normal human being forever traumatized and scarred

and you will be aware for all of it, able to remember every moment, in addition to whatever evil schemes he uses your body for.

Mojovision (+100 CP): You have come to the attention of Mojo. This (literally) spineless creature was great enough of a threat to Earth when he arrived there that Dr. Strange worried whether he could be defeated. While twisting Earth into his own realm where his power would be supreme required his focus and devoting a fair portion of his own power, and he has been humiliated even in his own dimension, he is still powerful enough to casually twist beings to be older or younger, empower Psylocke to be able to overcome Magik's mental wards (which block Xavier) as if they weren't even there while also allowing her to install new 'older' personalities in others, and create within a series of moments several different versions of the X-Men complete with powers and copied personalities.

Thankfully Mojo is not actually out to kill you… yet. See your eyes have been replaced with cybernetic prosthetics. These will let you see just as well as you normally do, don't worry, but they also continuously film your adventures for Mojo and his audience. And you will have adventures, Mojo will see to that, sending minions, and slaves out to fight you regularly. Still, while these fights will be dangerous (it adds a spice for the viewers), the aim won't be to kill you as long as your eyes are still filming for him.

Even if you destroy your eyes you will find that somehow Mojo is still recording your adventures, and should you depose Mojo or his people, you will find some other reality tv producer of similar capabilities soon using you for their broadcasting.

Muddied History (+100 CP/+200 CP): For +100 CP you have had your in-jump past obscured. Not only do you lack complete memories of your own history in this jump but you either: like Rogue after draining Carol Danvers, have memories of someone else's life and personality mixed into your own and influencing your behavior; or like Wolverine have a variety of enemies and responsibilities you will not remember until they come calling violently.

For +200 CP your past in-jump has been overwritten. More precisely you have been brainwashed, and installed with false memories by your in-jump enemies making you believe you were always on their side. Eventually you will begin to notice the holes, gaps, and cracks of these false memories, and the realization that your current allies have been manipulating you, but even when the false memories have been removed your original memories will remain tattered and incomplete.

This drawback is incompatible with being a drop-in (though you can still be an Outsider).

She Did This for Love? (+100 CP; incompatible with the +200 CP level of Physical Mutation): Are you beautiful, Jumper? Well you seem to be fair enough to attract certain eyes. You have a tendency to draw the attention of rather abhorrent admirers, those who seek to claim you as their own regardless (or perhaps all the more because) of your protests. These will be individuals who you will find repulsive either physically or personality wise and who will be more than ready to blackmail or abduct you to force you to be their lover. They are not necessarily powerful individuals by this world's standards, but you can expect to have to deal with them often enough to be a nuisance and even if you deal with one there will be another sooner or later.

Uncontrollable Powers (+100 CP/+200 CP/+300 CP): For +100 CP your powers become difficult to control and possible of inconveniencing you. This can be controlled by an item which you will receive (or you can use a Power Control Device purchased in this jump), and if it is damaged or lost you will receive a replacement within 24 hours. As long as you possess the item this power is mostly manageable, though not without a reduction of quality of life; think Cyclops's optic blasts, Iceman's powers after being abducted by Loki and gaining the power shutdown belt from the Right, or Rogue's always on power absorption. You must have a power whose lack of control would inconvenience you to take this drawback and while it does not necessarily affect all powers you possess it affects enough to be an inconvenience in daily life and an occasional obstacle in combat.

For +200 CP this has gotten worse. Maybe like Kitty Pryde and Colossus after the battle with the Marauders you have a major body altering power which you cannot turn off except possibly with intense concentration, and a general loss of control of such things like super strength you might possess. Again this does not necessarily apply to all of your powers, but it will be enough to greatly inconvenience you in day to day life, and be a detriment in almost any fight you find yourself in. You must have a power whose lack of control would affect you to this extent to take this power.

For +300 CP this has gotten much much worse. Like Legion whose power keeps spawning new alternate personalities usually with murderous desires, your power is out of control in a way that makes a normal life impossible. Whatever the nature of the power(s) it will inconvenience you at all times, and render you a danger to yourself and others at the best of times. Is it really worth the points?

Technet Bounty (+100 CP): Somehow a bounty has been placed upon your head by the Omniversal Majestrix. It was *probably* an error of some sort, but the group of mercenaries are quite determined to bring you in. While somewhat incompetent, they do

have a variety of powers and can be quite dangerous to those who are unprepared - after all they posed a credible threat to Phoenix on more than one occasion.

Trial of Jumper (+100 CP): The Phoenix, Magneto, Captain Britain, Lockheed the Dragon; a lot of people in these comics are put on trials where their guilt is presumed. Now you get such a trial as well. During your time here you will find yourself on trial by some governing body such as the Captain Britain Corps, Shi'ar Empire, or the UN, someone whose judgment even if they cannot enforce it is inconvenient to you. This will be a highly biased trial where your crimes are considered almost self-evident and utterly damning. It will be up to you to either escape their judgment, convince them of their error, destroy them as a threat to you, or maybe even prove how you were framed.

Unwanted Adoption (+100 CP): Somehow Nanny and Orphan Maker have gotten it in their head that you need a childhood with a 'loving' and 'caring' home. If you're not a child this will involve de-aging you like Nanny once did to Storm. Whatever you are, this involves attacking those near you, abducting you, and brainwashing you. And they are insane enough to whole-heartedly believe they're helping you in doing this. Thankfully they're no more powerful than before, but they almost managed to steal Nathan Summers from Cyclops and Jean Grey, only being stopped by demons stealing the child from both sides, so they shouldn't be underestimated.

An Apocalyptic Problem (+200 CP): Apocalypse has taken a special interest in you, deciding that you must be tested to see if you are worthy of being one of the Strong. These tests will involve having minions attempt to kill you, attempting to blow up the places you live, attempting to break your allies' spirits and drive them to nihilism fueled further by brainwashing, and eventually just outright trying to murder you himself. No matter how many of these 'tests' you pass, Apocalypse will never consider you to have finished his testing, and he will continue until you or him is dead.

Cable Sue (+200 CP): Seems there's something strange about your entrance into this world. Not only has Cable - not the son of Scott and Jean but an unrelated mercenary using high tech guns and mechanical arms - appeared far earlier than he normally would, but somehow he has convinced your companions to join him on a crusade of his own. While they will not be directly antagonistic against you, they will treat you as almost a stranger in favor of following his crusade, and its goals - while not in direct opposition to your own - will never align with your own goals or desires. Should you kill or attempt to remove Cable they will continue to serve his crusade, and even treat you as they might otherwise have treated someone who had tried to kill or remove you. However loyal they

normally are to you they're at least twice as loyal to Cable. You must have at least 1 companion to take this drawback.

Crosstime Odyssey (+200 CP): At some point during your time here you will be pulled into an adventure which will keep you away from the universe(s) you call your home and your main goals and objectives for at least a year. During this time you will be unable to return to the universe(s) you call home, and you will encounter a variety of threats including Nazis, at least one powerful telepath, and at least one highly powerful reality warper. You will not be warned when this will happen until it is already happening.

Hellfire and Damnation (+200 CP): The Hellfire Club is aware of you and your powers. They want to break you, brainwash you, or if you should be immune to such remove you as a potential threat to their plans and holdings. Outside of Emma Frost, they will refuse to join your side no matter how appealing an offer you may make, seeking instead your utter removal from the board or domination to their wills.

Item Lock (+200 CP): You, and your companions, lose access to your warehouse and all out of jump items and possessions. If this is your first jump, feel free to take the +200 CP, Marvel is rough to begin with.

+Chose the Right Friends (+200 CP; Requires and replaces Item Lock): Oh, you haven't merely lost access to all of your out of jump items, it seems that a friend who you trusted in this world has stolen them as well as your warehouse and is now using them for purposes directly against your own. If you stop them or reclaim the stolen items, they will find their ways into the hands of your enemies once more after a brief period. To make things worse any protections they would normally have against being stolen or used by other wielders, or any special mastery you have over them is now treating their thieves as you. Thankfully any non-CP backed items lost to you as a result of this drawback will be restored at the end of jump.

You cannot take this drawback if you have no out of jump items.

Just a Kid (+200 CP): Your age is reduced to something between 8 and 16 and you will not age past 16 during your time here. Your allies (including your companions), and civilization at large, will also treat you as a child that is too young to make the truly important decisions for yourself whenever it would be disadvantageous for you. No matter how many times you single handedly save the world they will continue to consider you nothing more than a child. For heroic types this means they will likely keep you out of the loop, spend resources to prevent you joining the fight, and generally be overprotective. For villains… well the Hellfire Club might be overprotective, other

villains will see you as someone to deceive, manipulate, and sacrifice as a rather unimportant piece (even though you single handedly defeated the X-Men and the Avengers 10 minutes ago). And of course either way society will treat you as nothing more than a child, dismissing your speeches or reports of supernatural phenomenon as just a kid's delusions, and giving you little to no respect.

Your enemies will not be any more prone to underestimating you due to this drawback (though perks to make them do so are in full effect, it's just that this drawback doesn't do it on its own), and the world at large will throw the book at you if you do something like murder someone even though you're only 8.

Many Angled Watchers (+200 CP): Belasco, or another evil sorcerer like him if you took a Scenario involving Limbo, has taken notice of you. You will find him turning his dark magics and his army of demons against you, using the resources given to him by control of a dimension which has an abnormal relationship with time.

Perk Lock (+200 CP): You and your companions lose access to all out of jump powers, abilities (beyond those a normal human is capable of), and perks. If this is your first jump, feel free to take the +200 CP, Marvel is rough to begin with.

Sinister Intentions (+200 CP): Mister Sinister has taken notice of you. Like he once took notice of Scott Summers. He will bend his not inconsiderable intellect and resources towards making whatever he desires from you his, and regardless of his desire this will involve making your life hell.

The Anti-Jumper (+200 CP/+400 CP): Ages ago the sorcerer supreme of some world within this multiverse sensed your spark, Jumper, and through a magical ritual connecting realities they stole a piece of your power incubating it in a corpse for long ages. Now it has readied itself and fully matured.

Some time after your arrival this sorcerer will recall the stolen essence to them, adding copies of all your powers to their own. However to retain these powers they must kill you.

For +200 CP they merely have all of your powers (and perks) from this jump. Which might not be too bad, except they are also a Sorcerer Supreme; not 616's Sorcerer Supreme or necessarily at Strange's level but they are some dimension's. For +400 CP they instead have all of your powers and perks from every jump you have gone to, and have a number of sorcerous apprentices who have likewise copied each of your imported companions' powers and abilities. To make matters worse for some reason they're more

skilled at using your powers than you are. Thankfully they do not have your items or any allies you picked up in your time in this jump.

What is This Terminator (+200 CP): Sentinels hate you. You will find that the production of sentinels is made more difficult (but not impossible) to stop, and that you encounter them far more often than one would expect. In addition you are guaranteed to encounter at least 1 Mastermold type sentinel, and at some point during your time here a Nimrod class sentinel will be sent back in time specifically to kill you.

Fan Unfavorite (+300 CP): You are not a popular character with the fans, jumper, and that means you unfortunately must die. The writers have decided to kill you off, to boost sales of course, and as such you will find yourself in various dangerous situations and with the worst luck when dealing with them. Let's hope you're powerful enough to deal with them, because any luck or plot armor you possess will fail you now as the narrative tries to end you. And the narrative **will** try to end you, the writers trying to kill you off to give the spotlight to others resulting in a sort of anti-plot armor effect.

J-Babies (+300 CP): Perhaps the single silliest thing in this period of comics was the time Mojo created child duplicates of the X-Men known as the X-Babies. This was strangely not a one-off event in an Annual, but got a second special dedicated to them teaming up with Excalibur.

Now you, and your companions, are child duplicates of yourselves. You are reduced in size and power to that of a preschool child, all your abilities (from this jump or otherwise) reduced on a scale similar to the difference between a grown man's strength and a preschool child's; thankfully you will retain powers that would normally be lost when reverted to preschool age (like most mutant powers). And to make things worse you, and your companions, have the personalities of Hollywood preschool versions of yourselves. You won't be completely different people, but you'll be prone to immaturity and short sighted actions which lead you to learning (and re-learning and re-re-learning) simple moralistic lessons. And during this jump you will never grow up remaining a J-Baby until the end of the jump.

Large Heart (+300 CP): Like Harry Leland, you are substantially overweight, and not only do you need to find some way to deal with being abnormally obese, all this fat is bad for your heart. You will find that heavy exertion is dangerous to your heart, and the use of any supernatural or superhuman powers you possess especially. If you push your powers to the limit you can expect a fatal heart attack.

Overactive Empathy (+300 CP): Woo boy. You know that empathic power you have? The one that lets you sense the desires, wants, and or thoughts of others? Well you don't exactly have control of it. Not only is it always on, bombarding you with the thoughts and desires of others, you have difficulty differentiating your desires and emotions from those of others around you. You will find yourself naturally following along with the desires of powerful wills around you, your emotions mimicking those around you, and if you're a shapeshifter you'll probably start tweaking your form based on their desires. This will increasingly wear on your sense of self over time, even as you find it just simply easier to follow along with what others want. Better hope your friends really do want nothing but what's best for you. *You must have some empathic/telepathic power from this jump or another to take this drawback.*

Strong of Body Weak of Mind (+300 CP): Like the Beast when infected by Plague's disease you find that the use of your superhuman abilities, including superhuman levels of skill or peak human capabilities which are above real world peaks in their fields and superhuman intelligence, the more you will find your intellect shrinks. The more powerful the ability, and the longer it is used, the more effect it will have on your mind; the effect of using peak human strength would be hardly noticeable if used for only a short period, something like channeling Galactus levels of the Power Cosmic would burn out a superhuman mind in moments. This loss of intelligence is irreversible until this drawback is lifted, slowly wearing away at your mind until you are nothing more than a dumb beast or the end of the jump.

X-Nanny (+300 CP): You have been selected as the protector of an extremely powerful mutant… baby which has become very attached to you. They might have the potential to be the most powerful mutant psychic on the world, but will only use these powers to contact you in an unclear method which could be indication of being under attack or that they have gas, to create telekinetic force fields to protect themselves from low level collateral damage, or to escape containment and be by your side.

This might seem almost advantageous, but many enemies will seek them out as a tool for their own purposes, or to kill before they can become a threat. You must not allow the child to be brainwashed, indoctrinated, infected with a techno-organic virus, lost in time, or killed or it is a chain failure for you. And no matter where you put the child, or what defenses you give them other than your personal care **and** attention, enemies will eventually manage to get through them even into what should be a 100% fiat impenetrable dimension. In the case of hiding them in the Warehouse they will do so with negligible time and difficulty.

And because this is a comic book you will be finding this child grows intolerably slowly. They might mature during your time here, but it's taken Franklin Richards over 30 years to go from toddler to early teenager, expect to see them grow to no older than 6 or 7 by the end of this jump even if you started at the earliest point.

Xavier's Enmity (+400 CP): Maybe you're not on the side of the angels. Maybe you're not fighting for mankind. Maybe it's not the villains you need to worry about, but the heroes. With this that's definitely true. Xavier and all his current or future disciples (at least for this period), the X-Men, X-Factor, Excalibur, and the New Mutants have decided that you are an enemy which must be destroyed. To make matters worse the X-Men do have friends. If you destroy one of these teams, you will find the Avengers taking notice and while they will not be as persistent or intense in their pursuit as the X-Men, they will still consider you an enemy for the action. And as a note, this does include Magneto among your enemies because of his role as headmaster of the Xavier School for a time during this period.

Sworn Oath (+600 CP): Like the strontian Gladiator, you have sworn an oath of loyalty to an individual and you intend to keep it. Even if they are ambitious, insane, and a danger to themselves, others, and the entire multiverse. And they are. You will serve your master loyally to the best of your ability, attempting to fulfill their every wish and desire in the spirit they want it. They are a cruel, evil, and unhinged individual, and this drawback will not make you like or approve of their actions… only serve them like a faithful dog. You may advise them, may try and convince them that their goals are best accomplished other ways, but they are resistant to persuasion, unaffected by supernormal charisma, and you can't bring yourself actively control them or change their actual desires and they'll grow tired enough of argument quickly to start desiring you to stop it if you try it too long or too often. And in the end you will obey them. There is an exception to this obedience. You will not do something you know would inevitably destroy them; if you knew allowing them to obtain the power they desired would destroy the multiverse including themselves you would not be forced to help them and could in fact even act to stop them. And before you try to let them get themselves killed or to lock them away where they can't command anyone, if they die or are removed from the ability to command you in a long term or permanent way your oath will pass on to another who is even crazier, more sadistic, and evil.

The Fury (+600 CP): Created by Mad Jim Jaspers of another universe, this machine was designed to kill all superhumans in its universe. It did so quickly. Effectively invincible, and able to tear through even the strongest and most durable superheroes. In the normal course of events it was damaged when the universe it was in was destroyed, surviving

that destruction of existence with substantial damage, leaving it slowed, weakened, and vulnerable. This Fury has been upgraded somehow. It will adapt to any powers, items, or perks you possess to grow to be able to not only harm you but permanently end you if it gets the chance. It will pursue you across realities, and even the destruction of a universe around it will not do more than slow it down with only superficial damage. Should you somehow manage to damage or Merlin be praised destroy it, you will find a new Fury comes into existence with all the adaptations of the old and resistance to what was used to destroy it within days at the longest, nor will any traps hold it longer. Run Jumper for it will chase you to the ends of the omniverse itself. This is not a scaling enemy, it is an enemy which will inevitably scale beyond.

Scenarios:

Be a Better Man

*Requires **Energy Blast** and **Mastery of Trajectory** powers, **Uncontrollable Powers** and **Knowledge Lockout** drawbacks, and **Old Student** background.*

Cyclops, as fine of a soldier and champion as he is had some problems as a person in this era. Notably his treatment of Madelyne Pryor.

By selecting this scenario you will self-insert as Cyclops, and you will not remember taking this scenario. It will also ensure that you feel as deeply for Jean Grey as he does, falling in love with her as if she was your soul mate. This scenario also ensures that she **will** die, and you **will** meet her clone Madelyne Pryor and will feel the connection that love brings once again, and that you **will** have a child together before you get news that Jean Grey has been found and is alive. Well it ensures these things assuming you do not mess up badly enough to fail the scenario by allowing the world to be worse off than in canon before they happen.

The challenge of this scenario is to not mess it up like Cyclops. While playing his role you must ensure that the world is no worse off than it was in canon, that the original team of X-Men gathers together once more as X-Factor (though the name is negotiable), and that Madelyne Pryor does not die due to your actions, but also does not succumb to the darker half of her psyche as she did when she became the Goblyn Queen in canon. You do not have to choose Madelyne over Jean, but you must ensure that things end relatively amicably where neither of you are attempting to murder the other, your child, or ruin each others lives; Madelyne does not have to like you, only not be actively seeking revenge.

Of course while Cyclops's abandonment of her to return to Jean Grey was the catalyst for that event, it was **not** the root cause; the psychic imprint from the Phoenix was incomplete and unstable. So you will need to do more than simply not callously throw her aside for your old fling. And the instability of her psyche due to this imprint is increased by taking this scenario, meaning your work **will** be cut out for you, especially as you must work with the original team of X-Men as X-Factor (or its equivalent) meaning you must be in close contact with Jean Grey someone for whom Madelyne feels a natural sense of antagonism and jealousy even without factoring you in. Also Madelyne **did** provide crucial aid to the X-Men at points during this period, and as you can't let them die or allow disasters to go untended this aid needs to be replaced **somehow**.

If you can succeed at this scenario, besides most likely preventing the entire Inferno event, you gain either Madelyne Pryor or Jean Grey (whoever you ended up with; potentially both if you got them to agree to share) as a free companion, and Madelyne will be able to consciously tap into her psychic powers; she won't have the full power available to her while acting as the Goblyn Queen (reality warping sorcery was involved to boost it there) but equal to Jean Grey's own. If you don't want either character as a companion you can instead take **+100 CP usable anywhere in this document**. In addition you get the special perk: **A Better Husband than Scott Summers** which makes you a more empathic and intuitive romantic partner with a natural intuition for what your partner desires and needs, and when they are different things, as well as how to make a romantic relationship work and what things need to be done in them; again you can instead take **+100 CP usable anywhere in this document** if you would prefer it to this reward. Also if you keep Nathan Summers from being infected with the Techno-Organic Virus and sent to the future, or being killed, removed from the timeline, or any other such fate you can take him as a free companion; if you don't want him as a companion you can leave him here, but you do not get CP for it.

Dawn of Future Past

*Requires **Sentinel** power. Incompatible with **What Is This Terminator?** Drawback, as well as the **Be a Better Man** and **Present of Future Past** scenarios.*

Time has been twisted. The proper flow of history has been perverted. Somehow the mutants have prevented the creation of the sentinel program which was destined to replace the human race as the new rulers of the world. But you have returned from the proper future to ensure that time flows in its proper course.

Your task is to ensure that the US government puts into place a Sentinel program, that this program is not sabotaged, and that the history of Earth-811 roughly takes shape. A mutant control act must be passed no later than 1985, and must be upheld by the Supreme Court and put into motion no later than 1988, sentinels must be used to enforce this act and by 1991 they must have broken the backbone of the superhuman resistance and be secure in their dominance of America, and future path to conquest of the entire Earth and permanent removal of mutant and mutagenic potential in humanity.

This will be harder than it would be normally however. After all normally this would be the route the Earth would take without time traveling meddlers. But that path has been completely twisted and removed. You will find the American population is far more trusting of mutants in this timeline, and far less willing to trample civil rights and liberties to bring them down. Magneto's terrorist actions seem to have been subdued, and his future alliance with the X-Men accelerated. Mystique and her Brotherhood of Evil Mutants are a more neutral force here, working as black ops mercenaries but notably not interested in political assassinations of American figures. To make things worse Sebastian Shaw has decided that as a mutant pushing for the creation of Sentinels is a bad idea, Stephen Lang does not exist, and Trask's research has been completely lost, with Mastermold irrevocably destroyed. There is no Sentinel Program, no factory producing them, and the public has not turned against mutants.

By succeeding in this scenario you receive one of the following:

- The **Sentinel Factory** item as a free item.
- If you already bought the **Sentinel Factory** item you will find that it is improved, now capable of manufacturing any type of Sentinel shown in the comics during this period or prior to it even without your active guidance. It will also now be run by a Mastermold level sentinel absolutely loyal to you.
- **+100 CP** to be used anywhere in this document.

In addition to the above reward you gain one of the following rewards:

- The **Nimrod Design** special perk. You excel in finding technological means by which to negate, suppress, or simply overcome superpowers and other exotic natural capabilities of living creatures, and your attempts to create technological countermeasures to such abilities are heightened.
- **+200 CP** to be used anywhere in this document.

Inferno Bringer

By selecting this scenario you remove the demon N'astirh from existence. This would - normally - prevent the Inferno Event from taking place. Now, however, it is your task to ensure it happens and that the portal/merger is fully cemented into existence.

You must open a gateway between Limbo and Earth, and begin merging Manhattan with this Hell Dimension. You do not necessarily have to use N'astirh's means (getting Magik to open an army scale portal and then holding it open and starting merging realities with a spell fueled by several mutant babies, culminating in the sacrifice of Nathan Summers to make the portal/merger permanent), you don't even need to convince Madelyne Pryor to aid you as the Goblyn Queen, though you will gain an additional reward if you do so.

While you must cause the merger to become permanent, in that it must be permanent if no one interferes one way or another, not requiring any actions or power source to sustain it and requiring active interference to be reversed, you do not need to ensure that no one reverses it. The merging need only remain for a single week for you to have succeeded in this scenario, as long as the merging would not have ended without an outsider force interfering.

As for the Goblyn Queen, whether you choose to try and get her aid or not you will find that she is less willing to help in this plan. Normally it would be easy to convince her to burn the world, as she is a mentally unstable clone fueled by a flawed and twisted mental imprint delivered by the dying fragment of the Phoenix Force which had impersonated Jean Grey which gave her the tumultuous emotions of the Dark Phoenix. Except that you will find this Madelyne Pryor is much more emotionally stable and like Jean Grey in her feelings and thought patterns, being honestly the loyal ally and friend to the X-Men which normally she would only pretend to have been, and who will dearly love her son. This also means that X-Factor and the X-Men will be working together far more quickly barring your actions to intervene, and will be much more likely to present a quick and united response, possibly even turning to Excalibur for additional aid. For the additional reward you must convince her to help you see the world burn, even - perhaps especially - at the cost of her own son's life. You do not actually have to kill Nathan Summers (though sacrificing him is an expedient in making the merger permanent), but Madelyne must be willing to do so for your plan. In addition her telepathic and telekinetic powers must be coaxed into fully blossoming under the control of the darker side of her psyche.

If you succeed at this scenario you may select one of the three rewards listed below:

- **Demonification Effect**: This special power allows you to produce a field which causes inanimate objects to begin to morph into demonic creatures like they did across Manhattan during the Inferno event. These demonic objects will have a basic recognition that their existence is due to your powers, and that you can revoke it with a thought.
- **Dimensional Merger**: This special power allows you to 1/jump begin a magical ritual which will merge any 1 dimension you possess with CP backing with a region of a single dimension in the jump. This ritual can theoretically be interrupted by heroic action, but should it succeed (a process taking about a week) it will become permanent, rendering the merged area part of your dimension.
- **+200 CP usable anywhere in this document**; if you don't want either of the unique rewards.

If you managed to seduce Madelyne Pryor over to your side, blossoming the darkness inside of her and the power that touches upon it, you gain an additional reward from the two below:

- **The Goblyn Queen**: Madelyne Pryor as a free companion. Not only that she will retain the fully heightened psychic, and (relatively minor) reality warping, powers she possessed during the Inferno Event. Where normally these powers were heightened due to the magical merging of dimensions and the softening of reality leaving the actual extent of her psychic powers in this period unclear, this guarantees she'll retain the full power of the Goblyn Queen, able to induce minor demonification in others, twist thoughts, manipulate reality to grow the Empire State Building, and hold up a telekinetic shield strong enough that it requires a lucky combined shot to its weak spot from the combined forces of the X-Men and X-Factor to bring it down. While not at the level of Dark Phoenix, she certainly shows a shadow of that power in this period.
- **+100 CP usable anywhere in this document**. If you don't want Madelyne Pryor for some reason.

Lord of Limbo

*You must be a **New Student**, or have purchased either **Limbo Sorcery** or **Hell Dimension** to take this Scenario. Incompatible with **To Save a Soul** scenario.*

Normally during your time here Belasco - the Sorcerer Supreme of Limbo - would abduct Colossus's young sister from Xavier's Mansion leading to events which would see her return aged 7 years in an instant, with three-fifths of her soul corrupted by dark magic, and forever bound to Limbo.

By selecting this scenario you have saved her from that fate. You have also volunteered for it yourself.

If you purchased either or both of Limbo Sorcery or Hell Dimension, by taking this scenario you have locked them away and delay gaining them until the end (or during this scenario).

At some point during your stay you will be dragged into Limbo by the demonic sorcerer Belasco. If you have allies in this world they may attempt to save you, but their initial attempt will be a failure, and you will find that in another possibility they saved you but at the cost of their lives, with 3 surviving - 1 fallen to Belasco's darkness, 1 now an experience mage but no match for Belasco, and 1 now an experienced warrior in this demon populated hellscape. These allies may be companions, but if so they are reduced to only their abilities from this jump as if by a drawback.

During this scenario you will be unable to receive aid from any other forces. This includes powers and items you might possess from other jumps, locking them away as if with a drawback for the duration of this scenario. You will also be guaranteed to have a Bloodstone created from your soul like Illyanna herself, and that you lose any more than human protections against corruption. You will also find that, if you purchased Limbo Sorcery or have chosen it as your scenario reward, your talent for sorcery blossoming in this period though you must still learn the skills and forge your soul weapon yourself.

Your goal in this scenario is to do what Illyanna did. Learn to survive in Limbo, overcome Belasco and his demons, and slay him without more than 3/5ths of your soul growing corrupted. He is a powerful sorcerer; for Illyanna to do this feat she had to combine her connection to Limbo, teleportation powers, and forge a piece of her soul irrevocably into a weapon of magic tainting her soul further as a cost of its creation (even as she made the weapon specifically from the untainted portion).

If your soul becomes so tainted whether by your actions, as a cost to fuel your magic, or through Belasco and Limbo's corruptive influence that it forms all 5 bloodstones you will become a demon, unleash horrible elder gods into the universe and fail this scenario and the jump. If your soul forms 4 bloodstones you will fail this scenario but have no other side effects beyond having to deal with the corrupt influence to your behavior during this jump.

If you succeed you will return to the world with no time having passed on Earth since you left it, and with a single reward for your troubles chosen from the following list:

- **Limbo Sorcery** Perk
- **Hell Dimension** Item
- **+200 CP to spend as you desire.**
- **Both of the following special rewards (as one option)**
    - If you already possess **Limbo Sorcery** and ended with no more than 2 Bloodstones - **Uncorrupted Spirit** special perk: You have resisted the corruption of Limbo and its demonically tainted Sorcerer Supreme. You are now rendered significantly more resistant to corruption of all forms. Anything that would twist your mind, soul, or body towards evil, unholy, or demonic forms will find it almost impossible to grasp onto you. In addition you gain a greater skill for White Magic, granting you the ability to sense the flow of life, and talent in healing arts or those to shield others from corruption.
    - If you already possess a **Hell Dimension - Master of Limbo** improvement: Not only is your Hell Dimension rather confirmed to be actual Limbo, you find your control and influence over it far greater than it would be otherwise. Like when it appeared in Excalibur (and unlike when it appeared in New Mutants, and later comics after this jump's period) it becomes extremely reflective of your nature and personality. Its demons will take on forms and powers reflective of your inner demons, fears, and desires, and even the nature of the world around you can shift with them and your force of will. You will find it much easier to restructure to your will, reflecting your desires so that if - for example - all you wanted was peace and solitude it might change from a hellish realm of demons and twisted corruption to a peaceful, empty void with only mirrored ground as far as the eye could see. This won't let you change it for specific battle purposes, the control is more broad strokes than that, but you could make it a fantastical fairy forest populated with woodlands sprites, or a shadowy reflection of the world

filled with simulacra of the dead, or however your imagination and subconscious shapes it.

Phoenix

Requires the Phoenix power, must start no later than the events of X-Men #101.

You have been chosen as the host of the Phoenix Force, and you take to it more like Jean than Rachel. Where Rachel Summers showed little influence from the cosmic energy bird, perhaps even a beneficial stabilizing of her psyche which had been shattered by her training as a Hound, Jean Grey found herself consumed by the power, and driven mad (although with the assistance of the Hellfire club).

You lose any immunities you possess to going mad with power, or having your personality drift away from your original self, as well as protection against influence from the Phoenix Force which now uses you as a host, and any immunity to mind control or possession. Willpower (from perks or otherwise) can still help, but any infinite amounts will be decidedly less than infinite. And you can still maintain resistances to these effects, but they will be such that even non-cosmic threats could overcome them with ingenuity, time, or effort.

You must survive as its host from at least the events of X-Men 101 till the end of this jump (and you may not end it early). In addition you must do so without going mad with power, destroying the Earth, committing mass genocide of the innocent, or using power/force/threats/mind-control/brainwashing to forcibly put yourself into a position of authority over a world. You must be a good influence on the ancient cosmic space god bird.

At some point near the beginning of this time the 9 death stars will align and the M'Kraan crystal will open. The neutron lattice of the crystal will be disturbed during this period, and it will fall to you to fix it.

At some point much later during this time Galactus will come and attempt to siphon your power to feed himself. This would destroy the universe.

At the very end of the jump you must face Necrom, a sorcerer supreme of another Earth and the former mentor of Merlin. Long ages ago he created a ritual which drew in the full Phoenix Force and stole a fraction of it, incubating it in a corpse with his own power as the Anti-Phoenix. He has now recalled that energy and can call upon cosmic power like the Phoenix's own, and he seeks to take control of the full Phoenix Force through it. As its current host this means your death.

If you can survive through this period without going mad with the power, losing yourself to the cosmic glories of the Phoenix, or corrupting the lifebringer into a creature of death you gain two boons:

- You gain the Phoenix Force as a free companion **or** +200 CP usable anywhere in this doc.
- You gain **Cosmic Host** as a special perk, causing you to be appealing to cosmic entities as a host for their powers, and making it so that your mind is less affected by holding such powers. In addition you find it possible - or easier if it was already possible - to teach cosmic entities how to understand humanity, their emotions and lives, and simply things from a human scale and/or human point of view. You may choose to instead gain +100 CP usable anywhere in this doc.

Present of Future Past

*Incompatible with **Dawn of Future Past** and **Be a Better Man** scenarios, and the **What Is this Terminator?** Drawback.*

It would seem that you will not be arriving when you normally would… or even in the same universe. Instead of arriving in Earth-616 you are arriving in Earth-811 in the far future of 2013. Rachel Summers has just sent Kitty Pryde's mind back in time, but it has failed to make any change to the flow of time or history. The Sentinels still rule North America and at any moment they will expand their reach to the rest of the world triggering a nuclear war which will devastate humanity… and the Sentinels can survive.

By selecting this scenario you must during your time here put an end to the reign of the sentinels, ensure humanity continues as the dominant species of the planet with the ability to develop superpowers, and start the world to recovery. Unfortunately complicating matters you will find that just as powerful sentinels from this time would be sent back to protect the timeline from interference, powerful sentinels from another 30 years in the future, far more advanced even than Nimrod or Mastermold will return from the future where you were not inserted to attempt to destroy you. They will quickly alert the sentinels of the present to your presence.

If you take this with other scenarios they will mostly modify themselves to fit. With **Inferno Bringer** you might no be able to get Madelyne's help, or with **Phoenix** you'll be dealing with those key events and dangers in this future, and **To Save a Soul** well Limbo is divorced enough from time that you could arrive when Illyanna does despite being from another timeline 30 years in the future.

If you succeed at this scenario you gain two of the following benefits:

- **Child of Resistance** special perk. By defeating the sentinels who had mastered the art of suppressing and negating the powers of powered individuals you have risen above technological means to suppress you and your abilities. Your powers can never be drained, suppressed, or turned off by technological means; they could still be countered or negated (if your power is shooting eyebeams they could incase your head in a block of something your eyebeams aren't powerful enough to shoot through), but a field that suppresses power or a collar that turns off your ability to use them will fail. This only applies to technological means however.
- **Rage Against the Machine** special perk. You have fought the mechanical tyrants and won and you will again. You will find that your ability to damage or destroy machines is enhanced, your blows hitting harder and your plans showing more

success. This only aids you in acts to destroy or damage machinery, but when you act to do so it simply works better.

- **+150 CP** to be used anywhere in this document.
- **+150 CP** to be used anywhere in this document.

Secret Wars

During this period a certain event known as Secret Wars would take place where the Beyonder erases a galaxy for space, builds a world from pieces of multiple worlds (including part of New York), abducts a number of heroes and villains from Earth (as well as Galactus), and then sets them up to fight for a single wish given to the last man standing to learn something about the nature of good and evil; the Beyonder's grasp of mortal matters is rather limited and he doesn't seem to actually know enough to know what he wants to learn.

In the normal course of things the heroes would decide to let Galactus win because his wish of removing his hunger would save countless worlds, change their mind at the last moment because they couldn't let him kill the innocents that live on the world, Galactus would go to fight the Beyonder, and Doctor Doom would steal the Beyonder's power during the fight and use it to make his face no longer scarred, also make himself a god. He'd then lose control of that power due to the Beyonder's influence, and eventually be stopped by the heroes.

Along the way Spider-Man would pick up an alien symbiote that would become known as Venom, the super villainess Titania would be created, Molecule Man would sort of befriend the Beyonder leading to the Beyonder crashing on his couch in a year or two, and Colossus would get mind controlled into falling in love with an alien healer destroying his relationship with Kitty Pryde and leading to decades of heartbreak for them both.

By taking this scenario you have guaranteed that you will end up mixed up in the events of the event, and that it will be changed enough to render your meta-knowledge of the event ineffective. Either you will be a new hero or villain, with a hero or villain to match you on the opposing side (and roughly one who might be a good matchup against you), or you will replace an existing hero or villain. Of course since this scenario changes the canonical events of the event you may find the other heroes and villains called to be different individuals.

You will find that the Beyonder is unable to give you anything which will directly influence future jumps if you do win, but you will not go home empty handed. As long as you survive the event you may take one character no more powerful than Thor (so Silver Surfer would be ok, but not Galactus or the Beyonder himself, you want him purchase the I Win tier companion for a non-X-Man character) who was your ally during the Secret

Wars as a companion for free. If you would prefer a different reward you may instead gain **+150 CP to spend as you wish**.

To Reign in Hell

*Requires **Hellfire Club** item; incompatible with **Hellfire and Damnation** drawback.*

To be part of the Hellfire Club's inner circle is a position of power, authority, and privilege. It is also beneath you. You will not simply serve as one of the Club's most powerful members; you will bend the entire Hellfire Club to your will, ruling it with an absolute authority that Henry Shaw or Selene could only dream of, and you will not be stopped.

And it would be a petty man who destroyed their own future empire in the taking of it. You will not rule over the ashes of the Hellfire Club, you will rule over it in all its glory and power.

In its way this scenario is simple. You need simply gain a dictatorial authority over the Hellfire Club's Inner Circle such that the various, kings, queens, bishops, and other positions **all** defer to your rule and while they may still plot and scheme, they accept that they must not plot or scheme against you and will submit to your authority. However there are some minor complications. First you must retain Henry Shaw, Emma Frost, and Selene Gallio as members of the Inner Circle; all three are highly skilled, highly capable, and even more highly ambitious. Bending these three personalities to a common goal, much less one where they accept that they cannot be master should prove challenging. Second you must fill out the Inner Circle's roster to include at least a Black and White King, Queen, Bishop, Rook, and Knight, all without including any members inferior to Donald Pierce or Harry Leland in general competence and caliber. You can fill one of these positions yourself (likely King or Queen) if you want.

Succeed and the benefits are threefold. First you may take any or all members of your Inner Circle as companions; if you'd prefer to abandon these free companions you can instead gain **+100 CP usable anywhere in this document**. Second, your **Hellfire Club** item is improved. You don't get to import the full club into new settings, you have already proven you can obtain such power without it, but the position it grants you is improved, instead of being granted a position in the inner circle or upper echelons you are now made the head of the organization if it is not a canon organization, or put into a position where your authority is second only to the canon head of the organization if it is invitation into a canon organization. Again if you'd prefer to skip this benefit you can instead gain **+100 CP usable anywhere in this document**. Third and finally, you gain the special perk **One Hell of an Opportunity** which causes you to be particularly lucky in finding opportunities to expand your personal influence, and that of any organization

you control. This doesn't make you better at exploiting these opportunities, or recognizing them, you've proven plenty capable of that. It simply makes these opportunities themselves more likely and more common. Again if you'd prefer to skip this benefit you can instead gain **+100 CP usable anywhere in this document**.

To Save a Soul

*Incompatible with **Lord of Limbo** scenario.*

Normally during your time here Belasco - the Sorcerer Supreme of Limbo - would abduct Colossus's young sister from Xavier's Mansion leading to events which would see her return aged 7 years in an instant, with three-fifths of her soul corrupted by dark magic, and forever bound to Limbo.

By selecting this scenario you have the potential to save her from that fate.

In the normal course of events the X-Men would be pulled in to save her by a Storm from a bad future where Illyanna had escaped but the X-Men had been dragged into Limbo instead. She became Belasco's apprentice before betraying him and fighting against him to save Illyanna (and her own soul). The other X-Men died (Colossus, Wolverine), were corrupted (Nightcrawler), or became estranged from Storm but fought against Belasco while partially transformed into a cat (Kitty Pryde).

Now Belasco never toyed with Kitty Pryde instead turning her fully into a cat-woman loyally under his control from the beginning and Storm succumbed to the corruptive influences of Limbo, Belasco, and black magic remaining at his side as his loyal apprentice. To even the scales you are dragged into Limbo some time before Illyanna. You will have to oppose Belasco, give Illyanna the chance and cause to escape him, and teach her to use her power and fight well enough to defeat Belasco and return you both from Limbo to the moment she was dragged into it.

And you will have to give Illyanna this chance and these tools because you will find that you cannot directly oppose Belasco, his chief lieutenant Sym, or any of his corrupted X-Men and win. If you attempt to do so you will suffer a fate similar to when Storm directly opposed him in the miniseries - death. You can still drive them back from a domain that you protect, but even then you will have to watch carefully and avoid directly confronting Belasco himself. You will also lack access to your warehouse, out of jump items beyond a small selection of personal gear for your own use (which must remain just that), and any ability to simply bestow powers; you must prepare her to use her own power for this confrontation, not simply loan her yours. This will not necessarily stop you from teaching her to use out of context capabilities, but only if you can teach them and ignite it within them and not simply gift it. Finally you will be unable to free Illyanna from his grasp before the first Bloodstone is formed.

Illyanna must manage to defeat these greater odds against her with the help of your mentoring and she must do so without having 4 or more bloodstones form (5 means that the Elder Gods of Limbo are released into reality and Illyanna becomes a permanent demon which would be bad).

If you succeed in enabling her to defeat her foe you may take Illyanna as a free companion and she will bring Limbo with her. Alternatively you may take +200 CP.

If you succeed in enabling her to defeat her foe without forming more than the 2nd bloodstone you will also gain a mug which reads **One Hell of a Teacher** and always seems to have the perfect (mundane or already produced by you at-will/on an industrial scale) drink for you to drink at the moment, as well as a reward perk **One Hell of a Teacher** which improves your ability to teach your skills to others, especially your magical ones, making them absorb such knowledge at a greater speed than they normally would be able to. You may trade this mug and special perk for an additional +100 CP if you'd prefer.

Everybody Wants to Rule the World - Endspark Scenario

By selecting this scenario you have chosen the path of the strong, the truly exceptional, those who stand above and beyond the rest. You have chosen to take over the world. At its heart this scenario is simple. Take over the world no later than during the events of Uncanny X-Men #209 (August, 1986 publication date, introduction of Nimrod to the present), and hold it until the default end date of the jump. You must be recognized as the Earth's autocratic and absolute ruler for life, and while there may still be opposition to your rule, there must not be any regions which are free of your government.

Now this is in and of itself perhaps a tad easy for an endspark scenario. As such there are some complications.

One, while the people of this world will not be wholly immune to your charisma, you will find the worst traits of the common people of the Marvel universe enforced - as if by drawback fiat - when dealing with you. They will resent any superhuman powers you demonstrate, and the more benevolent your rule the more they will oppose it, and they will always tend to side with anyone against you, superheroes, Dr. Doom, the space god intending to consume the Earth, you name it. And you will find abilities which make anything true you say be automatically recognized as true to fail with them; you can still convince them (or brainwash them) but you will have to work for it.

A second complication is that you will find that no amount of perks to cause people to ignore your actions or see them in a better light will make the superheroes simply ignore your ambition. While it is not impossible to turn some or even most superheroes to your side, you will find that some will prove particularly incessant on opposing you no matter how honest, and upstanding you are. It might be easier to just go full villain and destroy them all except that will have other problems. In addition those greater forces which protect the Marvel Earth and normally might ignore it and allow the heroes to protect it will get involved once you have succeeded in your conquest. This includes the Council of Skyfathers, most notably Odin - who had taken apart worlds and put them back together again - who even if currently dead (he seems to sacrifice his life to save Asgard and Midgard at least once a decade) will revive to lead them against you. Skyfathers are known for shaking galaxies when they fight. And like with the common citizenry you will find abilities which make anything true you say be automatically recognized as true to fail with them; you can still convince them (or brainwash them) but you will have to work for it.

A third complication is of course the villains. Or more the sheer number of world-ending threats in this time. You must not allow Earth or the rest of the universe/Milky Way Galaxy to be destroyed or fall into a hell dimension during this time. And you will find that any villain who would normally be stopped by heroes you kill or otherwise remove from the board is very **very** unlikely to have their plan butterflied away either by that or by your other actions. Meaning you will find yourself having to stop them.

A final complication is the outside forces of the Marvel Universe. Once you have conquered the Earth it will be noticed by various cosmic forces. The Shi'ar and Kree will take this unified Earth as a threat, and while the two empires will not work together, they will attempt to destroy it. Whether by simply destroying the planet or by removing the unifying force(i.e. you). Surtr, seemingly slain during this decade's Ragnarok (unless you stopped Thor from doing so), will rise from incubating in the Earth and attempt to destroy it. Normally this is the sort of thing that would lead to Thor, Loki, and Odin teaming up, with Odin sacrificing his life. Then Galactus as well will prove an inconvenience, coming in your final year to try and consume the Earth, and you must stop him. If you've managed to conquer it either by slaying its heroes or by recruiting them you should be able to handle Galactus but handle him you must.

At that point, the world is yours. And this domination, so often sought after by villains, will ignite your spark opening untold realities to you. And you can keep the planet you conquered, a seed world for your own universe to which you can add any world you hold control over for at least a decade. While within this universe you gain a noticeable increase to all your powers and abilities.

X-Savior - Endspark Scenario

*Incompatible with **To Save a Soul**, and **Lord of Limbo** Scenarios.*

By selecting this scenario you have agreed to put yourself through the gauntlet Jumper. There are **many** apocalyptic events that the X-Men are involved in during this period. And now they are guaranteed to fail to stop them all, and **you** must directly involve yourself in each and every one of them. Thankfully these are only those apocalypses the X-Men and related teams would have stopped (and even then only a selection of them); you don't have to stop other apocalypses that nearly happened such as Ragnarok, the Dark Celestial saga, or look I haven't read Avengers or F4 in this period, I'm sure there was a lot.

By taking this scenario you guarantee that the M'Kraan crystal will find its matrix disturbed and that Jean Grey will prove incapable of repairing it. Whether you can duplicate her feat as Phoenix sensing its alignment through her telepathy, the Phoenix Force's cosmic awareness, and link to the M'kraan crystal or find some other way to repair it is up to you.

Next a version of Dark Phoenix will be born. Even if you have the Phoenix Force (due to the Phoenix power, recruiting it as a companion or both) another individual will have at least an equal hold over it, and will go mad with the power becoming Dark Phoenix. They may not be Jean Grey, in fact they are likely to be another powerful telepath instead such as Emma Frost, Betsy Braddock, or the Shadowking, but their power will be no less and this means they are unlikely to have her good heart and desire to protect people holding them back. Worst of all this Dark Phoenix will make at least 1 attempt to actually destroy the Earth. You must find a way to stop them; the X-Men and other heroes of this world will be unable to do so without you. They may be able to help you, but you must lead the defense.

Normally Kitty Pryde's mind would be sent back in time to prevent the Sentinel program from being started and leading to a world ruled by evil robots. She won't arrive, and you must see to it that that specific bad future is averted yourself. Your means are your own, but it's worth noting that Kitty Pryde did not wholly succeed and the future remained a possibility even near the end of this era.

At some point afterwards a demonic sorcerer will summon an innocent child to a hell realm to attempt to release the elder gods of that dimension into reality. Unfortunately this is unlikely to actually be Belasco and Illyanna. It will be up to you to find the hell realm, and demonic sorcerer, and stop them before they can begin their plan, or to detect

the abduction and stop them before they can corrupt the child's soul. Because on their own they will, much **much** quicker than Belasco could ever have corrupted Illyanna. Or you let the Many-Angled Ones pour into the universe, and you push them back, sealing them again with your own power. But if you do go for that route, realize they will be a force of Lovecraftian outer gods powerful enough that Doctor Strange cannot stop them; though he might well aid you in this.

Speaking of Doctor Strange normally he would help the future X-Men Longshot stop Mojo the Lifebringer from magically dominating the Earth. But he will be busy with something else equally apocalyptic during those events. Hopefully you can help him out instead.

At some point the Adversary, primordial spirit of chaos, given a crack into the world by Forge's black magic used during the Vietnam war will make his attempt on reality. Normally Roma the Guardian of the Omniverse would manage to position the X-Men to stop it. Now it will be up to you to stop it. And you will find that Forge's magic is not up to the task and that Colossus does not have newfound anti-magic properties to help.

Next you must deal with a version of the Inferno event. Normally it would involve a crazy clone of Jean Grey, who held a dying echo of the Phoenix Force that manifested as an energy clone of Jean and went Dark Phoenix, as well as a demon sorcerer who became a techno-organic magical super computer and who overlaid Limbo over Manhattan warping reality so that inanimate objects began to become demons. Normally the X-Terminators (children taken in by X-Factor) and New Mutants would be able to break the prime spell, separating the dimensions, cutting the demon sorcerer from the seemingly limitless magical energy pouring into him, and pulling the demons back into Limbo at the cost of Magik's soul, existence, and replacement with her uncorrupted self. The X-Men and X-Factor working together - after a bout of partial demonic transformation and in-fighting - would defeat the demon sorcerer and then they would go to face the Goblyn Queen and with difficulty win. Now you will find that things have gone wrong. If the invasion involves Limbo you will find that Magik has completely fallen to her inner darkness and has sided with the demonic forces of her own free will, if not you will find whatever stand-in for her with the hell dimension overlapping reality has. Either way the New Mutants and X-Terminators will be unable to free the mutant babies from the pentagram and you will have to do it yourself, or make sure it is done. In addition the enemies will put on a much more united front, the demon sorcerer and Goblyn Queen fighting as full allies without plotting to betray each other and working together in the fight instead of going 1 at a time, and that their equivalent of S'ym the strong, but dumb rival for control of the demonic forces will also be wholly onboard. The

demonic sorcerer will begin the event already merged techno-organically, with all the powers it would grant him, and the Goblyn Queen will hold a greater fraction of the Phoenix Force completely able to replicate the Dark Phoenix's power without needing the sorcerous assistance which was given Madelyne Pryor; with it she will be a truly dangerous foe. Finally they will not need Nathan Summers as a sacrifice to permanently merge dimensions; Franklin Richards, or any sufficiently powerful superhuman child will function just as well.

About a year or two later Galactus will arrive in Britain and attempt to eat the Earth. Normally Rachel Summers would be used as a replacement until he realized that eating the Phoenix Force would kill reality and he would leave ashamed. Now he will not so readily begin to eat the Phoenix Force, nor leave so easily.

At some point leading towards the last months of your jump the Shadowking, or another equal evil astral entity, will take control of the mutant Legion - or if this has been rendered impossible or too well guarded for another mutant who possesses the same potential for power - and an island, beginning to reach out and take control of minds from across the world. He must be stopped.

At some undetermined point, Apocalypse will attempt to take over the world. He's not more powerful or competent than he'd normally be, but he won't play with testing X-Factor or letting them have his ship.

You also cannot allow the world to be conquered or destroyed by other events during this period. But this scenario does not inherently make any others more likely.

Finally a few months after your jump **should** have ended, an ancient sorcerer supreme of another Earth will arrive, having wrested free a portion of the Phoenix Force, and begun - ages ago - a ritual to combine all realities into one where he will have godlike power. Normally the team Excalibur would merge their powers and minds into a gestalt Captain Britain, and fly between all realities in instants fixing this in a plan Merlin put together over the ages since betraying his teacher when he realized the true nature of the planned ritual. Now Merlin will have truly died during the events of Mad Jim Jasper's Warp, and Excalibur will never have come together and stayed together (unless you have a hand in it) and the ritual will have to be stopped some other way. And it is when you do this that you will absorb a portion of the omniversal energy grid powering the ritual and it will ignite your spark at last.

In addition it has granted you another new power. Having saved the Marvel omniverse several times during this period (and the Earth a few times), you have become in a way

the Ultimate Mutant. You may manifest in yourself the mutant power(s) of any mutant from the Marvel multiverse at-will. This only allows manifesting one such (additional) mutant power at a time, but you can change which one with nothing more than a thought, and this does include such mutant powers as Mad Jim Jasper's reality warping, Franklin Richard's dreaming, Nathaniel Grey's psychic powers, or even Wanda's retconned to no longer be mutant powers. These powers do not need to be from Earth 616 or from this period.

Another power you have obtained is that to cause X-Gene mutations in others. You may only do so in those who are too young to have developed their mutant powers already, but with a touch you can alter a child's DNA to have the potential to develop mutant powers. You have limited control over these mutations; guiding them only in the broad strokes. At least without using other powers of which you certainly have some that could help.

Outro:

So your time in this world has come to an end meaning it's time for you to make the standard, final decision in each jump.

Hang Up Your Costume: You're done. You want to go home. And unlike the heroes of this world that option is completely available to you. You return home your days of jumping over with. Hopefully you can put your new powers to some good use.

The Dream Lives On: Maybe you'd prefer to stay here. Not sure why since there's a stay extender toggle and you could stay here as long as you wanted, but your chain ends in this world and you can continue to rule it, save it, or simply exist within it.

Step Through the Siege Perilous: Or you can continue your journeys, moving into a new life by the judgment of Jump-chan or your own choices as to your next jump. Your chain continues on and with it your adventures. Maybe it marks the start of a new volume.

Notes:

X-Ceptional Appearance vs Charming Rogue: X-Ceptional Appearance makes you look good enough to pass muster in a comic book, among the superhero set you don't really stand out but you won't be that ugly friend, Charming Rogue makes you look notably good even among the model-like class of superpowered individuals. Having both would make you look even better, not enough to dominate minds or anything (at least not without other skills or powers to help) but if you have red hair and psychic powers you could definitely get Wolverine and Cyclops to fight over you.

If you take both Limbo Sorcery and Shaman you will begin able to use much more magic in Earth (and Earth-like dimensions). Beyond the more 'shamanistic' magical practices of Marvel you'd be able to use the more sorcerous ones similar to Amanda Stefan. You'll still not be a match for a Sorcerer Supreme in their home dimension, much less the Sorcerer Supreme (i.e. the one of the main dimension of Earth), but you'll be a capable mage from the start with a higher power cap. On a Hell Dimension with time and effort you won't merely be good enough to claim the title of Sorcerer Supreme for that dimension you might be able to reach a level where you could reasonably be expected to hold off Doctor Strange (and win if it was your dimension).

If you take Limbo Sorcery, Hell Dimension, and Stepping Discs you can reliably replicate all of Magik's feats, and without her hesitation to use them probably do a fair bit more. At the very least you could probably replicate the Inferno event - merging part of Earth with your Hell Dimension potentially permanently - if you were willing to use mutant babies as sacrifices.

The Scout Ship only appeared for a few pages. It was destroyed by missiles and did not show any particular shields, though given they had time to talk about the missiles getting through it seemed to have **some**, and it had been being pursued for some time as well so its shields could have been battered.

If you buy multiple of the air/spacecraft you could merge them. Maybe the Scout Ship gets the Blackbird's stealth capabilities and Cerebro. Maybe the Celestial Monitoring Ship gets the Dreadnought's weapons capabilities. I'm not sure what the Celestial Monitoring Ship could get from the Scout Ship. Maybe mixing Scout Ship and Dreadnought increases the latter's maneuverability. Fanwank it.

Angel Wings vs Blasting vs Flying Brick vs Elemental vs Self-Molecular Manipulation/Metamorph/Technarch: Generally speaking of the flight options in this

jump angel wings is the slowest for overland travel, but the most agile and maneuverable in a fight. Upgraded angel wings is substantially faster and outright the fastest in a fight situation and not going to fall behind nearly as much in overland if at all. Blasting is the hardest to control and maneuver but accelerates faster than flying brick and has a higher top speed. Flying Brick is less clumsy than Blasting in a fight, but slowest in a fight situation (unless you upgrade it to Gladiator level) taking time to build up speed. Elemental is comparable to Flying Brick. Self-Molecular Manipulation and Metamorph can both grant flight but it'll be clumsier than a flying brick and slower than angel wings without other options, for example Self-Molecular Manipulation and Energy Blasts could make a decent impression of Blasting (just without the invincibility effect). Technarch is probably better at flight but will depend upon how well fed you are whether it's above or below Flying Brick.

Animalistic vs Brute Strength vs Cybernetic Body vs Flying Brick vs Metamorph vs Organic Steel vs Proudstar vs Self-Molecular Manipulation vs Technarch vs Crimson Gem of Cyttorak: All of these have different showings in different issues, but generally speaking as far as raw super strength goes Animalistic < Proudstar < Cybernetic Body < Brute Strength/Organic Steel < Flying Brick < Upgraded Flying Brick/Crimson Gem of Cyttorak < Fully Upgraded Flying Brick. Of course Crimson Gem of Cyttorak offers better physical defense than any other option except possibly Organic Steel with the Adamantium upgrade. Metamorph and Self-Molecular Manipulation can both vary significantly by form, but likely clock in close to Organic Steel somewhere more durable than Brute Strength (it's hard because the main showings for both are supplemented with additional powers that clearly put them into the Flying Brick level with the capacity to go beyond it). Technarch will depend upon how much you've fed, but well fed could at least equal the full upgrade of Flying Brick.

Elemental Kinesis: Iceman before Loki's upgrade would be the base default. Magma is Fire+Earth, probably with the Loki tier upgrade. Lorna Dane is Magnetism and, I honestly don't remember enough of her feats in this period to say whether she has an upgrade, in later comics where I'm more familiar with her she shows upgraded pwer. Magneto is of course Magnetism with fully upgraded power. Rusty would be fire without an upgrade. Firestar would be microwave and given I can only recall her having 1 1 issue appearance in this period it's hard to say her power level, going from memories of the cartoon she was probably unupgraded. Banshee would be sound, which would count as being roughly on the Magnetism level of versatility. Trying to make the Human Torch might or might not work with Fire+Magneto level depending upon the set of feats you are trying to emulate; Johnny Storm can get really crazy, even the mid-tier power could

probably let you be a decent imitation, though you'd definitely not be performing his highest tier feats (I'm not very familiar with the Fantastic Four in this period or otherwise to say where Johnny really compares other than 'he has done some crazy stuff in what I have read').

Hound: Does not include Caliban's ability to project fear after Apocalypse's remodeling (which can be reflected as Wall Crawler + Brute Strength as those are the powers he shows), because he only used it once in this period and it had absolutely no effect, so it's unclear how or if it actually worked.

Human-form Shapeshifting vs Lycanthropy vs Metamorph vs Self-Molecular Manipulation vs Metamorph vs Technarch: Metamorph is strictly superior to Human-form Shapeshifting and anything the latter can do the former can do. Self-Molecular Manipulation could copy Human-form Shapeshifting but it would be harder to maintain, require more observation of the target, and require a skilled user. Metamorph compared to Self-Molecular Manipulation is better at copying others' forms, taking on more magical forms like a cloud of animate sand, and in general at shapeshifting; but Self-Molecular Manipulation is better at things like increasing your strength through increasing your density or healing yourself through shapeshifting. This isn't to say that Metamorph can't do these things, it is just not as effective at it; and without Apocalypse's millennia of practice and Celestial Armor and Healing Factor you won't be as good at it as Apocalypse. Metamorph is more all purpose shapeshifting, where Self-Molecular Manipulation is less effective (though not incapable) at disguise as its focus was shown to be more on power. There's a reason Metamorph costs more. As far as blending alt-forms Metamorph can theoretically do it without any visible signs unless it's something like 'this altform has winged flight' needing to sprout wings, self-molecular manipulation is more likely to show some signs of it; maybe your eyes change to animalistic when you're using your animal alt-form's vision. Technarch is theoretically equal to metamorph/self-molecular manipulation in shapeshifting except that it remains techno-organic throughout; technarchs are in fact defined as metamorphs. Technarch's price comes mostly from the ways you can use it to grow, and to infect worlds with only Warlock's mutation that rendered him not wantonly murderous stopping him from being a threat to the Earth as a whole. Lycanthropy only bears mentioning in this comparison as an alt-form mixer where it is more overt than any other option, but grants a small boost to physical 'stats'.

Telepathy: It's hard to put hard numbers on telepathic abilities. I'd generally say that Jean when right before/after becoming Phoenix was a little stronger than Psylocke, and Xavier was stronger than that. But that was mostly the feeling I got reading the comics.

Generally speaking Jean and Xavier vie for most powerful telepath, with Psylocke and Emma being a step below, and even official rankings forgetting Selene and the Shadow King exist and routinely match or overcome these telepaths. It makes you one of the big boys/girls, but it's worth noting that villains with no particular resistance to telepathy have resisted all of them in the past.

Telekinesis + Telepathy: You're pretty much Jean Grey when she first became Phoenix, before her power began increasing exponentially (possibly due to her own mental blocks against using it breaking down) as events approached the Dark Phoenix Saga.

Organic Steel: The adamantium form is pure fanfic, but felt appropriate if you bought an Adamantium Skeleton with that power.

Empath vs Telepathy vs Possession vs Mirage vs Elemental vs Visual Telepathy: All of these powers give you at least some telepathic/empathic ability. Mirage is notable in that while it fetches things from the mind you do not know what they are until they manifest (unless drawn from your own mind), and only grants true telepathy or empathy with animals (or those who have transformed into animals through **Lycanthropy**). Its power is surprisingly capable of pushing past psychic shields with relative ease compared to any of the others, but it is otherwise the weakest on a scale of empathic/telepathic capabilities. Elemental grants stronger empathy than Possession or Mirage, but it remains primarily subconscious, with only little feelings of what they desire; enough that with Metamorph you can allow your subconscious to guide your form into their ideal, but not enough to realize that your lover has been replaced by a supervillain, or has been bottling up jealousy for weeks until it is ready to explode (though that might just be Meggan's crippling lack of social awareness/social intelligence). Possession's telepathic and empathic abilities exist as the vector for its possession powers, but are otherwise not shown; they probably grant a little improvement to social awareness/social intelligence (unless you lean on them too much and don't develop actual social intelligence as a result), but outside of possessing others where it wins hands down over Telepathy are negligible. Empathy does not grant any direct thought/mind reading, and as a means to control someone's behavior falls behind the total control of Possession, or the options and variety of Telepathy, but when it comes to manipulating and sensing emotions is both easier and more potent to Telepathy; just remember a telepath will likely sense the attempt and can make you forget you even have the power. Visual Telepathy gives more actual telepathic powers than any of the others besides Telepathy, but is still much lower end and easier to resist, without the capabilities in their specific fields of expertise.

Nimrod vs Master Mold: Re-reading their scenes, Nimrod seemed *significantly* more powerful and durable, however when Nimrod found Master Mold's brain Master Mold took him over, and showed… only Master Mold's powers. So I went with buying both powers giving you the best of both instead of for some reason just Master Mold's, it does end up a tad expensive either way. Also during this period Master Mold never was shown producing additional sentinels but as that had been its function when introduced way back in X-Men Issue 16 I assumed it was there. Did mind control Moira MacTaggart somehow, but that might have been another robot called Conscience whose origin (besides having the other half of Trask's mind that Master Mold did not) was completely unexplained.

Cybernetic Body + Sentinel: You may choose whether to be a full size Sentinel or a smaller human sized machine. Either way you will find yourself stronger - as strong as Brute Strength if human sized somewhat stronger if larger - and your agility unimpaired (though larger size will make it more difficult to fully use). Either way you will find that the ease at upgrading your body and incorporating new machinery in it from Cybernetic Body applies to the entirety of your Sentinel form.

Proudstar: While primarily based off of Thunderbird, the number of characters with similar 'above peak human but low end super physique' is extensive, showing up as part of the Freedom Force (Stonewall), Hellions, some evil mutants fought by X-Factor, and more.

Psychic Vampirism: The wiki lists Selene doing a lot of things that I couldn't find her doing **in this period**, I might have just missed some showings when going back to re-read, but I tried to base her off the comics I could find her doing things in, and not the wiki because… the wiki is pretty inaccurate. That said I did get Psychic Vampirism improving capabilities mainly from the wiki, it was at least cited to the period, and while she never shows any big feats, she had several occasions of fighting teams where she might have had low end superhuman physique it makes the fights make more sense at least. She showed some minor telepathy in her first showing, but I decided it was probably just her psychic vampirism granting the ability to do that; when confronted by Xavier in this period she immediately crumpled to superior telepathic force, and when with Emma Frost she never showed the ability to telepathically sense things like Frost in the comics I re-read (I surely missed some of her appearances). Of course she was a sorceress so the hypnotic trance could have been sorcery. I know in at least some future comics she's been presented as just a telepath/telekinetic but basing it on this era not a later one.

String Theory: Look I have no idea what the limits really are in this period. It costs so much because it's basically one of those 'I win' powers. It can be overcome, and I suspect it'd have trouble with a full Dark Phoenix (Rachel was able to resist somewhat), but it's high end reality warping.

Technarchs: Magus's feats and capabilities are highly inconsistent. In his first appearance he both tears apart a star and throws it and is driven off by Colossus, Nightcrawler, and Wolverine (none of whom are world-threatening). In his next appearance he fights the New Mutants and Starjammers and creates major fissures and is presented as a very serious threat. As the latter implied he was going all out I'm assuming it was his true power and the tearing apart a star was some weird Marvel universe miniature star or drained him severely. Of course Magus also is implied to regularly consume inhabited planets for power, so while this has a very high cap (possibly higher than the Gladiator tier Flying Brick) it will take effort to maintain it and morally questionable actions. That said Warlock is still able to maintain a roughly flying brick level capability (I'd estimate it at typically somewhat below), turn into a great variety of machines (including an imitation USS Enterprise though it's not shown to be able to perform its capabilities), and be a powerhouse while rarely feeding on living creatures and primarily relying on plugging into the local power grid and absorbing electricity.

Technological Transformation: While this is discounted for Evil Mutants because Scalphunter supposedly has a similar ability, I couldn't quickly find comics which actually showed him using it where it wasn't 'when told by a 3rd party that it's his power his swapping gun components can be taken to be this', so the ability ends up being more based on Takeshi Matsuya's power as shown in the X-Terminator's 4 part miniseries (part of the Inferno Event), though Takeshi also has intuitive inventing abilities similar to Forge's (no idea from a 4 issue miniseries how the elementary schooler's powers compare to Forge's); hence the ability to get them bundled.

Apocalypse in this period probably has at minimum: A Mind to Take Pryde In, Comic Book Science (Genetics), Celestial Armor, Big and Bad, Self-Molecular Manipulation, upgraded Healing Factor, and Energy Blasts (though that might just be his armor). Also ages of experience with Celestial technology.

To be Iron-Man you'd probably need Forgemaster, Not a Mutant, Comic Book Science (Power Armor Design), Jumper Jumpington the III, and a Mind to Take Pryde In. Building Iron-Man was not an intent here, but it's a thing you could do. It'd just be expensive since as it was not the intent the perks and powers are drawing from 3

backgrounds. You might actually be better than Iron-Man, especially at the more esoteric tech that'd be Reed's wheelhouse over his.

Freedom Force got split between Outsider (Super Sabre, Scarlet Commando, and Stonewall) and Evil Mutant (Mystique, Blob, Avalanche, Pyro). Spider-Woman got excluded because she quickly quit.

Alpha Flight got left out because I haven't read their series, and given it had something like 100 issues in this period (putting it at more than Excalibur or X-Factor and around New Mutants, possibly more since I'm not sure exactly where in its numbering the cut off here would be), I didn't feel confident basing their powers off of their brief showings in the main X-Men books.

Quicksilver and Scarlet Witch got left out because - despite originating in X-Men way back - they're mostly Avengers (or maybe Inhuman) characters during this period, with Quicksilver 'appearing' in 3 X-Men related comics during this period once as a flashback, once only very briefly, and once in an Annual (and I mainly didn't draw from Annuals unless they impacted the main line's stories like those dealing with the Mojoverse), and going off those appearances I can't gauge his speed in this period at all (iirc in the Kooky Quartet days it was mach 4 or 5 but I don't know if that changed); of course one of the old guys in Freedom Force is also a super speedster and his power was included and was comparable (though I'd say lower than) Kooky Quartet days Quicksilver. Scarlet Witch showed up in 2 issues of Excalibur, but her powers are just hard to figure out at the best of times and without reading the series she mainlined in it'd be impossible to include her.

Cable Sue: I like Cable as a character in his modern incarnation. But in his initial appearance all the New Mutants started acting out of character, lashing out against their former role models and acting super buddy buddy with him which was disconcerting, and seemed like a more interesting possibility for a Companion Lockout Drawback than just you don't have companions this jump.

Fan Unfavorite both negates your luck/plot armor regardless of the source, and gives you reverse plot armor. This reverse plot armor does not scale to your previous plot armor, so you don't have to worry about that, but the universe wants you dead.

The baby in X-Nanny is based on Scott Summers and Madelyne Prior's son who X-Factor had to take care off until he was infected with the techno-organic virus and sent into the future. In modern comics he is known as a Cable, at this period of comics he and Cable were probably separate people (it'd be another year or so before Liefield left and

Cable got a backstory). The baby does not have to be baby Cable, who wouldn't be born for some time into the jump, but it's up to you who the baby is.

If you decide to companion the baby from X-Nanny it can be considered to have the Telekinesis, and Telepathy powers when not being magnified by drawback fiat to annoy you. It will not be equal to X-Man (the AU Cable who never had the T.O. Virus), so don't worry about them (or hope for them to) re-writing the universe to suit their ideals.

Fury is a drawback meant to be 'why would you take this' just a thing that was fun to write, was a fun thing in Alan Moore's only main verse Marvel run, and somebody will figure out a plan for it and the more power to them when they do.

X-Tinction Agenda does not make the cut of sufficiently world threatening to be included directly in X-Savior. At least not from my memories (I could be forgetting something big about it), and may get a scenario in a later version when/if I re-read the event.

Changelog:

Version 0.1: Posted jump.

Version 0.5: (Presumed) Jumpable but still WiP version; modified prices of power, added remaining perks/items for each background, added additional general perks, and items, alphabetized powers, added a lot of powers, added some drawbacks, added intro, location, and age/gender. Thanks to redditors for spell/punctuation checking. Apparently, sick brain does those things even worse than usual.

Version 0.5.5 Began a weekend of updating. Added 800 CP limit to non-scaling enemy drawbacks, several new drawbacks (including enough non-scaling enemy drawbacks to make that relevant, as opposed to the max of +500 CP from taking them all before), added several General items, added Brood Physiology in powers… need to double check crossover with Ghost Rider to fully detail Brood Queen upgrade. Added a villainous willpower perk, and a reputation import perk as general perks (albeit ones inspired by villains).

Version 0.7: Ended weekend updating. Increased price of Phoenix and Technarch slightly. Added powers for most of the Marauders (Prism did not get added since he had like a page, made some blinding light, and left), added stuff for being a Sentinel, added several scenarios (2 for Limbo, 1 for Secret Wars, 1 for being Phoenix, 1 for taking over the Hellfire club, and 2 endspark ones), added Selene Gallio's powers. Added multiple of the

X-Factor associated children. Still missing Rictor. I'd consider it currently '70%' complete, even if the main remaining stuff is probably tweaking prices, and formatting.

Version 0.7.1: Added a power boost in your personal universe to Conquest scenario.

Version 1.0.0: Might have tweaked a few powers prices, decided to put Rictor and Avalanche as part of Elemental Kinesis, added pictures throughout Perks and Items until I got too tired of it to continue. Added a scenario for being Cyclops and not making a mess of your love life, and a scenario for instigating Inferno. Added Gladiator's non X-Men appearances from this period tier Flying Brick (in X-Men comics proper he actually does very very little and his power cannot be gauged at all, but in F4 he was Binary or better, and in Marvel Presents he was a real big boy who broke a planet and I did like giving that tier of Flying Brick somewhere as it became very common in Marvel in the future). Added an undiscountable and really expensive power based on Legion, though again it has some elements of his later comics that were implied but not shown until then (he had before his first appearance developed 3 powers and 3 personalities, but was never shown developing more during this period but the implication was he could because he'd already done it 3 times later comics showed him doing so). Added an even more expensive power based on Jamie Braddock Jr's interdimensional reality warping. Added Blob's immovability, Healer's healing, and possibly a few other powers I forgot about. Cleaned up notes somewhat. Added table of content. Remembered to add the outro before someone pointed it out.

Version 1.0.1: Fixed Legion having a sentence that trailed off into nothing. Fixed Animalistic not giving the option for Sabertooth's claws.

Version 1.0.2: Fixed the full powered angry Cyclops upgrade so it's discounted. Hopefully clarified Power Discounts a little.

Version 1.0.3: Expanded on Power Lock, replaced placeholder text in Perk Lock and Item Lock, added Mojo Vision, added that Physical Mutation can be an alt-form post-jump, noted that drawbacks end at end of jump. Added Continuity Snarl toggle to carry over continuity from prior jumps as it should have always been there. Added Acts of Vengeance drawback. Added a note that any background can be a drop-in. Added a note you can import cybernetics as part of your cybernetic body. Added a note on combining Sentinel and Cybernetic Body.

Version 1.0.4: Added a guarantee that the winged horse can survive you using it as a combat mount if it's not directly targeted. Fixed that New Mutants Perks had Header 1 instead of Header 2, and had the table of contents reload to reflect this. Increased

companion CP amount to 600 + 100 CP power stipend. Remembered to finally tag Sebastian Shaw's power with a discount.

Version 1.1.0: Probably missed some changes in this. Reduced price of some undiscounted 200 CP perks to 150 CP (Fastball Special, Not a Mutant, and As Long as Man Has Existed I ANON Have Walked Among Them), reduced Cosmic Train Ride to 200 CP. Gave Self-Molecular Manipulation the alt-form mixing abilities of most of the other shapeshifting powers. Tweaked companions (giving them more CP and an option to pay to import them twice to give them full Jumper tier CP). Increased price of Power Absorption, Metamorph, and Technarch, reduced the price of the upgraded healing factor (it was increased cost as a 'tax' to draw on future comics… but Sinister and Apocalypse sort of showed it now too much not to have in so removed the tax). Shi'ar and Morlock Backgrounds added. Morlock Tunnels moved to Morlock background. Shi'ar race added to powers list. Added the Crimson Gem of Cytorrak at 800 CP. Made any power that was now discountable to at least 4 backgrounds discountable to Any (this was always the way it was… but Shi'ar and Morlock added 2 new backgrounds so several got shifted, some of which only had 2 backgrounds before). Tweaked the Right powered armor (made it 100 CP cheaper), removed the option from Adamantium Skeleton to import it into an object other than yourself, made it cheaper to make it part of your cyborg body or sentinel form (as they still leave your joints and innards vulnerable and seams mean heat and the like are still a problem), made the Organic Adamantium option increase strength to slightly above Flying Brick's but didn't reduce price as it's a more comprehensive armor than cybernetic body. Made Cybernetic Body discount Healing Factor and Energy Blast. Added a comic book/multimedia line as an item. Added an option to have your Muscle Powered Weapon be made of Adamantium for a lot cheaper than the old option (though did not give an option to turn a robot/vehicle/powered armor adamantium like in the old version). Changed some wording in To Save a Soul to make it clear that while you can't just poke power into Illyanna you can teach her Out of Context abilities you can teach. Added 2 scenarios involving Days of Future Past one requiring you to be a Sentinel who has to make it happen and one that changes you to Earth-811. Added a 600 CP (i.e. the do not take tier) drawback that makes you a total loyal slave of a sadistic madman. Noted Costume can be merged with armor. Tweaked some wording to clarify intent in places that I've forgotten.