

X-Men Origins Wolverine (Videogame) Jumpchain

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Jumpchain version 1.1



An X-men prequel story that was a terrible movie and a great game. Wolverine hunts Creed and Stryker down for revenge. While the story is told through multiple flashback sequences you will automatically start in 1979 with no drawbacks or toggles in play just before Logan and Victor fight in a bar and must for a decade.

Here is **1000 CP** to help you jumper.

Origins

You gain discounts in one origin's section where 100 CP discounted is free.

Runaway: You have little connection to this time and place due to always being on the move. Maybe your parents don't accept you like many mutants or maybe you fell from the sky. The Drop-in option.

Experimenter: With high intelligence and low moral scruples many have turned to science for ways to deal with the mutant threat.

Weapon: You are the agent on the ground and a gun for your bosses to point at whether willing or not.



General Perks

Situational Outfit (Free): No matter what clothes you wear they will not be revealing. Even if you walk through an explosion your pants will not burn up. This can extend to your entire outfit.

Block (100 CP): By holding your arms in an x formation, you can block most melee and projectile attacks. If done right before ranged attacks impacting it will be deflected back to the attacker.

Lunge (100 CP): You can throw yourself through the air towards a target if within range. This will not occur if the target is too high, too far or obscured for a clear path.

Environmental Kills (200 CP): Whether there are spikes in an African temple or a forklift at a government black site there will always be something for you to throw your enemies at. You can always tell when such an item is around and it could be as simple as throwing somebody off an edge.

Countering (Requires Block) (200 CP): When you block an attack you can use the moment of surprise to make a counter offensive. There will be a window of slow motion for you to strike by redirecting the attack back or just using your own weapon.

Rage (400 CP): Using your emotional range, you can supercharge your attacks strength and speed pushing yourself into a berserker state. This can be a visible effect like red constructs sharpening your claws.

Combat reflexes (400 CP): The more you fight a type of enemy the more damage you do to the group. These categories are quite arbitrary with machete, machine gunner, jungle mutants, robots and specialised military units being canon groupings. You gain more when facing a new enemy.

Runaway Perks

Runner (100 CP): When you choose to not face a threat and run away your speed temporarily increases to be faster than your pursuer. With this you can outrun vehicles and superhumans.

Escape Artist (200 CP): Nothing can hold you down, handcuffs can always be picked, and prisons can be escaped from. Low tech obstacles can be done quickly but things more high tech like black site islands will take more time.

Invisible to cameras (400 CP): When you choose so you won't show up on any camera types as a form of camouflage. Thermal images will treat your body like the surroundings, videos will glitch out in your vicinity and audio will be scrambled. The only problem is that these signs can be very obvious if used too much.

Trusting (600): Even in the darkest times you know who you can trust. This instinct will survive even with no memory and works on how harmful thoughts a person has towards you. This helps you ferret out liars as well.

Scientist Perks

Top of their Field (100): You have doctorate level knowledge of a topic to the level of a superhero world with complete documentation and backdating. The first one is free for Scientists, but more are 50 CP. Post jump this update with the new world's knowledge if there is something new.

Emotionally Intelligent (200): You know how to further your experiments whether this is through schmoozing investors or coming when people are at their lowest to get new test subjects.

Intuitive Design (400): By touching a machine you understand any controls within your reach. You could learn how to drive by getting in a car or turning the ignition, push against a weighted column in an African jungle temple and understand it is a counterweight for a ledge.

Evolution (600): By understanding how mutations work and impact the body you can create the same power in another person with science. This works best if you have a genetic sample to inspect and experiments to draw conclusions from. Post jump expands to any power given by genetics or the body.

Weapon Perks

Combat Experience (100 CP): Stryker would be happy for you to work for him in Weapon X Jumper as you have military training to black ops level. This comes with the muscle memory to fire a weapon with perfect hand eye coordination and fight with close quarters attacks. More training is 50 CP each.

Element of Surprise (200 CP): When you attack somebody without them realising your presence you do extra damage. If they do survive, they will be weakened. This works on any being you can attack although the weakness is connected to your power compared to the victim.

Hunter (400): When you are given a target you can track it down via a wind directing you. Even if you can't see, this effect will give you the optimal path to reach your target's location based on what means of transport you have available.

Super Soldier (600): Homegrown for America by Canada you have been enhanced by experiments. Now you have a secondary cybernetic heart that controls your adrenaline and increases your stamina, your skin is a self-repairing plastic with all the feel of natural skin with the resilience to stand against blunt force and small rounds.

Mutant Perks

Feral Gene (200 CP): Somewhere down the line you are related to the Howlett's and their Feral Gene. This enhances all your senses, gives you a sixth sense that allows you to see in a different spectrum and retractable bone claws. Tracking a target through the chaos of fighting can be as easy as following the imprint of their boots on the ground. You can either have ten small claws like Victor, six mid sized ones like Logan or two very long ones like Wade.

Healing (300 CP): You have an amazing regenerative healing factor that keeps your body in your physical prime. Wounds heal with no side effects whether they are physical or mental. Almost everything can be rapidly regenerated and clinical death will not be considered a chain fail as you can heal from that. This increases your endurance to exercise and intolerant temperatures due to how fast your body can keep itself at norm. Weaknesses and limitations are that decapitation will end you and you still feel pain which may lead to unconsciousness. You also require either your head or heart intact for healing.

Adamantium (200 CP): Your bones have been infused with adamantium which makes them virtually indestructible to most attacks like bullets or blades. This also enhances your strength with the weight of the metal. Only other super metals like Adamantium will be able to cut through.

Magma (100 CP): You can heat the surface of your skin to incredibly high temperatures with no change in mobility. This heat can also be blasted out.

Hunter (100 CP): You can turn your skin to stone with no change in mobility which can allow you to hide from enhanced senses. This comes with a secondary pair of arms you can bring out or hide away.

Shifter (100 CP): You can control a form of plasma trapping an enemy with beams or blasting it out towards them. You can also turn your current form into a plasma construct.

WENDIGO (200 CP): Due to infusion from Gamma rays, you can use your adrenaline to shift into a heavily muscled alt form. Slamming the ground can create shockwaves. Your shoulders become heavily disproportionate to the rest of your body, and you have the choice for large amounts of fur to grow all over your body and in this state, you are impervious to pain.

Teleporter (200 CP): By phasing jumping you can teleport between any space quickly if you can visualise your destination. There is a range of 3 miles (5 km) you can go but taking a trip with multiple people can wind you and lessen your distance. You can choose whether this has a visual or auditory signal. The only weakness and limitation is that you can't teleport through an electrified field and will be impaled if teleporting into a solid.

Mystique (100 CP): By altering the formation of your cells, you can shapeshift into any humanoid form. This includes their clothes which highlights how you can even sift into artificial materials. This comes with increased agility and slowed ageing. You even have the control to

partially morph to only duplicate aspects of a person like voice, retina or fingerprint. This can allow you to shift between your altforms with ease.

Blob (200 CP): You are invulnerable to most forms of physical harm, and you have a gravitational pull to be immovable unless your opponent is as strong as yourself. You may not recognise that you are feeling pain due to an inability to feel it but enough damage may kill you.

Gambit (100 CP): By transforming potential energy within an object to kinetic energy you can create an explosive out of anything. This is done through skin contact and the bigger the object the larger the payload. The larger the object the more time it will take to charge but something as thin as a playing card would only require a moment. You can also accelerate kinetic energy to increase the power of your strength.

Optic Blast (100 CP): You can fire intense concussive heat beams from your eyes. These blasts fire in any direction with concentration, can be as thin as a pencil or at max 90 feet (28 metres) wide and have the power to decimate concrete; this power can increase with training and focus. It does not require any external energy source and does not harm your body in any way.

Suggestion (200CP): Through physical touch you can send signals to the brain which forces the person to do what you verbally tell them what to do. This will not work on those with healing factors as this allows psychic resistance.

Reflexion (100 CP): You are very alert and fast acting, able to react to fast moving projectiles like bullets with ease.

Weapon X Augmentation [Requires Feral Gene, Healing and Adamantium] (300 CP): Through the efforts of science your mutant abilities have drastically improved.

Feral Gene: Your senses are much stronger being to catalogue every tiny detail of an area and this may allow you to reconstruct events. You have as many bone claws as you want.

Healing: Now you heal independent of any bodily functions able to heal from a single drop of blood while also healing much faster. Decapitation is no longer a weakness and wounds that would take minutes now take seconds.

Adamantium: You can at will super heat your adamantium bones making them much stronger and sharper; under this effect you could destroy super metals. It also no longer counts as metal so magnetism won't affect it.

Weapon XI Augmentation [Requires Feral Gene, Healing, Adamantium, Teleporter, Optic Blast and Reflexion] (500 CP): Through the efforts of science your mutant abilities have drastically improved.

Feral Gene: Your senses are much stronger being to catalogue every tiny detail of an area and this may allow you to reconstruct events. You have as many bone claws as you want.

Healing: Now you heal independent of any bodily functions able to heal from a single drop of blood while also healing much faster. Decapitation is no longer a weakness and wounds that would take minutes now take seconds.

Adamantium: You can at will super heat your adamantium bones making them much stronger and sharper; under this effect you could destroy super metals. It also no longer counts as metal so magnetism won't affect it.

Teleporter: Your trips are not limited in distance or mass and your travel is truly instantaneous. It will also be difficult for others to predict your movements.

Optic Blasts: The beams are much stronger, and you can shoot them from any part of your body like your chest; this allows you to do different shapes like waves.

Reflexion: Now you can react to a person by reading a target's body language which can predict their future movements.

Item

You have two 100 CP, 200 CP and 400 CP discounts and one 600 CP discount for items. 100 CP discounted is free.

Dog tags (Free): A pair of dog tags engraved with your name of choice and other details. They can help prove your identity and experience. They will return around your neck if broken or lost.

Gun (Free/100 CP): A firearm that will not jam or break while being the perfect fit for your hand. Enemies can't dismantle it and the magazine completely reloads after every kill. First one is free but any more will cost 100 CP. It will return to either your hand or a property if lost.

Adamantium bullets (200 CP): This ammunition can greatly harm those with incredible durability and healing factor while having the effect of removing memories from survivors. They transform to fit any weaponry you have and can shift into an arrow or crossbow bolt in low powered settings. You gain six every twenty-four hours.

Adamantium Printer (400 CP): With this you have an infinite supply of adamantium and the means to shape it however you want. You can make unbreakable weapons that can cut through anything or even bond the metal to any subjects' bones. This is the size of a large coffin so will be at a property.

Military Unit Equipment:

Elite Commando (100 CP): A full brown and green body suit that increases your speed and agility. With it a normal human could trade blows with a superhuman. It comes with two blades to dual wield and returns to one of your properties if lost.

Ghost armour (200 CP): A cloaking suit that makes you invisible to the naked eye. You would still show up on thermal cameras and other such things. It comes with a heavy shotgun with big stopping power and returns to one of your properties if lost.

Goliath (400 CP): A heavy armour that electrifies your main arm (right if ambidextrous) that increases your hitting power. It comes with a heavy shield that blocks attacks from the front and returns to one of your properties if lost.

Department X (600 CP): A fully funded secret facility with government levels of funding is now yours to use. It has all the tools necessary for biotic and robotic experimentation and can either be on an isolated island, in the middle of a desert or underground near a lake. It is difficult to sneak into and even harder to break out with superpower limiters lining most of the building walls apart from testing rooms. It repairs in twenty-four hours if trashed.

Robots:

Enforcer droids (100 CP): This pair of human sized robots are very basic combatants with the ability to spin their hard light daggers with rotatable wrists. They have a purple body with grey accents, one red eye in the middle of their face and a triangular power source on their chest. They repair and return to one of your properties if lost or destroyed.

Predator unit (200 CP): This spider-like drone with six legs can pierce enemies with their legs, send out a burst of electricity with enough force or fire a nondescript beam from its face. It has red casing and black limb articulation. They repair and return to one of your properties if lost or destroyed.

MK 1 prototype (400 CP): This robot is the downscaled design testing for the famous Sentinel so it shares many of its features. While it can't detect mutants it will attack anybody you point out with rockets fired from its shoulders, freeze enemies in cold blasts and the strength offered in a robot double the size of a man. They repair and return to one of your properties if lost or destroyed.

MK 1 Sentinel (600 CP): The culmination of Project WideAwake able to deal with most mutant threats. Roughly over 100 Feet (30 m) this robot can demolish most buildings with the grip of a hand, fly due to rocket propulsion and detect mutants from a distance; post jump you can calibrate the sensors to pick up other nonhuman species like Supes or Kryptonians. By leaping onto the ground or slamming its foot down it can release seismic shocks and shoot laser beams from its eyes. They repair and return to one of your properties if lost or destroyed.

Companions

Canon (100 CP or 200 CP each): This option is to take any X-Men or Wolverine characters on your adventures. To be considered for this option the character must either be in the game, the movie or a classic X-men character that would fit in the setting. Humans cost 100 CP and mutants cost 200 CP with fate backed powers.

Imported (50 CP for one, 100 CP for two, 200 CP for four or 300 CP for eight): Do you have friends from other worlds that follow you on your travels or want to create somebody completely new? Each person gets eight hundred and four fifths of any discount points carried over if they take a drawback.

The Clone (100 CP): With Department X this is more likely than you think. Now can be a literal clone with all your perks, abilities and items from this jump as an adult or it can be a child. Either way they defer to you as the original and family.

Danger Room Bosses

Now if you want some special mementos you can take a breather and visit the Danger Room for some one on one fights with wolverine in different points of different careers with his healing factor turned off. For each fight you win you gain the opponents outfit with a pair of fake claws and a collectable statue as a reward.

Classic Wolverine: The original yellow and blue that this character is known for. The outfit does not have the original whiskers indicating this is from his time in the X-men rather than Alpha Flight. Its main body is yellow with blue accents in the gloves, shoulder pad, chest and speedos.



Legendary Wolverine: The more modern yellow and brown. Its black ears are much longer and the brown is only a V over his chest leaving the upper arms bare along with the speedo, gloves and boots. Everywhere else is yellow.



X-Factor Wolverine: For when the X-Men need a black Ops team. With red contacts for the eyes this is mostly black with only the cowl and sides of the outfit grey to break up the monotony of the black.



Weapon X: The stripped back wolverine that gave his bones some shine. He only has a visor and belt to cover himself.



Zombie Wolverine: An undead version. The Legendary costume is ripped and torn along with a zombie face.



Fang: This yellow and orange ensemble came from a defeated Shi'ar Imperial Guard member. It is a mostly yellow outfit with brown running down the centre from around the neck along with the boots and gloves. There are also small fangs in a necklace and along the boots and gloves.



Patch: The incognito Wolverine perfect for his spy adventures. Black dress pants, white dress shirt and blazer along with a black bowtie and eyepatch over his left eye.



Horseman of Death: When Logan got his adamantium back he was brainwashed by Apocalypse into one of his Horsemen of Death. This ensemble included a red scarf that could cover his face and a blue armour lined with silver detailing. Rather than claws he used a sword.



Phoenix: Logan has held the Phoenix force twice; one when he was resurrected after shooting the Phoenix gun and during the Phoenix tournament. The suit is much more gold with an orange V on the chest and the lower half black. It also has a harmless cosmetic afterburn on the claws.



Drawbacks

Last Mission (Toggle): You join Team X for their mission in Africa and have to survive for a decade from there.

X-Men Movieverse (Toggle): When you complete the storyline an old man may ask you to join his team of mutants; maybe this is the X-Men or maybe it is the Brotherhood of Mutants. This toggle shimmies the wider x-men movie canon to fill out the years. You can choose how this affects the timeline.

Marvel Madness (Toggle): Would you rather supplement this world with another Marvel IP? The choice is yours. If it has a Jumpchain you can use it at the same time but it can't be used to escape drawbacks.

Living History (Toggle): You can choose a starting point from the 1830s but these events will be predisposed to begin.

The Rise of Homo Superior (+100 CP): Time extender; 100 CP for ten years. Go wild and stay for hundreds of years if you want but be wary that Marvel is a crazy setting with many threats.

Neutered (+100 CP): For whatever reason this world's violence is not gory. Whenever you slice and dice somebody no blood sprays out, a gunshot wound would look like a red circle and layers of exposed flesh look like jelly.

Mutant Registry (+200 CP): Due to your interdimensional energy all sensors will consider you an omega level mutant even if you are not. This may force implements to attack you with the most weapons or alert an entire organisation to your presence.

An Animal (+200 CP): You have an instinct to lose control in battle to kill all that you see if you take too much damage. You will hate yourself whatever occurs in this state due to attacking both allies and enemies indiscriminately.

Predictable (+200 CP): Everybody has their patterns and in combat you are like an open book. For those weaker than you this may not be enough of an edge but if fighters have a way to match you there will be the pain of a possible defeat.

Blank Memory (+300 CP): You were shot with an adamantium round just as you entered this world removing all your injump memories. You can choose now if you are a drop-in or if there will be actual history.

For another **+300 CP** a second bullet removes your memories of previous jumps.

For another **+300 CP** a sniper will shoot you at the halfway point of the jump and remove your memories again.

Or

For a final **+100 CP** per year you will get your memories removed every year.

No Outside Perks (+300 CP): Self-explanatory, this drawback stops you from using any perks from before this world, putting you at bodymod. If this is your first world, take the free CP.

No Outside Items (+300 CP): Self-explanatory, this drawback stops you from using any items from before this world, locking down the warehouse. If this is your first world, take the free CP.

No Outside Companions (+300 CP): Self-explanatory, this drawback stops you from calling any companions from before this world. If this is your first world, take the free CP.

Only Human (+300 CP): Something went wrong, and you can't use any bought Mutant abilities for this jump.

Under My Command (+400 CP): You have been injected with a control device coded to William Stryker because he thinks you can be a great tool for him. This chip in the back of your neck can't be pulled out by yourself and forces you to emotionlessly follow his orders. This is removable but requires another person to do so.

Merc Without a Mouth (+400 CP): Your mouth has been sewn up and if cut open any healing factor will close it back up in time. To eat and drink you will have to brutalise yourself.

Prepared (+400 CP): The government knows who you are jumper and has planned themselves accordingly which may make battles harder. If you can teleport, then their walls are lined with electrical current as an example.

Bioenzyme (+600 CP): Without proper treatment you will die within a year. Any scientist could reverse engineer a cure but that requires you to put your trust in them.

JII (+600 CP): A clone of you with all your capabilities from this jump has been made that truly despises you for their creation. They will work to make your life a living hell hunting you.

Silver Samurai (+600 CP): Somewhere out in the world a warrior considers you an abomination and has a superheated adamantium blade which can disable all of your durability and healing perks. They will always know where you are.

Sinister (+600 CP): The mutant mastermind whose research inspired Dr Cornilius wants to extract your powers for his schemes. If he catches you, your companions will have to mount a rescue, else you fail the jump which makes you lose all in-jump purchases and try this jump another time.

Days of Future Past (+600): Maybe you fall through a time portal or these events are just another flashback because you have to survive in the post apocalyptic world where Sentinels roam the ruins of society killing all mutants and those with possible mutant descendants. You will either end up in this timeframe the long way with time extensions or falling through a portal after defeating Stryker.

Final Choice

The final choice is to

Go Home

Stay

Continue