

Generic Marvel FanFic

By DeverosSphere V1.02

Welcome to a heroic world, a world of the fantastic, a world where gods work with mortals, where soldiers face the impossible, a world of marvels.

This isn't the mainstream Marvel universe you're familiar with but instead this is a Marvel fanfic universe and you are now a part of it.

You can choose a specific fanfic, or choose to enter a generic version based on common tropes.

Take this **+1000 CP** to get started.

Origin:

Pick **1** to show what role do you plan to take in this world?

Drop-In

You arrive in this world at your selected location without any new memories but you do have everything you purchase in this Jump.

Protagonist

It turns out you are the main character of this Fanfic, it's your job to make the key decisions that affect the plot and you will face the most significant obstacles.

Hero

You want to fit the role of a hero, using your Powers to help the world to become a better place by protecting the public and fighting crime.

Villain

You plan to fill the role of the Villain, using your Powers to settle scores you may have, to steal what you want or simply to conquer the world.

Location:

Roll 1D8 to gain **+100 CP** or choose for **Free** if taken with the **Replacement** drawback you may after rolling change your mind and pay to choose the location your character would normally be in but must take the drawback "**Dice Cheat**".

1. Queens

Queens is the largest of the five boroughs of New York City and is located to the north of Brooklyn.

2. New York City - Times Square

Times Square is a major intersection in Manhattan, New York City at the junction of Broadway and Seventh Avenue and stretching from West 42nd to West 47th Streets.

3. New York City - Hells Kitchen

Hell's Kitchen, also known as Clinton and Midtown West, is a neighborhood of Manhattan in New York City that includes roughly the area between 34th Street and 57th Street, from 8th Avenue to the Hudson River.

4. Central City

Central City, California, was the original home of the Fantastic Four. It was from the nearby rocket base that Reed Richards and the others blasted off on their fateful trip into space.

5. Xavier's Institute For Gifted Youngsters

The Xavier's School for Gifted Youngsters is a special institute founded and led by Professor Charles Xavier to train young mutants in controlling their Powers and acts as the main base for the X-men.

6. The Savage Lands

The Savage Land, set in Antarctica at the base of the Palmer Peninsula, is a tropical prehistoric land surrounded by volcanoes deep. It is a tropical preserve hidden from the rest of the world.

7. Asgard

Drawn directly from Norse mythology, Asgard is the home of a Powerful pantheon of Gods, ruled by Odin the All-Father.

8. The Negative Zone

The Negative Zone is an anti-matter continuum that exists alongside the continuum Earth occupies.

Race:

This section is not available to those who took the **Replacement** drawback and unlike the Prefabs any Powers gained through the race option will not remove any of the Power Set options from the **Generic Super Power Supplement**.

For the duration of this Jump your race Powers will only be accessible in the race's **Alt-Form**. **Post Jump** these Powers can stack with your **Alt-Form** or be used while in other **Alt-Forms**.

Human Free

You are a regular human, the predominant life form on Earth but they tend not to have Powers.

You are able to convert **CP** to **PP** at better ratios allowing you to convert 1 CP to 4 PP for a Power using the **Item Power Origin** and 1 CP to 2 PP for **Training Power Origin**.

+100 PP Item Power Origin only

Atlantean -50 CP

You are a member of the aquatic human sub-species that tends to reside in the undersea continent known as Atlantis.

You are able to convert **CP** to **PP** at better ratios allowing you to convert 1 CP to 2 PP for a Power using the **Magic Power Origin**.

You gain **+100 PP Magic Power Origin** and the following Powers:

Underwater Breathing, Peak Human Strength, Peak Human Swimming, Hydrokinesis, Atlantean Magic.

Synthezoid -100 CP

You are no mere human, you are instead an android, a "synthetic humanoid" a replica containing analogues to virtually all human organs, brain, blood, and tissue, composed of a synthetic organic-like substance.

You are able to convert **CP** to **PP** at better ratios allowing you to convert 1 CP to 4 PP for a Power using the **Cyborg Power Origin**.

You gain the following Powers:

Levitation, Flight, Colour Changing, Intangible, Peak Human Strength, Enhanced Strength, Peak Human Memory Capacity, Super Human Memory Capacity.

Inhuman -100 CP

You are the descendant of humans once taken by the Kree for experimentation, some were returned to earth and others placed on the moon where they eventually created their own kingdom. You might be a citizen of the moon or a random human that went through Terrigenesis regardless you now have Powers.

You are able to convert CP to PP at better ratios allowing you to convert 1 CP to 4 PP for a Power using the **Experiment Power Origin**.

You gain **+300 PP Experiment Power Origin** only, **+2 Discounts** in the **Physical Power** Section and the following Powers:

Peak Human Durability, Enhanced Durability, Peak Human Strength.

Mutant -100 CP

You are a random member of society who was lucky enough to have the X-Gene active granting you all new Powers and abilities.

You are able to convert CP to PP at better ratios allowing you to convert 1 CP to 4 PP for a Power using the **Biological Power Origin**.

You gain **+300 PP Biological Power Origin** only, +2 **Discounts** in the **Body Power** Section and the following Powers:

Peak Human Regeneration, Enhanced Regeneration, Cellular Regeneration.

Flora Colossus -200 CP

You are a member of the Flora colossi, a race of tree-like beings from Planet X, perhaps like Groot you split from the homeworld due to ethical differences.

You are able to convert **CP** to **PP** at better ratios allowing you to convert 1 CP to 4 PP for a Power using the **Spiritual Power Origin**.

You gain the following Powers:

Dense Flesh, Flexible Bone Structure, Elasticity, Elongation, Peak Human Durability, Enhanced Durability, Peak Human Regeneration, Enhanced Regeneration, Cellular Regeneration, Size Enhancement, Tentacles, Peak Human Strength, Enhanced Strength, Combine Attribute{Chlorokinesis, Dendrokinesis, Sporakinesis}, Convert Power {Manipulation, Augmentation, Transmutation}

Vampire -200 CP

You are now a denizen of the night, a blood sucking beast that walks like a man, perhaps you have come to terms with your hunger or you were born never having it either way the sun is your enemy.

You are able to convert **CP** to **PP** at better ratios allowing you to convert 1 CP to 4 PP for a Power using the **Biological Power Origin**.

You gain the following Powers:

Material Weakness [Sunlight], Fangs, Retractable Fangs, Flexible Bone Structure, Disease Resistance, Disease Immunity, Haemokinesis{Absorption, Drain, EmPowerment, Biological EmPowerment[Elasticity, Elongation, Metamorph, Shapeshifting], Physical EmPowerment[Peak Human Agility, Peak Human Endurance, Peak Human Reflexes, Peak Human Leaping, Peak Human Durability, Increased Lifespan, Decelerated Aging, Endless lifespan, Peak Human Strength], Mental EmPowerment[Animalistic Mind, Animal Empathy, Animal Commander [Mammals], Telepathy, Telepathic Digging, Telepathic Manipulation, Telepathic Control], Sensory EmPowerment[Peak Human Hearing, Enhanced Hearing, Peak Human Vision, Enhanced Vision], Healing}, Power Sharing, Power Bestowal.

Frost Giant -200 CP

You are a member of the Jotunn originally from Jotunheim your race once attempted to conquer the nine realms but were defeated by the Asgardians, you may be a rogue warrior or a long lost orphan of the ancient war but what you do from here is up to you.

You are able to convert **CP** to **PP** at better ratios allowing you to convert 1 CP to 4 PP for a Power using the **Experiment** Power Origin.

You gain the following Powers:

Basic Combat Training, Peak Human Regeneration, Size Enhancement, Peak Human Agility, Enhanced Agility, Peak Human Durability, Enhanced Durability, Peak Human Endurance, Enhanced Endurance, Increased Lifespan, Decelerated Aging, Peak Human Reflexes, Enhanced Reflexes, Peak Human Strength, Enhanced Strength, Cryokinesis{Generation, Weapons Manifestation, Resistance, Immunity}, Enhanced Capabilities, Hedge Mage, Illusion Magic, Glammer.

Klyntar -400 CP

You are a visitor from out of space, perhaps you landed with a meteor or to your kind or were created in a lab from the blood of a wall crawler, regardless you can strengthen anyone you've connected to.

You are able to convert **CP** to **PP** at better ratios allowing you to convert 1 CP to 2 PP for a Power using the **Biological Power Origin**.

You gain the following Powers:

Claws, Retractable Claws, Fangs, Retractable Fangs, Flexible Bone Structure, Elasticity, Elongation, Prehensile Anatomy, Metamorph, Genetic Index, Hair Control, Host Inhabitation, Language Absorption, Inhuman Metabolism, Prehensile Tail, Prehensile Tongue, Nervous System Control, Peak Human Regeneration, Enhanced Regeneration, Toxin Resistance, Static Cling, Static Interference, Wall Crawling, Wall Driving, Web Creation, Underwater Breathing, Vacuum Immunity, Peak Human Agility, Agility Utilizations, Peak Human Balance, Superhuman Balance, Body Part Detachment, Colour Changing, Contaminant Resistance, Contaminant Transferal, Disease Resistance, Peak Human Endurance, Peak Human Reflexes, Automatic Movement, Symbiote Assimilation, Biokinesis{Absorption, Drain, Generation, Armour Manifestation, Weapons Manifestation, Manipulation, Augmentation, Specific Supernatural Sample[Symbiote Tar], Resistance, Immunity, Embodiment, Permanent Embodiment, Full Embodiment}

Super Skrull -400 CP

You are an elite of the Skrull Empire having been the subject of a super soldier experiment and becoming a Super Skrull but why would you be on earth?

Perhaps you are an undercover spy or maybe you were dishonorably discharged as a failure and randomly ended up on earth.

You are able to convert **CP** to **PP** at better ratios allowing you to convert 1 CP to 2 PP for a Power using the **Experiment Power Origin**.

You gain the following Powers:

Basic Firearms Training, Basic Marksmanship Training, Parkour Training, Street Fighting, Unpredictable Body, Basic Disguise Training, Advanced Disguise Training, Expert Disguise Training, Basic Engineering Training, Basic Pilot Training, Advanced Pilot Training, Flexible Bone Structure, Elasticity, Elongation, Metamorph, Shapeshifting, Cellular Shape-Shifting, Size Enhancement, Size Reduction, Toxin Resistance, Toxin Immunity, Wings, Wing Manifestation, Levitation, Flight, Telepathy, Adaptability, Firework Projection, Person Identification, Identification Creation, Subconscious Optimisation, Awareness, Full Body Awareness, Power Copy, Power Retention, Power Replication.

Eternal -500 CP

You are a construct created by the beings known as Celestials, you were forged to progress the path of peace and bettering society in gentle and secret ways.

So what is different about you? Are you a defective creation or somehow a new model that someone else built or perhaps you are something else something deviant.

You gain +2 **Discounts** in the **Custom Power** Section and the following Powers:

Basic Combat Training, Advanced Combat Training, Expert Combat Training, Covert Operations Training, Parkour Training, Unpredictable Body, Basic Weapon Training, Advanced Weapon Training, Animal Taming, Basic Charisma Training, Advanced Charisma Training, Basic Computer Training, Advanced Computer Training, Deception Training, Basic Detective Training, Basic Disguise Training, Educator, Basic Engineering Training, Advanced Engineering Training, Basic Huntsman Training, Basic Interrogation Training, Basic Leadership Training, Advanced Leadership Training, Basic Magical Knowledge, Basic Medical Knowledge, Multilingual, Omnilingual, Basic Occult Knowledge, Basic Mathematical Training, Advanced Mathematical Training, Peak Human Beauty, Enhanced Beauty, Super Beauty, Dense Flesh, Dense Tissue, Flexible Bone Structure, Inhuman Metabolism, Nervous System Control, Peak Human Regeneration, Enhanced Regeneration, Toxin Resistance, Toxin Immunity, Levitation, Flight, Underwater Breathing, Vacuum Immunity, Peak Human Agility, Enhanced Agility, Super Agility, Agility Utilizations, Peak Human Balance, Superhuman Balance, Contaminant Resistance, Contaminant Immunity, Disease Resistance, Disease Immunity, Peak Human Durability, Enhanced Durability, Super Durability, Peak Human Endurance, Enhanced Endurance, Super Endurance, Fatigue Resistance, Fatigue Immunity, Tireless, Increased Lifespan, Decelerated Aging, Endless lifespan, Peak Human Leaping, Peak Human Reflexes, Enhanced Reflexes, Super Reflexes, Self-Sustenance, Peak Human Strength, Enhanced Strength.

Asgardian God -600 CP

You are or were an inhabitant of asgard the futuristic race of galactic protectors or conquerors depending on your point of view but you are more than just any Asgardian, you are an Asgardian God, one of the Powerful beings who has stepped into the realms of true godhood. Perhaps you are the long lost member of the royal family lost to time or a deserter from the ancient war hungry past that Odin is desperate to cover up.

You gain the following Powers:

Basic Combat Training, Advanced Combat Training, Expert Combat Training, Basic Weapon Training, Advanced Weapon Training, Expert Weapon Training, Animal Taming, Basic Huntsman Training, Advanced Huntsman Training, Basic Leadership Training, Multilingual, Omnilingual, Basic Pilot Training, Peak Human Beauty, Enhanced Beauty, Dense Flesh, Dense Tissue, Peak Human Regeneration, Enhanced Regeneration, Super Regeneration, Godly Regeneration, Underwater Breathing, Vacuum Immunity, Peak Human Agility, Enhanced Agility, Agility Utilizations, Peak Human Balance, Superhuman Balance, Peak Human Durability, Enhanced Durability, Super Durability, Godly Durability, Peak Human Endurance, Enhanced Endurance, Super Endurance, Godly Endurance, Increased Lifespan, Decelerated Aging, Endless lifespan, Peak Human Leaping, Superhuman Leaping, Peak Human Reflexes, Enhanced Reflexes, Self-Sustenance, Peak Human Strength, Enhanced Strength, Super Strength, Godly Strength, Swift Learning, Adaptability, Supernatural Adaptation, Clothing Manoeuvrability, Armoured Manoeuvrability, Energy Storage, Super Capabilities, Sigil Mage, Asgardian Magic, Domain, True Name.

Strontian -600 CP

You were once the resident of the planet Strontia which is now a part of the Shi'ar Empire due to the cure they bestowed for the Wraith Plague. Thanks to this place your species is almost extinct, so why are you on this planet? Perhaps you refused to swear your fealty to the empire or perhaps you are a spy for the Shi'ar empire acting on earth on their behalf?

You gain the following Powers:

Intention, Multilingual, Intuitive Multilingualism, Dense Flesh, Dense Tissue, Inhuman Metabolism, Nervous System Control, Peak Human Regeneration, Enhanced Regeneration, Super Regeneration, Toxin Resistance, Toxin Immunity, Levitation, Flight, Supersonic Flight Speed, Flight-Field Projection, Space Flight, FTL Flight, Underwater Breathing, Vacuum Immunity, Peak Human Agility, Enhanced Agility, Super Agility, Godly Agility, Agility Utilizations, Peak Human Balance, Contaminant Resistance, Contaminant Immunity, Disease Resistance, Disease Immunity, Peak Human Durability, Enhanced Durability, Super Durability, Godly Durability, Limitless Durability, Peak Human Endurance, Enhanced Endurance, Super Endurance, Godly Endurance, Fatigue Resistance, Fatigue Immunity, Increased Lifespan, Decelerated Aging, Peak Human Reflexes, Enhanced Reflexes, Super Reflexes, Godly Reflexes, Self-Sustenance, Peak Human Strength, Enhanced Strength, Super Strength, Godly Strength, Telepathy, Telepathic Defence, Adaptability, Supernatural Adaptation, Peak Human Vision, Enhanced Vision, Super Vision, Godly Vision, Aerokinesis{Blast, Mouth Blast}, Calokinesis{Blast, Optic Blast}.

Perks:

Putting In the effort -300 CP

Most Powerful people start off weak but they learn and they grow now that's your strength.

You are able to learn and master new skills at a tenth of the time it otherwise would take.

Your mind is flexible, being able to absorb and incorporate information at an advanced rate while your body is incredibly adaptive optimizing muscle development and flexibility as you grow.

This functions as a **capstone booster**.

Power from deep within -800 CP

Sometimes your Powers just aren't strong enough, sometimes you just need more and with this you can have it.

Once per ten years or once per Jump if the Jump is shorter than ten years, you can force a specific Power or Perk to grow beyond its current capabilities, exhausting you in the process, with the Power potentially gaining new features or increasing its potency.

If desired this can also temporarily restore your reserves of energy but then slowly drain them until you are exhausted.

With an appropriate amount of rest resolving the exhaustion.

This functions as a **capstone booster**.

Drop-In

Familiar Faces -100 CP

You have a strange type of toggleable luck that allows you to consistently meet named characters from the continuity you are in.

Oddly enough this also allows you to meet cameo characters should any be around.

Well Informed -200 CP

Whenever you meet someone within a Jump you will gain passive knowledge of their canon counterpart including their origin and the overview of their life up until your current situation.

The Power Cosmic -400 CP

Why stick to one type of energy when you can use them all with this Perk you can convert any energy within your body into the Power cosmic and then back out into any other type of energy.

You could convert Background radiation into Mana, spiritual energy into lightning or you could even convert the glucose in your bloodstream into a combination of divine light and demonic fire.

Renewing potential -600 CP

Whenever you reach the limit of growth or potential for any aspect of yourself you can segment that Power and revert the active part of it to its initial state.

The inactive segment can be called upon whenever needed allowing you to use both your active strength and inactive strength at the same time, however the active strength will struggle to grow while the inactive is in use.

Boosted

Any segmented Power can be active in the background without issue and whenever there are multiple segments they can be merged to show how both can be developed further when combined.

Protagonist

Right guy wrong face -100 CP

As a Jumper you will have gained multiple Alt-Forms each of which may look drastically different. With this Perk everyone who sees you subconsciously views the features from across each of your Alt-Forms that they personally like the most.

Retroactive Implementation -200 CP

Any of your Perks, Powers or abilities that are improved through time, special events or the amount of Jumps since taken will now apply retroactively from the start of your life retroactively counting the amount you would have gained since birth and removing the amount used.

Retroactive Storage -400 CP

You are able to store any limited use resources gained through Perks such as **1-UP** that you would normally have restored once per Jump or once per ten years and instead stack them so that you could have a near infinite amount with enough time and safety.

I Am Power -600 CP

You can create a transformation based off of any single Power, Perk or Alt-Form that you have. While in this transformed state you can use the target without any of its drawbacks, if it has any and the transformation stacks with any other Perk, Power or Alt-Form that can do the same thing, even the Power, Perk or Alt-Form that the transformation was based on.

Boosted

You can combine multiple Powers into the same transformation allowing you to eventually double down on all your Perks, Powers and Abilities.

Hero

Heroic Looks -100 CP

You have the chin, the smile and the general vibe that lets everyone know you are the good guy even when surrounded by insectoid aliens who can not understand you they will know that you're the hero.

Moral Compass -200 CP

There are many villains who will attempt to mislead you and trick you into doing unspeakable things, well not anymore!

You always know what is right and wrong from your perspective as if you had the full information of the situation.

With this even if you can't see through someone's deception you would know that the options that seem righteous or heroic are evil even if you don't know why.

EmPowered -400 CP

You will never lose any Power that you have learned and grown for yourself and at will you are able to push your body to perform at the limits of your potential without harming yourself.

Through this you will reach the very best that you are capable of but will tire yourself out at an increasingly higher rate the longer you are at the current limits of your potential.

You can be a Hero -600 CP

Why should the bad guys remain bad, why not make them good guys!

With this Perk you can make sure that any bad guy who you give a second chance to after beating them will genuinely contemplate becoming good never taking the opportunity to shoot you in the back or come back for revenge, at the very least you would be able to form a long lasting friendship with your enemy even if they don't become "Good".

Boosted

It doesn't matter what someone is, what they are destined for or what they were built to do, you can break any form of choice restriction that forces someone down a specific path and give them a chance for free will and the choice to be different.

This choice is not limited to living people, you could give the chance to change to anyone, be it a non-sentient killing machine or an army of the undead, allowing them to choose who they want to be.

Villain

A lot of evil Dr's -100 CP

Congratulations, you now have a PHD in any field with the education and the paperwork to prove it whatsmore you are almost guaranteed to have the supporting knowledge to create for yourself and others Super Powers or equipment based off of your selected subject.

Kleptomania -200 CP

You can instantly take any one handheld object off of anyone each time you make physical contact with them and can automatically counter pickpocket whenever someone attempts to pickpocket from you.

Doom is not a puppet -400 CP

You have complete resistance to any type of forceful control over your body whether this is mind control or direct physical control through telekinesis for you are the only one who may choose your actions.

Any time someone attempts to possess you or control your mind you can break their control by draining some of their mental energy.

If the one attempting to possess you is non-corporeal such as a spirit or ghost you can absorb the entity into yourself, enriching your own life energy.

Counterfeit -600 CP

Whenever you see the technology, equipment or Powers of another being you will be able to work out how to make "own brand" tools, serums or experiments that will replicate their functionality though probably to a lesser degree without experimentation to refine it.

Boosted

You know how to not only perfectly replicate your target but also how it can be further improved allowing for greater potency or activating hidden aspects that the original is not able to utilize.

Items:

Super Costume Free/-50 CP

You get a Super Suit that you can customize when purchasing but cannot alter afterwards.

This suit can be summoned at will automatically resizing to fit, its passive durability will scale so that your normal actions will not damage it and will repair itself if damaged taking up to a day if completely destroyed.

The first purchase is **Free** but all further purchases will cost **-50 CP** each.

The FullFic -100 CP

You get a complete copy of the fanfiction you have chosen from the start to the finish, even if the fic is incomplete or was dropped.

You also get a copy of the story for any future Jump in the appropriate media type.

Drop-In

Unstable Molecules Research -100 CP

You get a full copy of the research of the famous scientist Reed Richards on his synthetic material which can be altered easily and adapt to environments, allowing them to be incredibly resilient to drastic changes in heat, cold, pressure, density and dirt making them ideal for use as superhero costumes.

Prison 42 -200 CP

You gain a dimensional gateway to a massive prison that is stored in the Negative Zone, it was built to house Super Powered criminals, it comes with a built in Power suppressor that will affect everyone who has not been given permission.

This prison is very clean, with fully functional sanitation, but is heavily-guarded by a high tech security system with the only entrance to the Prison being the dimensional gateway that comes with it.

Post Jump this can be placed into a new pocket dimension with the gateway being the only entrance.

Destroyer Armor -400 CP

This mystic Armor was created by Odin and is nearly indestructible being made from an unknown metal apparently superior to Uru and is Powered by vast amounts of the Gods' energies.

Its most devastating weapon is a beam fired from the armor's helmet, it is capable of disintegrating practically any known substance in existence.

However, without orders, it can not move and will remain inert.

Nova Force Research -600 CP

This is the complete research of the Xandarian Worldmind on the Nova Force a near-limitless energy source and has many ill-defined capabilities starting from its initial discovery, covering the details of how to create devices and crystals that tap into the Nova Force including the Supernovas, Xandarian equipment, the ranks of helmets and even the Worldmind itself. This also comes with the materials required to make a nova helmet and network.

Protagonist**Jumper Industries -100 CP**

You gain a large corporation of your own at the start of each Jump with a yearly profit of the local equivalent of \$1,000,000. You can integrate this with other businesses you own which can increase the money by an appropriate level.

Pym Particle Canisters -200 CP

This canister contains 20 pym particle disks that can each be used to double or half the size of other creatures and refills itself once per day.

Danger Room -400 CP

This Danger Room is filled with advanced holographic technology and a tactical computer matrix that can generate dynamic traps, projectile firing devices, disguised robots and mechanical dangers. It also comes with an overhanging control booth, managing the room's mechanisms to oversee the exercise, while ensuring the subject's safety.

Dwarf forged Weapon -600 CP

You have a weapon personally forged by the dwarven king in the fires of a dying star blessed so that only you and those you deem worthy may wield it.

This weapon can focus and magnify any of your abilities having been crafted from a combination of Gravitonium, Vibranium, Adamantium and Uru however it still requires a name and a purpose.

Hero**Web-Shooters -100 CP**

These twin wrists devices can shoot thin strands of a special "web fluid" at high pressure coming in a number of Web Cartridges including Ice Webbing, Acid Webbing, Taser Webbing and Impact Webbing.

Sling Ring -200 CP

A magical two-finger ring imbued with the Power to open and sustain dimensional portals between any two points within the universe.

Iron Man Blueprints -400 CP

You have gained a complete set of blueprints for every copy of the iron man style armor that exists within this continuity, it also updates each Jump adding new armors for each continuity.

The Book of Vishanti -600 CP

This tomb contains every defensive spell in existence including some of the most Powerful light/order magic spells known, many of them being counterspells to other magic disciplines. It seems to have an endless number of pages, which seemingly materialize from nothing as it updates each Jump and continuity with any and every defensive spell.

Villain

Temporary Oscorp Serums -100 CP

A selection of Super Power serums based on those created by OZ corp, these can each bestow temporary generic enhancers or themed Super Power sets, these include temporary Power sets such as the Goblin Formula, the Scorpion Serum, or the Lizard enhancement.

Hammer Drones -200 CP

These knock off iron men are not suits of armor that use an arc reactor but instead robot drones that utilize hammer tech and rechargeable power reserves to fight and function.

Sentinel Blueprints -400 CP

These blueprints depict artificially intelligent robots designed to hunt mutants with the intention to erase the increasing numbers of emerging mutants though they eventually turned against their creators. These blueprints highlight where the issues are and what future problems may be.

The Darkhold -600 CP

Known as the Book of Sins, this Book of Spells contains all dark magic based on ancient engravings carved by Chthon. It seems to have an endless number of pages each crafted from the flesh of a different creature, which seemingly materialize from nothing as it updates each Jump and continuity with any and every corruptive and evil spell.

Companions:

Friends Old and New Free/-50/-200 CP

You can recruit any willing local to become a companion for **Free**.

By paying **-50 CP** you can guarantee a specific character becomes a companion.

You can also pay **-50 CP** to import an existing companion or upgrade an in Jump recruited companion granting them a background, **+800 CP** and half of every stipend listed in this document.

You can pay **-200 CP** to select up to **8** companions to import or upgrade.

Power:

+400 CP Powers Only

+1 Super Power Supplement Discount

You can use the sections below to gain prebuilt Power sets and use the **Generic Super Power Supplement** to create a customizable Power set for yourself.

Prefab Power Sets:

If you have taken the **Replacement** drawback and you can build your character in this section for **Free**.

You may purchase the Powerset of any canon version of any **Marvel** character using the **Generic Super Power Supplement** to copy all of their Powers and abilities listed on their Wikipedia Page.

You may convert **CP** to **PP** at a ratio of **1 CP : 5 PP** but each **Prefab Power** required to follow the rules with **Power Origin**'s other than **Item** counting as your purchase of that **Power Origin** for this Jump meaning that you will not be able to purchase that **Power Origin** from the **Generic Super Power Supplement** in this Jump.

You may purchase as many Power Prefabs as you can afford gaining 1 purchase of "**Super Costume**" per Prefab which can be any costume but must be a design that matches the corresponding character.

Each purchase will remove the corresponding characters from your Jump, this will be done by changing their origin in ways that prevent the motivating factors that caused them to take on their super identity.

Unless you have a relevant "**Narrative Perk**" or "**Narrative Power**" you would need to directly interfere in-Jump in the event to control how they take place.

You can not edit these Powers beyond what the character canonically has but you will gain a discount on any Powers you get within your Prefab.

Power Conversion Drawbacks:

These drawbacks allow you to access better rates of conversion for **CP** to **PP**.

Be aware that **PP** cannot be converted to **CP**.

Lost and Found: -100/200/400 CP [Cannot be taken with Learning the long way]

You will lose access to all of your Power Items and they will be hidden from you.

For **-100 CP** you will gain **+450 PP** to use for the **Item Origin**, your Power Items will be somewhere in your country planet and will be delivered to you at some point during your first year, possibly under their own Power.

For **-200 CP** you will gain **+900 PP** to use for the **Item Origin** and your Power Items will be deactivated and hidden somewhere on the planet, each one will be found within the first 5 years of your Jump activating them.

For **-400 CP** you will gain **+1800 PP** to use for the **Item Origin** and your Power Items will be deactivated and hidden throughout the galaxy on the planet, they will only become activated when found.

Post Jump your purchased Items will be returned to you.

Learning the long way: -100/200/400 CP [Cannot be taken with Lost and Found]

Before the Jump begins you will have to go to a learning space and prove you are capable of understanding your chosen material.

You can choose not to complete the training before you start Jumping but you will not have the corresponding training Powers of any incomplete test.

For **-100 CP** you will gain **+450 PP** to use for the **Training Origin** and before the Jump begins you will have to go through a crash course of everything you have purchased and must complete a feast for each subject proving you understand the basics of what you are buying.

For **-200 CP** you will gain **+900 PP** to use for the **Training Origin** and you will have to go through the full training course required to fully grasp all of the training you purchased and must complete a test.

For **-400 CP** you will gain **+1800 PP** to use for the **Training Origin** but you will need to go through a high detail trading course for every learning Power you have gained and will be required to pass every training test in a row before any of them are marked as complete.

Post Jump you will gain your training Powers fiat backed as intended.

Incompatible: -100/200/400 CP [Cannot be taken with Hogwarts Dropout]

Your cybernetic components are not completely compatible with your organic body causing consistent issues.

For **-100 CP** you will gain **+450 PP** to use for the **Cyborg Origin** however your cybernetic implants will never fit quite right and occasionally be uncomfortable and unpleasant.

For **-200 CP** you will gain **+900 PP** to use for the **Cyborg Origin** but your cybernetic implants are now constantly itching unless you take medication and they will occasionally be painful to use.

For **-400 CP** you will gain **+1800 PP** to use for the **Cyborg Origin** but before the Jump starts you will have to have the cybernetic implants manually installed while you are conscious and fully awake.

After the surgery you will need to maintain your parts in order to prevent pain, rejection or infection.

Post Jump these implants are perfectly implemented.

Mutation: -100/200/400 CP [Cannot be taken with Experiment]

Your Powers have manifested as a physical mutation that may cause fear or disgust within those who see them.

For **-100 CP** you will gain **+450 PP** to use for the **Biological Origin** but your Powers leave a visible effect that could pass for humans such as odd hair or eye color.

For **-200 CP** you will gain **+900 PP** to use for the **Biological Origin** but your physical changes are more pronounced causing you to have odd skin color or texture and to have notably un-human blood.

For **-400 CP** you will gain **+1800 PP** to use for the **Biological Origin** all of your Powers are visibly manifested making you appear to be a monstrous being.

Post Jump these changes become available as an Alt-Form.

Hogwarts Dropout: -100/200/400 CP [Cannot be taken with Incompatible]

You do not have as much training and experience as advertised in the use of magic and will instead have to learn in universe.

You will still have the potential and Power to use your magic but you will need to or locate a way to learn your magic as the books that will have been split up.

For **-100 CP** you will gain **+450 PP** to use for the **Magic Origin** however there will be gaps in your knowledge and books of the more advanced aspects of each of your schools and styles of magic.

The spell books required to fill these gaps will be randomly sent and hidden in some of the 100 closest bookshops from your starting location.

For **-200 CP** you will gain **+900 PP** to use for the **Magic Origin** but will only know the basic principles of your magic and the spell books that hold the rest will be hidden in random shops around your starting country.

For **-400 CP** you will gain **+1800 PP** to use for the **Magic Origin** however you won't have any of your magic knowledge or experience, instead relying on your potential and Power or locate another way to learn your magic as the books that will have been split up into 10 books each and will be randomly hidden somewhere in the world.

Post Jump you will gain and restore all the knowledge and books you were supposed to gain.

Cursed Soul: -100/200/400 CP [Cannot be taken with Theurgy]

Your soul has been cursed forcing you to have flashbacks and relive the in-universe experiences of your in-universe past lives without being able to change any of the events that occur while those events are happening to you.

For **-100 CP** you will gain **+450 PP** to use for the **Spiritual Origin**, these flashbacks will only occur once per month while you are asleep and will often show events that are relevant to events that have or will soon occur.

For **-200 CP** you will gain **+900 PP** to use for the **Spiritual Origin**, your flashbacks will start randomly once a week showing you days of your previous lives in an instant.

For **-400 CP** you will gain **+1800 PP** to use for the **Spiritual Origin**, you will have no control over when or when these will occur, while to you each event will feel like it took up to a week to complete, for everyone it will appear that you zone out for a few minutes.

Post Jump this curse will be broken.

Experiment: -100/200/400 CP [Cannot be taken with Mutation]

Before the Jump begins you will be required to go through the experiment that will give you Superpowers.

For **-100 CP** you will gain **+450 PP** to use for the **Experiment Origin**, your experiment will be quick and moderately painful as it alters parts of your body to accommodate these Powers.

For **-200 CP** you will gain **+900 PP** to use for the **Experiment Origin**, your experiment will take a few minutes and be very painful as it changes your internal structure.

For **-400 CP** you will gain **+1800 PP** to use for the **Experiment Origin**, the experiment will take several minutes and will be extremely painful as it dissolves and rebuilds your body.

Theurgy: -100/200/400 CP [Cannot be taken with Cursed Soul]

To use your Powers you will need to prove your devotion to the deity your Powers come from.

For **-100 CP** you will gain **+450 PP** to use for the **Bestowed Origin** and will be required to make a prayer to your deity once a day.

If you miss a day you will not be able to use your Powers the next day.

For **-200 CP** you will gain **+900 PP** to use for the **Bestowed Origin** and will be required to complete a Religious Sermon for this divine being you received these Powers from every week and a audible prayer once per day, failure to do so will disable these Powers for a week during which you must do the prayer every day and complete the Sermon before you can regain them.

For **-400 CP** you will gain **+1800 PP** to use for the **Bestowed Origin** but to use your Powers you must make a sacrifice to your deity every day and failing to do so will disable these Powers for a month during which you must supply a sacrifice every day to regain them.

Post Jump you will not need to make these rites to retain your Powers.

Grinding Required: -100/200/400 CP [Cannot be taken without 2 or more CP to PP Conversion Drawbacks]

Your gaming systems are not quite calibrated for you and will not generate XP in the intended way.

For **-100 CP** you will gain **+450 PP** to use for the **Custom System Origin** and will only gain 60% **XP** from your various methods.

For **-200 CP** you will gain **+900 PP** to use for the **Custom System Origin** but will only gain 40% **XP** from your various methods.

For **-400 CP** you will gain **+1800 PP** to use for the **Custom System Origin** but will only gain 10% **XP** from your various methods.

Post Jump you will not have this restriction and can gain **XP** at a normal rate.

Scenario:

Ongoing Issues

Your patron has decided to play a game with you, they are going to change up your story a bit, enhancing all of your enemies and creating his own minions for what he perceives as story arcs. These minions will grow in Power to match what he has seen you be capable of with two story arcs per year.

Reward:

After completing each story arc you will gain **+50 CP** to spend or save as you would like.

Super Secret War

The Beyonder has decided to play a game with you, he is going to enter you in to a multiverse secret war combining the most iconic Heroes and Villains of all time from **Earth-Jumper**, **Earth-616**, **Earth-1610**, **Earth-15513**, **Earth-199999** and the **FanFiction** that your Jump replicated.

Reward:

For each universe you defeat in the super secret war you gain **+200 CP** to spend.

Making Movies

For the duration of this Jump you will have the movie and TV rights for every Superhero and Villain on the planet you must make a movie series for the hero's that exist in that world and at least 4 of the films must be ranked in the ten movies of all time for at least 3 different categories.

Reward:

Post Jump you retain these movie rights in every future Jump.

Vs Capcom

At some point after 5 years of your Jump starting something strange will begin to occur beings from another Reality will start to appear as two dimensions and fuse themselves, conflicts are likely to occur.

To complete this scenario you must resolve this issue and stabilize the two realities either as a single new reality or returning to their original state.

Reward:

You may select up to 8 **Capcom** characters to become your willing companions for **Free**.

Marvel Nemesis: Rise of the Imperfects

At some point after 5 years of your Jump starting an invasion by alien slavers will begin using a strange device attached to the back of a target's neck to control them.

The aliens are led by Niles Van Roekel, a genius who unleashed his Imperfects, genetically engineered soldiers and short lived clones without a mind of their own.

Reward:

You may select any of the Imperfects to become your willing companions and gain all of Dr Roekel's technology for **Free**.

Generic Amalgam Comics FanFic

To take this scenario you must have previously completed the **Generic DC FanFiction**, once the Jump is completed you will be sent into a new “Jump” playing the **Generic Amalgam Fanfiction Jumpchain**.

The warehouse and all Powers, Perks and Items from previous Jumps other than body mods will be sealed for the duration of this Jump.

The FanFiction setting of this Jump will be a hybrid of the **Generic Marvel FanFic** and **Generic DC FanFic** you selected with you taking the role of the hybrid of your two previous selves gaining their Powers.

For this Jump you will have a bonus **+500 CP** to spend across the Jump doc and all previous purchases from the **Generic Marvel FanFiction** and the **Generic DC FanFiction** being automatically discounted.

Reward:

Joiner of Worlds

Like the joint effort of the Spectre and the Living Tribunal you too have the Power to combine two universes together!

When starting a Jump you may select another setting or Jumpchain document and have the two merge in order to create an Amalgam universe for your Jump to be set in.

If you have merged two Jumpchain Documents you may complete both separately and combine the results but for the purposes of any Perks/rules they will count as each having been completed separately.

Drawbacks:

Replacement Free

You may select a single canon character from the **Marvel** Universe and take their place in time and space.

Myown Fic Free

Why take someone else's story when you can take your own with this drawback you can customize innate details of this universe as if you had taken the “**A well known story**” Perk. You can also integrate aspects of multiple different FanFic's including settings and character variations.

Supplement Free

You may take this Jump as a supplement to another **Marvel** Jumpchain.

Crossover Free

Why just stick to the **Marvel** universe when you can add more to your world, you can choose any other **Disney** Franchises and have them merge into your work.

Perhaps a computerized world is hidden all around you with the events of **Wreck-It Ralph** and those of **Kingdom Hearts** being future fact. Perhaps on one of your many trips to space you may find another world which perfectly reenacts the events of the **Planet of the Apes**.

Dice Cheat Free

People won't play dice related games with you as they think you will cheat.

Just Stay Dead +100 CP

It doesn't matter what you do to them or how thurrally you destroy their body your enemies will never stay dead.

Wanted +100 CP

Somewhere out there you have a criminal record as a surprisingly high bounty but not so much that you will be sorted out, so long as you are not within the area that your wanted poster is placed in no one will probably go after you.

X-rated Comic +100 CP

This Jump is a little more explicit than normal sex, drugs, murder and a lot more are out there and it's almost like this world is desperate to show it off.

Terrible Name +100 CP

You have bad luck when it comes to getting a super name as media attention seems to always give you a terrible name, you can't get around that no matter what you do.

Double Trouble +100 CP

You will always encounter twice as many enemies in the world. Every foe you face will have an identical copy who only you can see, the worst part is that this seems to be a Schrödinger situation as the real one is the one who you don't go after.

From Beyond the 4th wall +100 CP

They're watching you Jumper. Who? People who know you're not from this world. The worst part is that you can always feel it when they look at you.

Low Budget +100 CP

Something about this world just seems... cheap, flying wires, plastic shield, old school lights and tatty looking monsters.

Thugs for days +100 CP

At least 10 random thugs will randomly show up every day and target you.

Silent World +100 CP

The world seems emptier than it should be. You don't know what happened but the population seems to be 7 million humans worldwide including every named character.

Stalker +100 CP

A random ordinary human knows everything about you and is obsessed with you, they are also protected from any Perks or Powers that would help you quickly find them.

Protect Civilians +100 CP

You will feel responsible for every man, woman and child who is in danger any time you see someone at risk you will instinctively want to help them.

Angered Factions +100 CP

With each purchase a random local faction will see you as their enemy once they become aware of you, this can be taken multiple times with each time making a new group your enemy.

The World's Strongest +100 CP

You have a passive reputation now with everyone thinking that you are the biggest and toughest guy in the room with everyone who thinks they have a point to prove targeting you first.

Heroic Sayings +100 CP

You have several quotes and sayings that always come around as annoying or cheese which you unintentionally use every time you try to talk with others.

Background Lore +100 CP

Everyone seems to have a complicated and convoluted background that they won't shut up about and despite it seeming to go on forever it seems that time stops and nothing can move when they make these tiresome speeches.

Rough Childhood +100 CP

You were not as lucky as some people and your in-universe childhood will be abusive and painful to such a degree that you will be affected by it even if you didn't really live through it.

The Weirdo +100 CP

Everyone seems to think that you are a strange individual and they will go out of their way to avoid you unless they actually want to speak to you.

Super Team Up +100 CP

It seems that you can't go anywhere without some random super person showing up and joining you. What's worse is they always seem to get the praise for a situation and you the dissatisfaction.

Knowledge Lockout +100 CP

Once you start this Jump you will lose all of your knowledge of the **Marvel** universe and all its continuity's.

Aliens Crash In +100 CP

It seems that every week at least 1 alien spaceship will crash within a half mile of you, possibly causing destruction and either going on a rampage or needing your help specifically.

Stranded +100 CP

Instead of the normal beginning your origin would have, you find yourself in the middle of a desert island somewhere in the ocean.

Plot Anchor +100 CP

Every plot seems to revolve around you and no matter what you do you will always be dragged into the story.

Monster Magnet +100 CP

Every monster who attempts to attack a city or alien beast who is released on the planet will head straight for you and attack.

Kick the Cook +100 CP

You are a terrible chef, everything you cook is disgusting, you can't even cook toast without making it monstrously vile.

Scarred +100 CP

You have either horrible burns or horrible wounds that are clearly visible to others making you appear monstrous to others.

Always Left Behind +100 CP

Why do they keep leaving you behind?! You will find companions, allies, and benefactors are always ditching you to deal with whatever's going on.

Honorable +100 CP

You are honorbound and will always do things in an honorable way, you will always inform someone if you intend to arrest or kill them and then give them time to prepare or surrender before you take actions.

Nightmare +100 CP

Each and every night you will fall asleep and suffer terrible dreams that you cannot separate from reality.

Extended Stay +100 CP

You can increase the duration of this Jump by 10 years.

You can take this a maximum of 10 times increasing it up to 110 years total.

Friends from beyond your dimension +200 CP

A Powerful godlike being will interfere in your life making it more interesting or fun for them to observe.

Sore Thumb +200 CP

There is something odd about you that makes you seem noticeable as foreign being to anyone who deals with anything not native to earth or this dimension.

Dead or Alive +200 CP

You have a local criminal record and anyone who recognises you as the target will attempt to turn you in for the bounty.

Crooks for days +200 CP

Every group that you face against will have ten times the street level support that they normally would.

The Good People +200 CP

It seems that everybody wants something from you, they want you to get their cats out of trees or fetch them milk for their tea, regardless if you refuse to do a task for someone you're the asshole. On the bright side, if someone has already given you a task which you are currently working on, people are less likely to give you new tasks.

The Bad People +200 CP

For some reason everybody is an asshole to you, they will treat you like dirt and if you dare refuse to do anything for anyone don't expect any kind of help from them ever.

Tie-Ins +200 CP

Every time something happens a dozen different people will show up and do seemingly unrelated things that your actions seem to pivot off if anything goes wrong for them things will definitely go wrong for you.

Wider World +200 CP

This world is bigger than you would normally think but this makes the world more dangerous. There are more magical schools, more super martial arts, more alien races who will target the planet, more magical creatures that will show up to cause trouble and more that would normally not be shown and all of them seem to think they should involve themselves in the plot.

Dark Minions +200 CP

Some odd physical embodiments of evil will seem to appear everywhere and they always attack you, no one else ever seems to see them or interact with them but those things seem to be drawn to you like ant to sugar.

I'll get em next time +200 CP

It doesn't matter what you do every time you catch or try to kill an enemy they always get away and you can never seem to find them.

Blinded +200 CP

You have lost your eyesight and will not regain it this Jump.

Pet Food +200 CP

Creatures of every shape and size will want to eat you from the smallest bug to the largest lion, the only exception to this are sentient creatures such as humans.

Rogue Gallery +200 CP

This can be purchased up to 5 times with each purchase giving you a new enemy who gains **+3,000 PP** to spend in the **Generic Super Power Supplement**.

Publicity +200 CP

Every mistake you make will become public knowledge, every negative misinterpretation of your actions will be pushed to the front.

It's almost like someone is trying to make you look bad.

Thou shalt not kill +200 CP

You are not capable of killing someone, giving anyone who may be killed by you selective immortality.

Weakened +200 CP

When you start this Jump your purchased Powers will be near non-existent requiring you train them in order to get the basics that the Powers describe.

Selective Amnesia +200 CP

You have forgotten everything about superhero comics including the tropes and this specific fanfiction.

Multiverse Madness +200 CP

It seems that at least once a month a random person you know will appear from a parallel reality where things are different such as an evil copy of your lover, an old west copy of your arch enemy or even the canon version of the character you replaced, it could be anyone.

Living in Exciting Times +300 CP

Completely random but exciting things will nearly constantly occur around you and often attack you.

Power Curve +300 CP

During your time in this Jump events will take place that raise the Power curve exponentially, introducing new Powerful characters and storylines that didn't originally occur.

Amnesia +300 CP

You have forgotten everything about yourself other than what you learn in Jump and from your origin and background.

Knockback +300 CP

It doesn't seem to matter how strong or durable you are, your enemy always fling you away like a bouncy ball causing a huge knockback and will stun you until you land regardless of how little it hurts you.

Power Loss +300 CP

Any Powers purchased from the **Generic Super Power Supplement** are disabled for the duration of this Jump, you may still use Powers gained from the prefab section.

Ultimate Warrior +300 CP

At some point during your Jump a single enemy will challenge you to an honorable duel, they will be the same race as you and have another **+10,000 PP** to spend in the **Generic Super Power Supplement**.

Competent Enemies +300 CP

All of your enemies will get situational intelligence whenever you face them making them twice as competent.

Just A Child +300 CP

Instead of starting this Jump as an adult you will start it as a newborn baby, you will not start the Jump time until you are socially considered an adult at which point the Jump time will start and all other non-narrative drawbacks will begin to activate.

Sidekick +300 CP

You are the sidekick, you will get no respect or authority and most people will attribute your success to whoever they have arbitrarily decided the real hero is.

Criminalisation +300 CP

An evil copy of your Super Powered society will show up at some point during your Jump and attempt to take over your world like they did their own, you will not be able to complete this Jump until they have been dealt with.

Authoritarianism +300 CP

An extremist copy of your Super Powered society will show up at some point during your Jump and attempt to enforce their own harsher version of justice on your world as they did their own, you will not be able to complete this Jump until they have been dealt with.

The Importance of Education +400 CP

You will be forced to attend 10% of your total time in this Jump inside of an education institute. Failure to do so will count as a Jump failure.

Secret Identity +400 CP

You need to keep your secret identity, if it becomes public knowledge then you will automatically fail this Jump.

Find and Seek +400 CP

Every year you will gain a list of 12 macguffins that will be scattered around the world. Failure to find them within a year will count as a Jump failure.

Death of Jumperman +400 CP

It seems that at some point people will think you have died and dozens of imposters will show up trying to take both your superhero identity and your secret identity. Some of these are villains in disguise and others are b list heroes who want to use your name to boost their profile, then again there are some weirdos who genuinely think that they are you.

Not So Shiny Toys +400 CP

All Items gained from other Jumpchains will not be able to be imported into this Jump.

Friendly problems +400

All companions, followers, and pets are barred from this Jump.

Mortal +400 CP

All of your Perks are all disabled for the duration of this Jump.

Arch Enemy +400 CP

You now have a consistent enemy who will have **+10,000 PP** to spend in the **Generic Super Power Supplement** but cannot purchase any Powers you purchased within this Jump.

Future Problems +500 CP

Time travelers will keep showing up and causing you problems and unfortunately even the ones who are your allies will know any secret you tell in the future.

Biggest Bad +600 CP

An enemy more dangerous than any you have ever encountered before will appear up to ten times during your Jump, they will have **+20,000 PP** to spend in the **Generic Super Power Supplement**.

Boss Rush +600CP

Post Jump you will have to have a 1v1 fight against every enemy you have faced in the Jump one after another, you will not be able to move onto the next Jump until you have beaten them all.

Responsibility +600 CP / +1200 CP

Every hour ten minutes before the hour you will know the location of everyone within a mile of you who will be in danger during that hour.

You will feel immense guilt towards anyone who you do not save and will mentally experience the suffering they have gone through once the hour is up.

For a **+600 CP** total this will only be active while you are conscious but for **+1200 CP** its effects will be constant and every time that more than **99%** of those you have been made aware of do not get saved during this period the range of this drawback will increase by **10%**.

Notes:

V1.01

- Changed Text
- Changed Vampire and Synthoid

- V1.02
- Changed Text

Jump End:

Regardless of what you choose all drawbacks are removed

Go Home

Return to your home dimension and Gain **+1000 PP**

Stay Here

Stay here and Gain **+1000 CP**

Move On

Go onto the next Jump