

The Erotic Phoenix Saga Jump

Version 1.0.0

To quote its summary: “After a message from the future, the events of the Phoenix Saga unfold very differently. Instead of tragedy, Jean Grey and Scott Summers embrace the cosmic power of the Phoenix Force together to chart a very different path. Together, they explore new passions and make new connections, often in a very intimate way. However, along with this new path comes new challenges that will test their hearts, souls, and so much more.”

This is a story of a Phoenix Force with a new, more sexual perspective, and the powers of people’s perspectives on the lives they lead and the world around them. And you will find yourself as the newest perspective that might influence this world. You will be arriving moments after Scott and Jean have finished embracing the Phoenix Force, and the story has diverged from 616’s canon.

Whether you will be a villain or a hero, whether you will involve yourself with the former X-Men and their plan to finally fulfill Xavier’s dream with something other than paramilitary groups is up to you. Just know that their new perspective will touch even far flung corners of the Marvel universe - from the likes of Spider-Man to heralds of Galactus, from the halls of Asgard to Shuma-Gorath’s dimension - so you’re unlikely to completely escape it.

So maybe you should just enjoy it instead? Either way take these to help you along your way:

+1000 CP

Good luck, and good jumping.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead.

Host: Whether a cosmic entity has chosen you as a receptacle for its power or not, you are an agent of change whose presence brings a new perspective to this world. You gain no memories or connections in this world, simply appearing somewhere within it. If it needs to be said this is the drop-in option.

Teacher: Whether it's martial arts or children soldiers, you are someone who passes the torch to others, teaching them the skills they will need, and the ethics and morality to go with it. Depending upon your choices you may run a dojo, a school, or just be a teacher at some highschool somewhere.

Operative: You may or may not be the best at what you do, but you are a highly trained individual. Whether you're an agent of SHIELD, a superhero, or some villainous minion such as an agent of the hand - or even a murderous free agent like Kletus Cassidy and Eddy Brock - you have a history of violence in this world; often extreme violence.

Schemer: You don't have to be evil to take this background but... well you definitely have a history in manipulation and scheming. You might be a marauding shadow like the resident evil-utionary biologist, or just familiar with the dismembering dance performed by the likes of the Hellfire Club, but whatever your past it has given you some familiarity with the methods of plotters and schemers in this world.

Witch: Well this background won't directly give you magical skill or anything like a certain Scarlet Witch, but you might well find yourself being called a witch. Whether it's just a grim destiny, the result of your actions, or somehow inherent in your birth, you're somehow related to the demonic and to the darker aspects of this universe. This doesn't guarantee you'll turn out bad or evil, but it definitely won't be helping you avoid it.

Location:

Select anywhere in the United States of America or Madripoor that fits your background. If you chose to Drop-In this is somewhere you can appear unseen and which is not a secure location.

Age and Gender:

If you chose to Drop-In, your age and gender remains the same as at the end of your last jump. Otherwise you may choose freely as appropriate for your race and origin.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Certain perks (including all 600 CP perks in this jump) are boosted and made stronger by having an expanded perspective of reality. These perks include an effect starting with **+Perspective** after their standard effect. Taking the **Future Perspective**, or **Forced Perspective** perk, the **God** power, or currently hosting the **Cosmic Wingman** companion all provide you with these boosts, though having multiple of them will provide no additional benefit.

Safe Sex (Free): This is your mandatory porn jump perk. That is the one which makes it so you never have to worry about STIs or unwanted pregnancies. You also find that some of the logistical issues during sex are alleviated. As an example, body parts stretch a bit more than they normally would, not to the extent of hyper cocks and massive stomach bulges those things remain rather absent in this world, but you won't need lubrication for anal, and you're a lot less likely to accidentally rip something by overstretching it. You won't need to clean the ass first before anal either. Tying knots for bondage play with the right amount of snugness is a breeze, and putting on (or taking off) the paraphernalia is quicker and easier too. Awkward positions are more comfortable. And so forth. Nothing super large, but a lot of inconveniences during sex simply aren't there for you.

Cosmic Sensitivity (50 CP): You feel more deeply. At least when it comes to sex. You are capable of feeling with greater clarity your lustful desires, helping you to appreciate every ounce of them and to know where they are directed. Similarly sex is simply more pleasurable for you, especially when with someone you have an actual, deep emotional connection with. This won't make you more vulnerable to pleasure overload, sex addiction, or the like, your resistance to it increasing directly proportional to this increase in the keenness of your erotic feelings.

As a side benefit you no longer are limited by a refractory period, and can immediately get ready for a second round after the first. Your genitals are also cosmically resistant to chafing. And you can toggle off (or on again) this increased sensitivity to pleasure and your own libidinous feelings without toggling off the increased resistance to pleasure overload and sex addiction.

+Perspective: You may grant the benefits of this perk to another with a touch and an act of will, in a flash of glowing phoenix fire or a similar visual effect, or even with several

moments of concentration create a small ball of fire or similar visually apparent energy in your hand which if touched will grant the benefits of this perk. This sharing only lasts an hour or so, but you don't have to include the increased resistance to pleasure overload or sex addiction.

Good People Have Good Sex (50 CP): This doesn't make you an instant god of sex, there's another perk for that, but what it does do is ensure that when you work to sexually pleasure or gratify another, you will feel sexual pleasure as well. Never flinch away from eating pussy or sucking cock again, but enjoy it as much as being on the receiving end. Plus when you do things simply to enhance your lover's pleasure without caring for your own, you'll find that your lovers become more willing to return the favor.

+Perspective: You seem to share this perk with your lovers, as they will find that they too get to enjoy the full pleasure of pleasuring their partner, at least when you're (one of) their partner(s) for the act. Whether you're sucking cock right along with them, or the one having your cock sucked, they'll enjoy it just the same.

Intimate Alliances (50 CP): Sealing agreements with handshakes is rather quaint. Why not seal them with something more enjoyable? You'll find that when you're involved in making a deal for a long term partnership or (business) relationship, people will accept the idea that a sexual tryst is as necessary as signing along the dotted line, and required for the agreement to be complete. This can apply to such things as a loan for any substantial sum (not spotting someone a fiver), or even major purchases and sales (like buying real estate), as well as such things as demonic bargains and magical contracts; just don't expect it to apply to such everyday deals as buying groceries, or if you found yourself back in time a few decades renting a movie. You can choose when and with whom this applies, in case you don't want to seal a deal this way.

That Special Connection (50 CP): You'd think that making *connections* with so many people would cheapen the *connection* between a man and wife, and yet it doesn't seem to be the case here... or for you. You see when you have a certain special person, let's call them your true love, either of you sleeping around won't reduce the pleasure you take in each other's company or the love you feel for each other. In fact it seems to be the opposite. While you can both still enjoy making *connections* with other people, you'll find that the widened *perspective* it gives both of you serves only to make those times you share with your special someone all the more special because it is them. And you'll probably have learned a trick or two you can use to please each other along the way.

Uncanny (50 CP; free with God): You probably have better already, but just in case you came here without it, here's a superhero style makeover. You have the physique and fitness required to be a comic book hero. This won't give you anything superhuman, or even put you equal to the likes of Hawkeye much less Captain America, but you have the minimum fitness to be part of the X-Men, Avengers, or Fantastic Four, shaming most professional athletes. It comes with a similar level of combat and acrobatic skills, enough to fit into the costumed adventure lifestyle. Again you're not at the level of the likes of Hawkeye and Black Widow much less Captain America, but you can keep up with the likes of Iceman, Jean Grey, or the Scarlet Witch when they're not using their powers. In short you know how to fight, flip, and get around a dangerous situation, even if you're not a master by comic book standards. Though this is only the skills and not the wits. Still this ought to ensure you're plenty flexible, if you ever need to be.

Finally, as this makeover is intended to bring you up to the baseline standard of costumed adventurers you've got a body that bigs for a tight plastic wrapping whether latex, spandex, or especially unstable molecules. In other words, you look good enough to be mistaken for a movie star or a model, because normal people just aren't this pretty. And this seems to have a special emphasis on making *those* parts look good, and be pleasantly big. That is your tits, your ass, and your cock as appropriate.

+Perspective: Your brush with something cosmic seems to have had a greater effect on you. Every part of your body is supercharged. Every organ is more efficient. Every sense is heightened. Every function is more refined. Even your brain is affected, making you smarter and more emotionally in control of yourself. This is especially effective for controlling your powers and abilities, allowing you to control powers which - like Cyclops's optic blasts, Jean Grey's nascent telepathy, or Rogue's power draining touch - would be dangerously uncontrollable, and to toggle on and off those perks and powers you have purchased with CP.

Robot Fucker (100 CP): It'd be a shame if, just because they weren't built to experience sexual pleasure or with the erotic urges inherent in species which evolved through sexual reproduction, you couldn't ply your charms with machine intelligences and share with them the pleasure of sex and sexuality. Now you can. You are able to provide carnal pleasure to machine intelligences either through the Astral Plane, cybersex, or simply fucking their physical chassis. It might take a little thought to figure out what counts as erogenous, at least if you don't give their chassis a nice old upgrade, but you can figure it out and you can bring them to the heights of sexual bliss and climax just like if they were flesh and blood humans. And if you're a robot or machine intelligence don't worry, you can still fully enjoy the pleasures of sex and lovemaking.

+Perspective: And once you've brought a machine to climax, it will be permanently able to enjoy sex like a biological being even without your further involvement. Make a synthezoid cum once and they'll learn how well enough to do it with their wife in the future.

Infectious Fetish (200 CP; cannot be purchased by companions): Select a sexual fetish. Whether they realize it or not, people around you have a high tendency to share that fetish, and in those who do not know it yet by exposing them to it you can spark it to full life and make them an avid fan. Not everyone will share this fetish, but it will be far more common among the populace than it has any right to be. Note that if there are moral issues with the fetish in question (such as cheating sex), or dangers involved (such as violence related ones or mind control) just because it turns them on doesn't mean they'll be willing to participate. Role-playing might be available as a work around, though, and it will be generally easier to get people to accept that your spouse is fine with it so that it's morally fine to sleep with a married individual.

+Perspective: Seems a cosmic being shares your fetish. Or maybe Eternity himself. Either way the world seems to be geared up towards the fetish in question. No matter how rare the fetish normally would be, it's now almost weird if someone doesn't have it to at least some extent. At least almost everyone you meet seems to share it even if they've never stopped to think about it. The world even seems to create excuses for it to be indulged, with circumstances simply falling into place so that both you and others find that participation in it somehow helps further your goals.

Sex God (200 CP): You know how to please a woman (or man), and seem to have the Kama Sutra down by heart. You could show professional whores how it is done. What I am getting at is that you are extremely good at sex, and should have no issues in pleasing a partner. In fact you can truly wow them, and leave professional whores, sluts, and happily married individuals one and all understanding that this was the best sex they had in their life. Like Hawkeye, very very few individuals could claim to be your peer at least without some cosmic boost, and even then you might be able to edge them out.

+Perspective: Did we say a partner? That should be partners. Because you excel at handling multiple at once. You could fuck three people and give them all the best sex of their life at the same time without even trying hard. And this does mean the best sex of their life; even the most experienced and capable of seductresses would have to give you kudos for your unparalleled skill. You don't need other tricks, you simply win at sex. Though, your stamina and ability to control when you climax is rather impressive as well.

Forced Perspective (400): You possess a strange ability. Maybe it's magic. Maybe it's mutant telepathy. Probably it's a bit of both. But you possess the ability to overfill individuals with sexual desire to twist them into wanting whatever you want. This works best when augmenting some other means of mental control or manipulation, but that's not technically necessary, and ultimately success will depend upon how well you can keep them trapped and how weak the victim's will. This does require marathon sex to cement into them. Thankfully it comes with the ability to reset someone's sex drive and refractory period and prevent them from being satiated at the end.

Once established this form of mind control is particularly hard to break, and requires far less active attention than direct telepathic mind control. The victim will find themselves wanting whatever it is that you personally want, and desiring to aid you in all your plans. This won't stop them from recognizing that they want it because you made them want it, or hating you and/or themselves for wanting it. In fact this seems to be a particularly ego damaging form of control where they remain fully aware they're being controlled but unable to act against you in more than minor ways such as complaining to anyone who will listen. Even so they'll feel the want and desire to do it, and the need to comply with those desires, throughout every fiber of their being.

This boosts everything labeled with **+Perspective**.

Future Perspective (400): At the start of each jump, you receive a message and memory upload from yourself at the end of the jump (or at least how the jump would have gone without this upload). Unfortunately it seems to be mainly a highlight reel of your greatest mistakes. It's far from everything, so it's not a working guide post for the entire jump, but it will highlight the biggest pitfalls you need to avoid, or what your greatest regrets would be and roughly why. But hopefully this early hindsight can help you to set right a few events that would have gone wrong. If not... is getting an assurance that everything in the jump goes as well as it could possibly be hoped that bad of a thing to receive?

You will still get this message if you would have died or failed in the original timeline. Its purpose is to avoid bad futures after all.

This boosts everything labeled with **+Perspective**.

Eyes That Watch (600 CP): You're not quite a watcher, but when you personally observe an event you are able to observe other ways it could have unfolded, in other possible timelines. You may also play out events from the initial one, observing these alternate timelines that could have been. This will follow the consequences of the event, leading you to the most important parts of its story no matter how spatially separated they

are and even includes observing timelines that could not be without a force from outside of time intervening.

You are able to observe around half a dozen timelines simultaneously without difficulty, even while acting in one of them (though acting in one other than the one you're already in is not provided for by this power). As long as you observed the initial event, you may view the branches which come off of it whenever you want even if at the time of observation you didn't choose to observe these timelines. While you must start from the initial observed event, you may pause them at any time, rewind to a point already viewed instantly, or even fast forward at many times normal speed up until the present.

+Perspective: That half a dozen timelines is now up to at least a hundred. In addition you can now also fast forward at any rate, up to instantly reaching the now, or rewind at any rate as well. This won't ensure you can process what's happening when fast forwarding or rewinding too quickly, but as long as you have the mind to keep up, you could observe everything that happened over quite a period in mere instants.

Host Perks

Emerging Eagerness (100): People think with their loins more when you're around causing them to find (casual) sex and displays of (erotic) affection simply more normal and acceptable. This won't be starting orgies, getting your enemies to stop fighting to dick you down, or even making someone who wasn't attracted to you suddenly be willing to fuck you on its own, but it will erode away at social stigma against such things to make people less hesitant. This is even more effective at eroding away at the social stigma and hesitancy people feel about open and polyamorous relationships; it won't stop them from objecting to it not being a two-way street or feeling a need to consult their partner first (those are different matters entirely), but people will be *very* accepting of the idea of open relationships when you're involved.

And watching you engage in sex only seems to make them all the more accepting of such ideas based on just how pleasurable it seems to be for you and your partner(s).

Another Path (200 CP): Why is it that every mutant that Xavier finds ends up being a costumed adventurer and a soldier in his war? Not every power is suited to warfare - just ask Doug - and not every person with a power that is is suited for battle themselves. So what if there was another path to make use of such abilities? You are good at recognizing non-combat uses for super powers. Just as importantly. you're good at getting other people to accept these uses as valuable and to start thinking about them as more than tools for costumed adventure and fighting. When you put powers - your own or others' - to civilian use it seems to help normalize them, sending out ripple effects into the world making them more accepted by people.

You also possess the ability to incorporate your powers into your sex life. If you lose control of your powers during the pleasure of climax, or sex in general, it will be in ways that do not hamper, and typically increase, the pleasure of it and not in messy or painful manners - even if you're as strong as a Hulk able to crush geographical features to powder you won't clamp down so hard in orgasm to damage the sensitive bits involved down there, and when your weather powers create an orgasmic storm around you it won't be so heavy as to give your partner a cold shower, but just a refreshing breeze or misting to cool overheated bodies.

Love, Life, and Connection (400): There's nothing wrong with sex. Rather than corrupt, it enlightens. And that's never been more true than with you. Fucking someone serves as an excellent way to come to an understanding about your partner(s), who they are, how

they think, and what they really believe. It serves the other way around too, giving them the same insight into you.

But it does so much more. A good sex session with you helps someone deal with their issues and problems much like a good therapy session. Except while it's just as cathartic and therapeutic it's hopefully way more fun. You can fuck away someone's trauma, or personal issues, as sex with you gives them perspective about themselves. It also helps stir empathy in others, helping them to put themselves in perspective with everyone else.

If you want it can also serve as an argument for your life philosophy. You'll need a reasoned through philosophy, but the better the sex the more convincing the argument is.

Grey (600): You are an attractive host to cosmic, and even not so cosmic, entities. And I don't just mean sexually. You'll find that those entities you host grow to like you more and more. They'll also find a way to enjoy your sexual activities and the sexual pleasure that you receive. But you can expect entities that need hosts, whether symbiotes or cosmic gods, to look at you as a quality host worth extra effort and leeway when working with, and to be near the top of their list when they look for someone to serve as their host, herald, or receptacle of their great power.

This strangely attractive quality ensures you're not just some random woman, but someone that cosmic entities accept, even if you lack the power of one, as a player on the cosmic board. This won't mean that they will listen to you, or fear your power, but they at least recognize that you have a right to a place at the table and to be heard. Whether you have the right to be listened to, or the power to actually play is something else, but they are much more inclined to at least give you a chance to talk.

+Perspective: You are able to split the power of an entity you host and share it with another via sex. Doing so renders its influence on both of your psyches substantially less, and its power easier for either of you to control. This will also create a powerful telepathic link with the other recipient of this power, allowing you to communicate telepathically with each other from great distances and providing empathic information from one of you to the other.

Not only does this splitting make controlling the powers granted to you by beings much easier, and reduce the emotional influence and burden by more than half, doing this also helps you influence the entity. You will find that by splitting its power between you and another it is easier to convince it to share your perspective and that of the other host, and for a cosmic being to understand reality from a more mortal perspective.

Teacher Perks

Understanding (100): You are capable of high levels of empathy. That is the mundane kind, we're not talking about mutant powers here. Still you are quite capable of picking up on how others feel, comprehending their emotions, and even sympathetically feeling them and putting yourself mentally in their position.

This naturally has the tendency of making you a rather effective and responsive lover, able to pick up on small cues as to what they desire and what makes them feel good, even if they perhaps have not consciously picked up on it themselves. You are especially good at recognizing your partner's limits in a sexual encounter, and how to avoid them. As well as how to guide a partner. You'd make a great service dom if you wanted.

That is What You Taught Us (200): You are an expert teacher, able to instill in your students morals and ethics, while still allowing them to think for themselves and grow to discover their own answers. This can even help them to develop their free will to be more resistant to the charisma of others and various means of mind control, as you teach them how to think and not simply how to regurgitate your own thoughts. This does mean having to be prepared for them to come to their own conclusions which may not always align with yours.

Though if you'd prefer, you can focus more on indoctrination. You could do a very good job of creating your own little costumed children soldiers if you wanted, each one loyal to your dream and vision. They won't have extra resistance to charisma and mind control, but you can shape how they think.

Expertise of K'un Lun (400): This doesn't give you the martial skills of an Iron Fist, or even one of the lesser warriors of K'un Lun. Instead this has a focus on their spiritual practices. Specifically you are highly skilled in a variety of meditation techniques. These techniques help the practitioner remain calm, focused, and emotionally, mentally, and spiritually balanced. Your mastery of these techniques leaves you with a near perfect awareness of yourself, able to easily diagnose the wellness of your body, your energies (spiritual and otherwise), and even your own mental and emotional state, granting you a much greater awareness of your own unconscious mind, as well as your powers and abilities. This also allows you to maintain the mental stability and self-control to not only recognize your basic instincts but control them as easily as your higher functions and thoughts.

You can lose this spiritual, emotional, and mental balance, and the near perfect self-awareness and other benefits it brings with it, if you allow your balance to be

disrupted. This can happen through neglecting meditation and self-reflection or through outside forces disrupting the harmony of your mind or soul whether through mind control, spiritual assault, or just bad shit happening to you. Of course this awareness, and just the techniques, do help you resist such outside forces in the first place as they provide you with the tools to battle their influence on your mind and emotions. A regular routine of meditation will therefore not only work to restore your balance and thus this awareness, but to fight off mind control, spiritual assault, or just stress and trauma.

You are able to teach these meditation techniques to others, though with just this they will never reach your height of proficiency with them. However for particularly drastic cases, or students in particular need, there are superior techniques which require a more experienced teacher's physical guidance. In these techniques the teacher uses their chi to guide the student's. This does not require the teacher to have greater chi than their student, though will be less effective if the student's control and awareness of theirs is greater, but is a rather intimate experience with the lesser of these techniques involving rather intimate massages, and the most effective of these techniques involving directly erotic techniques integrated into sex. By performing this guidance you will help your students reach balance and self-awareness closer to your own, though they may need regular sessions to maintain it.

Most Powerful Mind in the World (600): No, you're not a mutant telepath. Simply put, you're a super genius. Even in a world like the Marvel Universe you're probably the smartest person in the room with those who can rival you being limited to the likes of Reed Richards, Tony Stark, and Charles Xavier. This doesn't give you immense scientific knowledge - though you have the mind to get that if you seek it out - but instead simply an immensely capable and competent mind. What this means is that: you learn quickly; your memory is impeccable; your ability to correlate information and find the relevant from the irrelevant is top tier; you have a natural aptitude for any intellectual pursuit you care to name; even formulating plans and tactics is second nature to you.

This intellect also means that your mind is vast and powerful enough to make it a challenge for telepaths to control. Even without skills or training you've got a great massive mind far more complex than the average individual. This helps against other forms of mind control as well. This isn't immunity, but trying to control your mind is like trying to control a dozen minds at once at least. This likewise gives you aptitude in psychic combat and manipulating mindscapes, both your own and others'.

+Perspective: Your mind is truly something sacrosanct now. Your memory cannot be altered or edited by anyone other than yourself, and is absolutely perfect now. Neither can

an outside force control it, as you are completely immune to mind control; even a cosmic entity could not control your thoughts. Your skill in mental combat has likewise evolved significantly, and within your own mind you are nigh onto omnipotent, able to completely control your own mindscape, even in the face of cosmic forces. You can even construct your own mindscape and simply slide your perception into it, either to relive moments in perfect full sensory reconstructions from your memories, perhaps allowing you to notice details you consciously missed before, or simulate realities in it.

Operative Perks

Precision (100): You are able to control your strength whether you're delicately picking up an egg - or teasing a nipple - or trying to pummel a super strong villain hard enough to disable them without killing them or re-arranging geographical features. Even in the grips of berserker madness, Hulk-like rage, or a wild orgasm you won't use an ounce more pressure or force than you intended. And after a few testing blows - or touches - you will know how much force a target can take before it becomes a serious risk of injury - or stops being pleasurable.

This same control really helps out your hand-eye coordination and aim. While this won't give you Hawkeye-like skill with bows, you do have a particular talent for hitting your target whether that be striking a robot's self-destruct button with a shield, or hitting the g-spot just right.

What I Do Isn't Pretty (200): You are a living weapon. Even if no one has done some highly illegal and dubious experimentation to make you one. Even without mutant powers or adamantium claws, you are a natural fighting - and killing - machine, able to keep up with the likes of Black Widow, Captain America, and Wolverine in a fight, and with fighting instincts comparable to theirs as well.

And despite the name, what you do is actually fairly beautiful in its way. At the very least how you fight has a way of showing off just how bold, and powerful you are as well as just how good your physique really is. Each movement seems to possess some elemental of brutal beauty that really puts the art into martial arts.

Three Pillars of Espionage (400): According to Black Widow they are: infiltrate, investigate, and evaluate. And you're good at all three parts. You could pass for a fully trained SHIELD agent, though this doesn't come with their combat training. Beyond knowing the tricks of the intelligence trade, this means you know the proper protocols for any situation common enough to have a protocol; whether the rules say you're supposed to call in a strike team or get back-up, and the like. But you go beyond mere training. You know when to ignore protocol and go with your instincts. After all, your gut instincts are pretty good at sussing out when there's a bigger mystery or hidden danger. This isn't spider-sense style combat precognition, it won't tell you when and how to dodge punches, but instead an ability to effectively and efficiently evaluate the situation. This helps you with things like telling when maybe there's no need to escalate and it'd be better to perform some personal reconnaissance, or conversely when something is amiss and you need help ASAP.

Leader (600): Any team of costumed heroes - or villains - would be lucky to have a leader like you. You might not quite be Captain America's equal - he's hard to match, much less beat - but you've got the skills needed to lead a team whether it's a military squad, or a group of disparate heroes. You particularly have a natural aptitude for small group tactics, finding enemy weaknesses, and figuring out how to blend individuals with wildly varying skills and powers into a single, functional team.

You've got the right charisma to be a leader too. You have a way of making it where people don't just follow your orders because you tell them the order. They follow them because they want to, trusting that your orders are the correct ones, and having faith in your ability to lead.

+Perceptive: You seem to have a certain something more about you. It screams leader, making others naturally accept following your commands and letting you take the lead in the heat of danger even if you're an acne riddled teen. Moreover, whether it's some godly instinct, some side effect of your own fractured soul, or just an upload from the future, you seem to have quite some experience as the leader of a costumed fighting group, as if you'd been doing this for years. The same is true of your other new powers and abilities from this jump. Even if you've dropped in you'll take to them as if you've been using them for years. This will apply to future powers you gain too. Maybe your future self left you with some pointers, but you're skilled in the use of any powers or abilities you develop even from the get go as if you'd used them in many life or death battles.

Schemer Perks

Perfect Party Girl (100): You have the looks, personality, social skills, and charisma to make you the sort of person that people want to party with. Or can fake the personality if you need to, since this doesn't force you to be an extrovert. Either way you know how to make yourself easy to get along with, and to help people relax, while providing the sort of extroverted, and energetic fun to make those around you feel like they've hit the jackpot in getting your company for the evening. You could use this to make contacts and get ahead - especially if like a certain White Queen you're willing to get down and dirty to do it - or just be a likable person who is a blast to hang out with.

And no party girl would be complete without being a master of the quickie, able to get a partner off with your mouth or hands in a surprisingly short time frame. It might not be the best sex they've had, but you can leave them satisfied enough in a hurry.

Marauding Shadow (200): You are good at keeping unnoticed and playing things from the shadows. This does require you to act subtly, and usually indirectly, but whether you're a mutant business magnate supporting the creation of anti-mutant robots, a mad biologist trying to clone people from sewer-based labs, or something else your talent for hiding the evidence and the proof of your involvement is fantastic. This won't protect you from supernatural senses and the like, just makes it easier for you to hide the tell-tale signs of your involvement in things; but if your enemies never know you exist they won't know to look for you.

Ruthless Cunning (400): Among the likes of the Hellfire Club, and supervillains, you seem to be particularly cunning. You know how to work smarter and not harder, how to make someone want to do what you want them to do without resorting to brute force, intimidation, or telepathic manipulation (though you can definitely make use of those as well if you have the means). Whether it's by sex, money, or sheer charisma, you can make it so that people feel like they're getting what they want while they're actually giving you exactly what you want. And while this won't make you a living sex god, or give you money, it will give you a good deal of sheer charisma.

Not that this won't help with the money aspect either. You're good at planning, and scheming, and that lends itself to investing as well. You know how to plan ahead, and what to look for as dangers in a plan, and how to estimate the risk of your plots. You're not flawless, but you could make a good living off of the stock market, or other means of investment from observing, predicting, and knowing when to sell and when to buy. That's

without actually getting into the shadier side of business dealings such as bribery, extortion, and sabotage.

You Almost Broke Me (600): Your psychological resilience is amazing. Oh, enough trauma will have an effect. It may crack you. It may leave scars and trauma. It may even lay bare your soul. But break you? That's a fair deal harder, and to truly break you where you can't recover - on your own if need be - may just be impossible.

The sort of trauma that would break others, that would lay bare your soul and strip you of all of your pretenses and self conceit, won't leave you shattered. It will re-energize you with ways to escape your current state, to regain your power, and rise again like a phoenix from the ashes. They may kill the persona you had built up, but doing so only means that something newer and better can grow from it instead, with a keen insight into what allowed it to happen.

This won't grant you new or increased powers, but you will learn from every defeat you suffer, and you will understand what led you to that defeat. Which if you intentionally lost might just be 'you threw the fight.'

Of course this also means your will and psyche are resilient beyond expectations. Whether it's torture, pleasure, or some other means of brainwashing, mind control, or attempt to supplant your will with another's, you are highly resistant and even the most thorough attempts are likely to fail eventually. At least far enough to give you a chance to try and escape.

+Perception: It seems when you suffer a defeat you grow in more ways than just psychological introspection. This is proportional to the defeat you suffered, but the worse the defeat the more you will find your powers and abilities growing. If you intentionally lose this would do very little. If you lose because your honor holds you back you'd see a benefit. If you had all the power you had spent a lifetime collecting smashed, then were raped to the edge of madness, and forced to abandon the persona you had created as a flawed construct you could expect to see a staggering increase in your powers and abilities as they break their old limits and swell up beyond their prior heights.

Witch Perks

Sadomasochist (100): Pain and pleasure are connected things, and you know this better than most. You know how to inflict pain in devilishly pleasurable ways, how to avoid giving such pleasure with pain, and are an expert in understanding just how much you can hurt something before it causes more injury than you desire, and maximizing (or minimizing) the pain as related to actual harm inflicted.

Your response to pain is itself abnormal as you seem to be able to link it to your pleasure response, greatly reducing the pain you feel and instead feeling more and more of it as pleasure. This normally won't make things any less injurious, but they'll at least feel more pleasant. Normally, because when the pain is being inflicted in an actively sexualized way the injuries do seem to be lessened. Being cut by a lover's claws or bladed flesh will hurt, but it won't leave lasting scars unless they really try to go more than flesh deep, being penetrated by violent tentacles might hurt, but won't leave your flesh torn, and even being actively choked out will let you hang on longer and see less risk of actual harm from asphyxiation.

Inherent Evil (200): Your evil seems to radiate from your body allowing others around you to sense just how and what kind of evil you are. And with it a feeling for just how dangerous you are. This won't tell people how good you are, and doesn't give them some special knowledge that this is your limit; just that you're at least this evil, which makes you at least that dangerous.

This has a sexually attractive effect on certain individuals. If you aren't so evil that you couldn't be fixed you can expect to attract those who'd love to 'fix' you. If you are... well you can expect it to draw in those who are also past the moral event horizon, the more evil you both are the stronger this sexual attraction they will feel for you is. If you were a demon queen and they were Cletus Cassidy it might be love at first sight, despite his normal hang ups about sexual relationships.

You can of course toggle this off if you want to pretend to be innocent, good, and pure, or simply hide the scope and scale of the threat you present from your foes. This is meant to help you, not hurt you. Of course you can also control this to some extent, while you can't hide how evil you are while it's active, you can control how much - if any - of your power it uses for its danger display. In case you want to pretend to be weaker than you are. Of course this still only gives them the deep feeling that this is your minimal threat level not maximum.

Purpose and Freedom (400): You can recognize why you do or want to do things. You understand your own motivations perfectly, and can look back and understand what has changed them, how, and even why. You are keen at noticing when your opinions and motivations are being deliberately manipulated, when you are being swept up by charisma, and can of course recognize the smallest external force influence on your behavior. This won't always be enough to necessarily protect you from it, but you will understand how it is affecting you, and something of its nature, which may give you the edge you need to do so.

What Should Not Be (600): You should not exist in this world. Maybe you're a bunch of shards of souls imbued into cloned flesh by infernal magic and only birthed now because the Phoenix Force broke cosmic rules, or maybe you're just a jumper. Either way you seem to be something of a void and absence, as you cannot be detected through telepathy, clairvoyance, magic, cosmic senses and the like. This won't protect you from Daredevil's ears and nose, impossible as his radar sense might be, but more clairvoyant and precognitive senses. As far as these senses go you might as well not exist. This even goes as far as to cover comic book technology that operates similarly. That said you do still need to be subtle if you want to hide from such things as while they cannot sense you directly, they may be able to sense the effects of your actions and the use of active abilities as strange happenings with no clear source. So maybe don't go and try to brute force merge two individuals with sheer psychic might if you want to avoid alerting a cosmic enemy. Avoid those kinds of flashy displays and you could hide from SHIELD, Reed Richards, Doctor Strange, Cerebro, and the Phoenix Force simultaneously.

+Perspective: Your nature as something that should not be seems to give you an interesting interaction with magic. You don't seem to actually need to know spells, merely possess magical power - which this won't give you - and will. It's not as efficient as using actual spells, or knowing what you're doing, but somehow you're able to twist magic to your will with nothing more than your will, replicating spells and effects without actually possessing the knowledge that would normally be required. And this isn't limited to Marvel's magic if you possess other magic.

Besides being less efficient this does tend to give it dark or lewd side effects. By leaning into this, though, you can even break certain rules of the magic you're using. This leads to unfortunately uncontrollable side-effects of the demonic and corruptive variety - and sometimes lewd as well as those - often leading to less than ideal effects, with the greater the break the more extreme the side-effects tend to be and more extra power it will cost.

Powers:

It'd not be a superhero jump without some of these. Well at least not one above street level. And since this one uses mutants as the main protagonists and characters you can gain **+200 CP** that can only be used in this section. If you'd prefer to be non-powered, you may give up access to this section altogether to take any 2 50 CP perks or any 1 100 CP perk for free.

Flight (100 CP): You possess the power of flight. You may choose either winged flight which is about as fast as a car, but highly agile and maneuverable, or wingless flight which possesses significantly greater speed, but is harder to maneuver with.

If taken with **God** you'll be able to accelerate to higher and higher speeds when flying outside of the atmosphere eventually traveling at FTL speeds.

Strength (100 CP/200 CP/300 CP/400 CP): Perhaps the most common superpower in the Marvel universe. For 100 CP you possess super strength that would be classified on the power grid as class 4; this is the same level as Spider-Man, weaker Asgardians, or Carol Danvers. For 200 CP you possess super strength that would be classified on the power grid as class 5; this is the same level as Colossus during his late teens (i.e. his introduction), typical level of Venom, stronger Asgardians such as Loki, Sif, Tyr, or Baldur, or Carol Danvers. For 300 CP you possess super strength that would be classified on the power grid as class 6; this is the same level as an adult Colossus, Ben Grimm, usually She-Hulk, and on occasion Carol Danvers. Regardless of the level purchased this comes with the expected durability. For an additional 100 CP your body may be armored, similar to Colossus's living metal form, giving you substantially greater durability than even your level of raw strength would indicate.

If taken with **God** your strength will be one tier higher than you paid for, with the 300 CP tier increasing to class 7, putting you in the same tier as Thor or Hulk; strength defined as incalculable, though to reach their greatest heights is not a matter of mere physical strength but also 'infinite' will and immense motivation.

Energy Blasts (100/200/300/400 CP CP): One of the more common superpowers in this world. You are able to project energy from your eyes, hands, mouth, or some other body part of your choice. For 100 CP this is a rather weak version of the power, more dangerous than most guns that would be carried by a person, but barely a threat to something such as a tank. For 200 CP this is a more normal version of the power on the level of something like Carol Danvers' photon blasts, or Iron-Man's weapon systems, making destroying walls, and vehicles normal showings, and potentially carving through

the ground or destroying (large) buildings in stronger showings. For 300 CP this is at a level more comparable to Cyclops's devastating eyebeams, able to carve paths through mountains, or be a major threat to the landscape at full power.

You may take this at a discount, but if you do you do not produce this power yourself. Instead, like Dazzler, you must absorb sound to release it back out as energy, and you cannot store sound for later use. Your full power will require a mighty den - if bought at the highest level you'd need something like the sound of a full blown hurricane to use your full strength - and even lesser levels will often be limited by sound. The sound of a normal street fight might fuel a 100 CP level blast (and not one's full power and exertion ones)... if you bought this at 300 CP. While the noise needed for max power will be less for the 100 or 200 CP versions than the 300 CP one, you will get less power out of the same amount of noise with the lower cost versions; it's just that each higher tier can get a lot more power out than the one before it.

Alternatively for an additional 100 CP you may choose an elemental power more akin to Iceman, the Human Torch, Banshee, or Sunfire. This will protect you from your chosen element out to the level you can project, and grant you some form of mobility, usually flight, through its use, and allow you to project it offensively on a level similar to the base power. If you choose something less energetic than fire, lightning, radiation, or sound, something like ice or water, you will lose on direct destructive potential, but what you lose there can be made up for by it sticking around for a time before fading away.

If taken with **God** your strength will be one tier higher than you paid for, with the 300 CP tier increasing to levels similar to Thor's lightning and common energy blasts with Mjolnir (not when he joins his lifeforce with it); enough power to shake a (living) planet to its core.

Custom Form (200 CP): Superheroes come in many shapes and sizes, mutants doubly so. This provides you with a custom alt-form. It can be somewhat larger or smaller than the human range, and can possess minor advantages such as scaled skin, fangs, or claws, but nothing on the level of wings or strength on the scale of the **Strength** power. Well that is if this is your only alt-form. You may choose to incorporate any other alt-forms you have into this one, creating a hybridized form from them. In this case it can fit inside of a size range from your smallest alt-form to your largest, and incorporate any features or qualities that make sense - it won't have winged flight unless you include wings or armored skin unless it includes your armored skin.

If taken with **Shapeshifter's Mystique** and **Variable Shape** you may take this at a discount.

Pheromones (200 CP): Like Wolverine's son, Daken, you possess powerful pheromones. These pheromones make people more suggestible and compliant towards you, helping you to influence and manipulate them. They're at their best when it comes to stirring up sexual attraction and arousal, though. If you are wounded to the extent of shutting off your brain, these pheromones go into overdrive becoming potent enough to make a pair of strong willed and determined superheroes forget their world saving mission to make hot and passionate love.

If taken with **God** these pheromones will become substantially more potent, making it hard for those under their effect to disobey you, and making most people instant, sexual putty in your hands.

Psychic Blades (200 CP): You possess the ability to manifest your will and mental power into the form of blades of psychic force projected from your hands. These offer you somewhat less finesse and control than telepathy might, but you can use them as a powerful mental assault, overloading enemies' minds by striking them with the physical manifestation of your psychic might. Taken on its own this is mostly a much more specialized form of telepathy, not quite the equal of that power in force or might even when it comes to a direct, mental assault.

It does, however, allow you to make other objects of psychic force such as a dildo or a strap-on. Instead of projecting a mental assault these instead provide a psychic pleasure effect when used.

If taken with **God** or **Telepathy**, your blades will be able to surpass the focused psychic assault of a telepath, by a noticeable amount. If taken with both this psychic assault will be even greater.

Shapeshifter's Mystique (200 CP): Like Mystique you are an adept shapeshifter able to take any human form you desire. This is limited to human shapes, and you won't gain powers.

If taken with **God** this expands to include mundane animals from the size of a fly up to an elephant. In case you want to pretend to be Loki.

Spider-Powers (200 CP; requires Strength): You possess the powers of a radioactive spider. What this means is super agility, the ability to stick to walls, and a precognitive

spider-sense which warns you of imminent danger providing you with unbelievable reflexes. Web shooters, strength, and bad jokes are not included.

Variable Form (200 CP): Like the demon Blackheart, you are capable of shifting your shape and form. This doesn't give you the fine control needed to imitate another individual precisely, but you could double your size or half it (growing in power in the process), grow various combat tentacles, grow an additional pair of limbs or two, stretch your tongue out or harden it into something penetrative, or change the size and shape of your cock or even grow an extra one.

If taken with **God** you'll be able to perform more fine control and greater changes to your form. You might be able to create functional wings, take on a centaur-like form, or the like. You'll still not be able to perfectly replicate other individuals, but you'll have more range in size that you can shift.

Stepping Discs (200 CP/400 CP; requires Hell Dimension): Normally the portals you could open with the Hell Dimension would be fairly slow in combat. Now you can open them with Magik's speed and finesse, opening them quickly enough to block attacks, or to flit about a battlefield with rapid teleportation. This also gives you her range with them, allowing for portals to other worlds than the one your dimension is directly linked to and even other dimensions.

If you also bought Temporal Pit you may purchase this at the 400 CP level, to possess Magik's ability to teleport through time. While not shown in the fan fic, it is a power she possesses in the comics, allowing you to travel through time. Be careful with changing your own past; she once replaced herself with a small child through a time paradox.

Teleportation (300 CP/400 CP): You possess a teleportation power like that of Nightcrawler. This allows you to teleport with great speed, fast enough to use it to dodge even fairly quick attacks. The range is limited, usually in the tens of feet at most, and there is strain to your teleportations - teleporting a vehicle with you or making multiple successive hops to travel miles quickly, or attempting to teleport too far in a single go can cause you physical harm, and teleporting somewhere you cannot observe increases this strain.

If taken with **God** you may choose to instead gain Sif's teleporting ability. This power is able to cross dimensions - though some may be too distant from each other or too well blocked - and vastly greater distances but is much slower requiring several seconds of concentration and being harder to use in quick succession. If taken with **God** you may take this at 400 CP (instead of 300 CP) to gain both forms of teleportation.

Telekinesis (400 CP): You possess high end telekinetic powers, similar to Jean Grey possessed after losing the Phoenix Force, or Elizabeth Braddock sometimes possesses. This telekinesis is strong enough to hold up a skyscraper with extreme effort, and can create force fields capable of withstanding or containing powerful explosives and energy blasts but it won't be moving entire islands and continents. It can also be used with impressive finesse, though it won't be manipulating things on a microscopic scale.

This power is discounted if you also purchased **Telepathy** or **Cosmic Wingman**.

If purchased with **God** you might manage to move mountains, or maybe with enough will and strain a small island, or potentially change molecular structures.

Wolf-Kin (400 CP): You possess powers similar to those of Wolverine or his son Daken. This gives you enhanced senses, especially greatly enhanced olfaction - good enough to put a bloodhound to shame. You also possess six bone 'claws' that can extend from your body. You can choose where from your feet, knuckles, and wrists, though they must remain symmetrical. Finally you possess a powerful healing factor. Wolverine's healing factor has varied - a lot - over the years, but in the story he was both confident he could kill Daken if he tried, and that his healing factor could revive him from stabbing himself in the throat until he seemingly bled out and shut down. You won't be reviving from your bone marrow or a drop of blood, but short of destroying your brain or most of your body you can heal it off. The speed is fast enough to heal from minor wounds in the middle of combat.

Cloning Science (500 CP): You possess a mastery of cloning technology and techniques to rival the Jackal's. This is far from perfect, but perhaps with time and effort you can create a perfect clone. Even so this allows things like modifying symbiotes, or creating hybrids between cloned mutants and demonic goblins. With the proper samples you could create some rather powerful beings. Just make sure you don't make something more powerful than you can control.

God (500 CP; requires Strength): You are a god. And not some demigod like Sif or the Warriors Three, but on a level with the likes of Baldur, and Heimdall, though to rival Thor or Loki will need more than just this. You may not be truly immortal, but it'd take a deathly realm where each second was years to make time as precious and fleeting to you as to mortals, and you could outlive stars. You're also simply *more* than mortals. Diseases that would kill mortals won't affect you. Some magics will slip right from you, though this is an unreliable defense. You heal faster and more perfectly. Your senses are sharper and keener. Your stamina is enough that you might fight for days or years on end. Name

anything about you, other than your mind, and it's probably better than even a peak human. Not that your mind isn't improved as well. It's just that the peak there for humans is a lot higher and you're not guaranteed to be above it, simply having a higher average and top end; though your memory is that of an immortal being. Also you can incidentally breathe in space; poison gases and drowning can still threaten you but apparently a hard vacuum is fine.

In addition to the various benefits of your godly state, this godly perspective improves you, boosting perks marked with **+Perspective**. It also grants the **Uncanny** perk for free, and finally improves many of the powers you may buy here, including the required **Strength**.

Phasing (500 CP): You possess Kitty Pryde's ability to phase yourself - or other objects - into intangibility. You could, theoretically, phase a giant bullet all the way through the Earth though that'd be a pretty big strain. While phasing you are immune to most physical assault, including most forms of energy although some esoteric ones may still affect you. It is possible for you to phase someone into a physical object and abandon them there merged molecularly with the substance, and when you phase through electronics it has a way of disrupting them and shutting them down.

Weather Control (500 CP): You possess the ability to control the weather similar to Storm. While rarely rivaling the offensive power of the top tier of **Energy Blast** in a single attack, it is capable of creating superstorms that can devastate small countries, or blanketing the entire east seaboard in a storm. You can influence weather all across a world, create winds to carry yourself - and others - aloft, conjure lightning, call rain, fill an area with icy wind, etc. The weather is yours to control.

If taken with **God** this is on a scale similar to Thor using Mjolnir. Overpower other weather controllers, blanket entire worlds in a storm system, or take control of a living atmosphere to bring thunder devastatingly down on the living planet that controls it.

Sorcery (600/1000 CP): You possess sorcerous power and abilities similar to those of the infernal sorcerer Belasco. This is a far cry from Doctor Strange or rivaling the Sorcerer Supreme, but... Belasco was the sorcerer supreme of Limbo and is still a highly skilled sorcerer. The scope and breadth of this power is too immense to list. For 1000 CP this is increased to the full level of Doctor Strange. You won't possess his resources, but you rival him in skill, talent, and power.

If bought with **God** you'll have a fittingly increased personal pool of magical power - enough to rival the Enchantress at the lower level, or Loki who as an astral projection

was able to overpower Doctor Strange in his sanctum (though lost due to being outwitted in the end) at the higher level.

Telepathy (600 CP): You possess immensely powerful telepathic abilities, making you a rival to the likes of Elizabeth Braddock, Emma Frost, Jean Grey, or, with time and experience, possibly even Charles Xavier. At its lowest you can read minds and communicate telepathically, but depending upon your ethical limitations you could delve deeply into people's personal memories, casually erase the recent memories of entire crowds, send your mind out across the astral plane, control minds, shut them down with mental assault, and so much more. The mind is your plaything.

If taken with **God** you'll find that while your ability in dealing with single minds is not much improved, you are significantly more capable of affecting many minds at once. Actively control dozens of minds simultaneously or influence the entire world at once.

Power Absorption (800 CP): You possess the power to absorb powers with a touch. This drains energy from your victim, while granting you any super powers they possess. Unlike the comic book version of Rogue, this is controllable, allowing you to turn it off or on as you will and letting you control how much you take, but you cannot drain power to the point of it becoming "permanent," nor does it include memories. You can still drain to the point of putting someone in a coma. It is possible for beings to be too powerful to absorb powers from, and some wills are too strong able to resist it, but it has affected the likes of Thor before.

If taken with **God** this power doesn't directly improve, but the limits to what you can drain is increased. Perhaps you could absorb even Galactus's might.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin. No discounts on general items.

You may purchase multiple copies of items. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Asgardian Runestone - Fertility (100 CP): This is an asgardian runestone of fertility. It's a pretty basic magic runestone, with a pretty basic magical effect. It makes sex feel better when it is prominently displayed nearby. Cover it up and it won't do much. Does have a side effect of making satiation harder to reach.

Asgardian Runestone - Unspecified (200 CP): This is a much more powerful and rare asgardian runestone. You'd think that they'd have some specific effect, the fertility ones did, but it seems it's more just a general magic storage device. This is a rock that contains a large amount of magical energy, and can be used to supercharge magic by a large extent.

Goblin Studs (100 CP): This is a group of 10 or so demonic creatures that Madelyne would call her goblin studs. They aren't particularly intelligent, but they take the form of powerfully built humans with goblinoid faces, and big, fat cocks. They have great stamina - sexual and otherwise - and aphrodisiac qualities in their cum to increase sensitivity to pleasure, prevent rawness and soreness from developing, and prevent true satiation from the final release of climax. They were made to fuck people into breaking after all. If killed, these Goblin Studs will respawn over time, not instantly, but give it a year and you'll have the full group back.

Additional purchases of this item are not discounted, however they will each increase the number of Goblin Studs you receive by an order of magnitude (2 purchases = 100, 3 purchases = 1000, etc).

Web Shooters (200 CP): Spider-Man does show up a few times in the story, and gets more screen time in fights than heroes like Iron-Man, Thor, or Captain America so this did have to show up here. Unlike Spider-Man's they'll refill themselves over time, though do come with a few spare web cartridges in case you're running through it too quickly, so you won't persistently bankrupt yourself refilling them. And somewhat like Spider-Man's they're surprisingly easy to use whether it's aiming or shaping the web into various

shapes like hang-gliders, parachutes, mittens, or hard balls of webbing that explode on impact.

Temporal Pit (400 CP): Normally this would be found in Limbo, but yours can be somewhere else. Either way this is a deep pit where time is disjointed. In parts of it time runs slow, in others fast. These change over time and across it, so you do need to be careful, but since you're paying for it you'll have a good intuition and instinct for where the time speeds change. Parts of it could turn 9 months in it into a few hours outside of it, or the reverse. Maybe you want to age someone 7 years in a month.

Wideawake (400 CP): This is a factory designed to build and produce sentinels. It has no schematics for a Mastermold or Nimrod class, but can produce your standard sentinels. If left alone this will be slow, but not require any outside resources, somehow receiving the materials to maintain a slow, but constant production. If you allow it to, it can turn sentinels it produces towards gathering resources to increase its production and even use them to expand the factory to produce more sentinels to gather resources to produce more sentinels. Just make sure not to let the positive feedback loop go too far.

Host Items

Alluring Clothes (100): This is a provocatively cut dress, or very well tailored suit. It's something that you could wear to a high class restaurant or a business deal although it pushes the limits of acceptability and modesty for such things. However when you wear it, there seems to be something about how it accentuates your body language so that anyone you want to know you'd like to fuck can tell just how willing you are to dance the horizontal tango with them.

Instant Bondage Set (200 CP): This is a set of various bondage harnesses, wear, gear, and restraints which will set themselves up as if by telekinesis, or come to your hand when you want them, if they're nearby, by the same mechanism. They won't restrain people on their own, though, you'll have to put the people in them yourself, they just save you a good bit of time if you want to do some BDSM play. Of course they are made for super powered individuals, and while it won't restrain an individual like Thor or even the Thing for long at all, it's strong enough that Spider-Man isn't breaking free through brute strength. Actually it's probably easier to break Spider-Man's web than this. Still this is designed for consensual sex play more than restraining unwilling occupants, so expect it to be more concerned with comfort and secure enough for safety than holding a skilled escape artist.

It does come with a matching set of sex toys and vibrators in case you want to use them. The entire set - bondage and more just sexual toys - is also self cleaning.

Proposals (400 CP): This is a small word processing computer in your warehouse. Type up the outline of a business proposal, business plan, or contract you want to make, and it will translate it into a full detailed proposal, with legally viable contracts as needed. The proposal will be based on the data you have available, and it won't work instantly - you can expect it to take about the same time a well paid and highly competent team of professionals would take - but it will be fit for your intentions and desires according to the outline you gave. The contracts won't possess any hidden traps or manipulations, though. If you want those you'll have to add them yourself. It can also magically send these proposals to whoever you want to receive them within 1 hour of completing them should you desire.

J-Corp (600): This is an NGO. You possess a high ranking position - either publically or merely as a silent 'partner' who has final say and authority over it. It has a highly competent and capable staff and it is dedicated to... well that's up to you. You can set its purpose and direction, but it has to remain a non-profit with a focus on social and cultural

influence. As long as it's doing something that people want it will find some level of funding, and even more noticeably it seems to be highly effective as a tool of social influence and shifting popular opinion and helping to reshape society.

Teacher Items

Hover Chair (100): This is a hover chair like that which Xavier has often used. It is a chair that floats and moves on its own, capable of ascending up stairs or slopes, and moving at a variable height over the ground.

Dojo (200): This is a small martial arts dojo. People who train in this dojo will find that they learn and improve their skills at a noticeably increased speed. It can be easily temporarily converted into a meditation room and when used as such it will help those using it relax and center themselves in meditation.

Family Mansion (400): This is a large mansion, with plenty of real estate outside. It's large enough it could easily double as a small private boarding school or academy. Of course that's only on the surface. Beneath it there is a secret superhero facility with hidden hangars that can open on the grounds to release flying vehicles (vehicles not included) and a high end automated defense system designed for resisting supervillain threats. It won't stop the Juggernaut, or even a determined supervillain far beneath Juggernaut, but even unmanned this system can put up a decent enough fight to deal with lower end supervillains.

Danger Room (600): This is a training facility controlled by a nearly self-aware AI. It automatically incorporates new tech and abilities to scale with you so as to be an appropriate training facility for you no matter how powerful you grow. The AI can identify users and compile training for them based on the information it has for them, identifying weak points and parts they need assistance with. And this AI won't become self-aware unless you turn off the safe guards. So keep them on unless you want to have to deal with it becoming an independent entity.

Operative Items

Colorful Costume (100): Your standard superhero costume. That is a colorful full body suit so tight around your body that it looks painted on, which is able to adapt to any powers you possess and not being damaged by them while always remaining the proper size for you to wear - or merging into your body until you're in a form that could wear it - and being surprisingly resistant to damage and repaired good as new by the next day if it is damaged.

Nothing particularly lewd here. Just your normal, super tight, body feature highlighting, superhero costume.

Techno-Mystic Location Trackers (200): This is a tracking device designed to be surgically implanted. Once implanted it will bond its quantum signature to the individual, and through a combination of presumably quantum and mystical effects relay their location to a specialized receiver. From any distance, from any dimension, it will tell you precisely where the implanted individual is. This combination of magic and technology also makes it extremely difficult to block or jam; Tony Stark says it'd take a direct act of God. It's even harder to detect, effectively completely impossible to do so. You get 3, though you may choose to have one already implanted in you. Since you're paying CP for this you - and only you - can turn these trackers off or on with your mind, in case you want to go somewhere that your friends can't find you.

Wakandan Garden (400): This is an isolated valley which attaches to your warehouse or inserts somewhere appropriate in a jump. In this valley heart shaped herbs grow. Consumption of these herbs improves strength, stamina, agility, and just generally heightens the body, increasing a normal human's physical capabilities to a level that could be called peak human - though rivaling Captain America will still require a thorough exercise regime and physical conditioning. Included among these boosts is increasing a man's virility and potency, while all but removing refractory periods. The herbs' effects fade over time, but there's more than enough herbs to share if you feel the desire; enough to maintain a small group of loyal super soldiers indefinitely.

Finger (600): This seems to be a splinter branch of the Hand, or a similar organization of undead ninja at least. These undead ninja are absolutely loyal to you and have agents and influence spread across countries. It's not the size or scale of the Hand, being closer to a finger of it than the entire organization, but you still have hundreds of undead ninja to draw upon and their intelligence system and organizational base. They'll be able to resurrect themselves, meaning death isn't permanent for them, but they won't be

resurrecting others as the demon who gives the Hand that power isn't following along with you. Still they are competent and capable underworld enforcers and an intelligence network. And they will insert into new jumps with an existing organizational base and intelligence network already integrated into the world.

During this jump you may choose to be one of the leaders of the Hand instead.

Schemer Items

Too Custom Made to be Cheap (100): This is a wardrobe of clothes. Unlike the other clothes you can purchase here they have no special quality other than being self-cleaning and the standard benefit of fiat backed purchases, but they are a full wardrobe of clothes that have been custom made for you from high quality materials with fine craftsmanship. This won't stop them from looking trashy if the style is trashy, but they're obviously expensive.

LMD (200): These robots are outwardly indistinguishable from you. They lack your powers and abilities, being merely robots, but they look just like you, and share your personality and a copy of your mind. They won't be able to match you in an emergency, or anywhere you're too superhuman mentally, but they think enough like you that you can generally delegate at least day to day tasks to them if not the top ends of your pursuits.

Hedge Funds (400): Well maybe not to the level of Emma Frost's and the Hellfire club's, but these are investments. They're managed by a competent team of financial managers and should net you about \$1,000,000 a year, or the equivalent. If you need quick cash you could liquidate them, but it'd hurt your returns. Or you could invest further. Unfortunately while the core investment will follow you between jumps, and if liquidated will regenerate 20% of the initial investments, any expansion you perform does not. Still if this investment gets large enough; well the benefits of investments isn't just the cash they return. You can direct the managers of this fund to leverage these investments for influence or direct them to invest in certain projects, though that does risk reducing your returns (unless you're just doing it because you're better at investing than the managers). And these investments are very securely and discreetly held. Even if you went missing for years you'd have no problem with accessing them - and the accrued capital - and even if you were arrested it'd probably be a decade before all of them could be traced back to you, and that's without getting into all the legal loopholes and hideaways used to protect these investments.

For every extra 100 CP (not discounted) you pay these investments should see an extra order of magnitude in their returns. This is only partially due to an increase in the initial capital, as you will find the investment firm gets noticeably more skilled with each additional payment.

Celestial Lab (600): This seems to be a copy of Mr. Sinister's lab in England. Or at least a similar facility. That is to say it is a cloning lab incorporating technology from the giant

space gods known as Celestials. As genetic engineers who are also gods beyond gods, the Celestials possess some of the finest biological technology in the setting, though the lab consists of repurposed tech and tech intentionally left to lower races so while it's still beyond anything human made - with the exception of the High Evolutionary's work - it won't be casually recreating the experiments which gave rise to the deviants and eternals. It includes a defense system which is at least somewhat better than the mansion's, though like it won't keep the Juggernaut out, and even with armies of symbiotes, goblins, and undead ninjas failed to kill or seriously harm a single superhero who attacked the base. It did slow them down and they were a rather sizable and diverse group ranging from Spider-Man and Doctor Strange to the X-Men, Fantastic Four, and Avengers, so it's far from nothing.

The defense system includes a psychic defense system as well. As a static defense a telepath of Xavier's caliber could eventually get around it, though it'd take time and effort and he'd be working at a handicap through it, but it can integrate a telepath - or a group of them if they can work together well enough - serving as a telepathic amplifier. It's not the easiest to control, and mostly seems to be useful for the more direct and brute force applications, but as celestial technology it can substantially increase the abilities of telepaths. Even relatively untrained and inexperienced telepaths could be a major threat with it behind them. It does run the risk of frying their brains, though, so use with care.

Finally, the real prize is that it includes a null chamber where no power - external or internal - can be manifested. Placed within this chamber the Phoenix Force could be kept quiescent and mutants like Jean Grey and Scott Summers rendered powerless. It will continue to work on other forms of powers in future jumps, and does not affect your own.

Sorcerer Items

Dominatrix Outfit (100): Well maybe not quite one, as the exact design may vary. What doesn't is that this is a flattering outfit which looks good on you, albeit a rather revealing one, and when wearing it you do seem to radiate a certain air of (sexual) authority.

Sinister Laptop (200): Thanks to some villainous super science and hellish magic this laptop can break any normal encryption in seconds, and make quick work of the best cybersecurity money can buy in this world. Maybe Reed Richards or Tony Stark could make something it couldn't hack, but they'd need to encounter it first, and it's ridiculously hard to block without magic integrated into the cybersecurity. Even with magic integrated in, it's far from easy. It does however require a direct, wired connection to work its hacking magic.

Soul Sword (400): The bloodstone's ultimate treasure. This is a sword that cuts through magic. Supposedly all magic, but Doctor Strange was able to block it for multiple blows with armor made of magical force so that's not strictly true. Still it is capable of cutting through spells and magical effects, as well as telepathic control and astral projections. It's not only capable of cutting mystical forces, as Colossus needed an armoring spell to help blunt its blows to prevent it from cutting through his nigh-impervious living metal flesh, and it was able to damage the M'Kraan Crystal in the White Hot Room at least enough to obtain something that could be used to lure the Phoenix Force in. As it's a soul sword you can also summon it to your hand at any time.

Hell Dimension (600): This is an extra dimensional hell realm much like Limbo. Like Limbo it possesses an array of portals. These portals open at various locations across the Earth, and when you are outside of the dimension you can call one to open from it near your location. This takes a moment or two, too slow to block attacks in combat or open a portal to dodge, but you could still use it to summon reinforcements from your hell realm to your side. Unfortunately yours doesn't come with demons included, you'll have to add them yourself.

And since a personal dimension which you can portal in and out of really apparently isn't enough you receive an additional benefit. See this is a magical dimension, and it recognizes you as its master. As such you will find your magic, especially magic that draws on ley lines or the energy of the surrounding reality, easier for you to use and somewhat boosted. You won't change from a hopeless mage to a sorcerer supreme, but you will have something of a home field advantage here.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain a background as normal, and get either a 100 CP stipend for Powers or a single free 50 CP perk. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed. Companions cannot purchase the Perspective perk.

By paying the price to import one or more companions a second time you may grant them an additional 200 CP or have them gain boosted versions of qualifying perks as if they possessed the **Perspective** perk.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

+Perspective: If you paid the price to import a companion a second time instead of getting either 200 additional CP or boosted versions of qualifying perks, they get both.

Canon Companion (50+ CP): For 50 CP you may recruit 1 canon character up to the power of Wolverine or Colossus. For 100 CP you may recruit 1 canon character up to the power of the likes of Reed Richards, Tony Stark, Xavier, or the like. For 200 CP you may recruit 1 canon character up to the power of the likes of Thor, the Silver Surfer, Doctor Strange, or even the Goblin Queen. Cosmic entities like the Phoenix Force are off limits here.

You may purchase this multiple times.

Set of Cuckoos (200 CP): This is a set of 5 women in their late teens cloned from a telepath of your choice. Emma was Sebastian Shaw's and Madelyne Pryor's choice, but maybe you'd rather go with Jean Grey, Betsy Braddock, Rachel Summers, or even get a group of strapping young men cloned from Charles Xavier. They share a deep connection, their minds thoroughly linked and intertwined, and maybe even a single soul. They share a single companion slot, and share perks and powers evenly between them - when apart they will be at less than a fifth, but when all together they will be greater than the sum of their parts.

Cosmic Wingman (300 CP/2000 CP): This is the Phoenix Force itself. They seem to have taken an interest in getting you laid. For the lower price you'll be receiving only a

small fragment of the Force. It'll still be aware and sapient, but while hosting it the host be able to fly, breathe in space, and possess minor telepathy and telekinesis (far below that from the powers, though if you have them it will bolster them further) and the ability to bolster your strength for the purposes of sex with the likes of She-Hulk or Thor. It will also provide you with its fires, allowing you to project a purifying and cleansing fire that can burn even mystical or spiritual forces. On its own this won't be too strong, but it can amplify other energy projection by mixing into them and bringing out more power. Still, even as only a fragment, when someone is serving them as their host they gain the benefits of a cosmic perspective, and it will boost any appropriate perks from this jump, as well as granting **Emerging Eagerness**.

For the higher price the Phoenix Force will show its full comics capabilities. It's unclear if Jean and Cyclops reached those here - it talked about being weakened and it was never shown - but this is a true cosmic force.

Alien Spore (400): This is a blank baby klyntar. You can choose either a red klyntar possessing powers similar to those traditionally shown by Carnage - strength on the edge between class 5 and 6, forming weaponized tendrils with ease, resistance to their normal weakness to sound - or a black klyntar like Venom. In the latter case it possesses the powers showcased by this world's Venom and its clones, strength nearer to the divide between Lv 4 and 5, ability to generate webbing, Spider Sense - something Venom normally lacks - and the ability to synthesize and produce aphrodisiac substances to increase the libido and arousal of others. Either way it will see you as a suitable host assuming you possess a biology for it to bond with.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

Earth-XXX (Toggle): Want to use this jump to go to another lewd Marvel fanfic, or just a lewd version of the Marvel universe? Well if it doesn't have its own dedicated jump (someday I'm sure there will be a Generic Lewd Marvel Universe jump) feel free to use this for it. Just fanwank how it works.

Earth-XXXJ (Toggle): Been to the Marvel multiverse before? Well this will let you import your past in the multiverse into the jump. It won't be the same universe, this will be an alternate reality compared to the ones you visited before, but there are ways to travel between alternate realities in the Marvel setting.

Self-Insert (Toggle): Want to insert into a character? Assuming you've purchased the relevant abilities feel free. Yes for Jean or Scott this includes having purchased Cosmic Wingman.

Short Stay (Toggle): The fic takes place over something over 2 years, but well less than 10 years. You can choose to only stay for as little as 3 years, however you will not leave until Madelyne Pryor is dealt with or 10 years elapse, and if you reduce the duration of your stay you receive ½ CP from all drawbacks.

Mixed Race (+100 CP/+200 CP): You're part of two distinct ethnic groups, such as half-caucasian and half-east asian. Or perhaps it'd be better to say you're estranged from two distinct ethnic groups, as you will find that you seem to bring the bigot out of everyone you meet from either group. It's as if they see your existence as a mistake, and impurity. Not everyone will be too bad - most of the X-Men will just harbor a low level unconscious prejudice against you for example - but you can expect your average person to be a raging bigot around you. Thankfully this only affects members of those two ethnic groups. Unfortunately they have to be large ones and can't be things like specific nationalities.

For 200 CP, you're half-human and half an alien species. This won't give you anything special you didn't already buy powers wise, but instead of 2 ethnic groups we're talking all humans, and whatever your other species is. And you get to choose, it can be Kree, Shi'Ar, or if you bought shapeshifting at its upgraded level Skrull. You can expect the occasional assassins from all three trying to kill you - either for being a blood traitor who taints their species, or just being a member of the rival species operating on Earth.

Properly Paranoid (+100/+200 CP): Erm... So 2 X-Men encounter a cosmic force and go off to start fucking like rabbits and founding an organization for the purpose of social influence and then going about and imbuing people with 'cosmic perspective' and fucking them into having noticeably different personalities and behaviors, and such paranoid individuals as Tony "I have on three occasions built AI duplicates of my mind just in case I get brainwashed" Stark, and Black Widow don't question this, both eagerly embrace this change. I mean we know why, it's to facilitate the sexy parts, and as a sex story it works, plus they accepted things like that in Avengers #200 too, which was in this period.

Unfortunately for you the world won't be so naive. For 100 CP it's only when it comes to you, and they'll still be willing to trust Scott and Jean, and just be wary and suspicious of you as they normally would be of people with untold cosmic powers and abilities; anything that just fiat makes people trust or believe you, or overlook your behavior will have no effect. Hawkeye will probably still take you on faith if you're a girl and show him a bit of cleavage. But that's been a defining feature of his since his first appearance.

For 200 CP this also applies to the Phoenix pair, Emma Frost, and all the other points of suspension straining trust, and instead people act more like their 616 selves. You can expect X-Corp to encounter the normal Marvel prejudice against change, and mutants, and expect the X-Men and Avengers to probably go to war with each other and Jean and Cyclops. And before you think this makes your job easier as a villain, unless you stop this, you'll soon be dealing with a desperate and angry Phoenix Force or a Dark Phoenix event. Even if you stop that you can expect other rival villains to be taking advantage of the situation.

Touched by the Phoenix (+100 CP/+200 CP/+300 CP): Your sexual inhibitions seem to have been practically wiped away. You're much more willing to engage in sexual activity with anyone you find remotely attractive, and much more likely to put other things to the side in pursuit of (more) sex. As a side-effect you feel no shame in being seen completely naked by anyone, or in sex of any sort. In fact you seem eager - perhaps overly so - in sharing your new outlook on life and sex's preeminent role in it with those closest to you.

For 200 CP, you are now always horny, your desire to fuck only ranging from would like to fuck to absolute, mind crushing need. This will result in a lowering of your standards for what counts as attractive, and you can expect to need to put aside some time every day for your sex addiction. And don't expect to be able to maintain monogamy as you will find yourself tiring of partners if you don't mix things up.

For 300 CP, you have only one goal and one desire: Sex with as many different people as possible, preferably at once. It is an overwhelming, all consuming thing and will see you willing to put aside your morality and ethics in the name of a good lay, and your every action will be guided by getting you to your next fuck. Unfortunately your loins are not the best at long term thinking, so don't expect to deal with potential future problems, or that purple guy in a funny hat building a machine in New York City, unless they are currently interrupting your pursuit of sex.

Comics Level Trouble (+200/+300/+400 CP): So while the fic doesn't have no superhero-villain conflicts, Madelyne Pryor's plot is a thing after all, compared to the comics they're regulated to the background, and given over 2 years pass with only one major world threatening event being shown rather toned down. Even outside of the sexual focus this is a safer and softer world than the comics with the quietest 2 years in Marvel history (whether you're going publication date, the rough 5 to 1 year, or another method of calculating time). And now it isn't. You still won't have to deal with any direct fallout which would have come in 616's canon timeline if 2 of the most powerful X-Men stopped their fighting to dedicate their lives to sex and running an NGO, some of those plots just don't seem to be in the cards, but you will find that the world is generally as dangerous as it usually would be in the comics. This does mean all the major parts of the Marvel universe (especially those from the late Bronze Age/early Dark Age) are in play and causing waves though.

For 300 CP the big X-Men plots that never materialized in this alternate universe now will. Not the Dark Phoenix most likely, but the M'Kraan crystal destroying the multiverse, and Coyote attempting to play his role as chaos god and reset reality to start anew are things that will happen. Given how Roma was barely able to manipulate events so that Coyote could be stopped, and Jean Grey pushed her Phoenix powers to the limits with the M'Kraan Crystal these will be hard to fix and with Jean and Cyclops occupied finding love, life, and connections they won't be stopped unless you do something about them. You can also expect other big X-Men events not focused on the Phoenix or Madelyne to play out or similar variations especially those which would force all the X-Men related teams to crossover - Xavier's son fucking time so hard Apocalypse ruled the dystopia the world had become, Genosha, a mutant utopia being genocided by sentinels sicced on them by Xavier's alien-demon-twin, X-ecutioner's Song, etc.

For 400 CP not only will you have to deal with ignored X-Men plots, the universe seems to be speed running Event comics. And while you might avoid some of them you won't be able to avoid them all, and even avoiding some of them you can expect major

world-shaking “events” and threats of cosmic destruction every few months. Even if you’re a villain these things going off without a hitch will not be good news for you.

Benders (+100 CP): You have a tendency to go on them. And pretty bad ones. Even if you have a healing factor, or something else, that should make it impossible for you to get drunk you’ll find a way to get so fucking wasted you can only barely remember what happened, and not quite recall how many people you fucked during it all.

Blue Balled Beast (+100 CP): You cannot get laid during your time here. One way or another you will not find a willing partner, or you will get interrupted, or you will just suffer a failure of ability to perform. Your enemies won’t even try and rape you with goblin studs, defaulting to killing you instead. This does nothing to stop you from wanting sex, though, and taken with the upper levels of Touched by the Phoenix you can expect to get to know your hand very very very well, while being even more easily manipulated by the mere promise that someone would let you fuck them as you’ll forget that it’s impossible.

Butt Loki (+100 CP): You seem to bring out something cruel and sadistic in people. It won’t always be too bad, your friends just will occasionally belittle and insult you or pull mean jokes. Usually they’ll be fine. Your enemies will be crueler and more creative in their cruelty than they normally would be, however.

Glowing Eyes (+100 CP): Your eyes glow. You can usually hide this behind darkly tinted glasses, but if it is dark enough their illumination - unfortunately too little to see by - can be seen even behind such things. Also your eyes are producing light. In a well lit room this won’t mean much, but once things get shadowy they can drown out the light coming back towards your eyes making it harder to see in poor lighting.

Negotiating (+100 CP): Is something you fail at. You are horrible when it comes to attempting to negotiate with others, and tend to resort to threats of violence and direct strong arming. This does mean your ability to seduce others will be taking a horrible nose dive.

Never Read the Fic (+100 CP): You seem to not be familiar with this fic, and actually your familiarity with the Marvel universe itself is minimal. You may still have vague memories of Marvel but it’ll be mostly things that really aren’t accurate to the story, and often the wrong adaptation such that you’re more likely to remember the movies than the comics. You won’t be remembering anything that will warn you of important events or which would reveal things like people’s secret identities.

Targeted (+100 CP): Madelyne Pryor has taken notice of you. She will come for you to recruit you with her usual negotiating tactics at some point early in your stay here. Worse you will forget you took this drawback, or her role in the story, meaning you won't be able to prepare for her in specific beforehand.

Came Very Close to Breaking Me (+200 CP): Something happened to you, either immediately before the beginning of the jump, or immediately after if you drop-in. Something horrible and traumatic, and involving rape as a tool to break your spirit and soul. And it almost succeeded. It'll leave you traumatized for your time here, and fragile as well.

Carnage (+200 CP): You are insane. As in you are certifiably crazy. A sadistic psychopath driven by bloodlust and active arousal at the fear and suffering of others. You could be Cletus Cassidy's soul mate. And even if you don't find this morally abhorrent, you will be driven by this desire, making you reckless and impatient as you seek out your next murder fix, and your desire to be feared makes you actively seek out chances to be obvious and grandstand in your actions. To add blue balls to injury, you can't even enjoy sex unless you're hurting someone or just did.

This is incompatible with the 200 or 300 CP levels of Touched by the Phoenix.

Femizon (+200 CP): You believe whatever gender(s) you are not is inherently inferior to the other. Besides looking down on them, whenever one manages to best you, or your allies who are your gender, in something you will find that it shakes you and your confidence to the core, leaving you filled with self-doubt, and prone to submissively following their will... at least till your natural sense of smug superiority reasserts itself. If you're not male or female or are both at once this applies to both men and women, and only those who match your third option will be considered worthy and equal.

Jumper Force (+200 CP): You seem to have inserted awkwardly into this world. Instead of being the individual represented by your build for this jump, you are an immaterial entity similar to the Phoenix Force, who is only able to interact with this world through a host - who is the individual represented by your build. You can grant them all of your powers and abilities, but they remain in full control, and, while you can advise them, they are immune to your charisma perks and the like and ultimately will be in charge. Still you can enjoy life vicariously through them.

Spider-Cucked (+200 CP): Peter just can't catch a break. If Mary Jane isn't telling him to go through with selling their marriage to the Devil, or leaving him for some rando from another dimension she's getting abducted, and mind controlled into begging to be

gangbanged before his eyes. And that's without getting into what JMS made Gwen do, though thankfully that's not canon to this fanfic... or at all any longer (it wasn't Gwen MJ caught fucking Norman Osborne, it was Mysterio dressed as Gwen).

Your luck in love is now similar to Peter Parker's. You can expect any of your significant love interests, or just people you'd like to fuck repeatedly, to end up sleeping around on you behind your back, and with people you'd not approve of, in a way you will catch onto sooner or later, and even have to watch. Best case scenario they were mind raped into wanting it, but they might very well be completely willing, and helping your arch-nemesis constrain you while taking delight in making you watch them get fucked by someone you hate. And you will find yourself romantically interested and invested in people here... if only so you can burn with jealousy as you watch someone else take them.

Time Rifts (+200 CP): All the time travel and alterations seem to have broken reality just a little bit. Especially around you. Temporal rifts seem to open around you at random intervals. They won't directly open up on you or anything of importance, but if you're not careful you could run into them and find yourself transported randomly through the time stream. Also sometimes they just seem to spit things out at you.

Affront to the Entire Universe (+300 CP): People hate you. Magic hates you. The universe itself seems to hate you. While ordinary individuals just seem to naturally hate you and deeply distrust you, and require work to bind or subvert their wills to obey you regardless, or a lot more work to get them to accept that maybe you're not some horrible villain that must be stopped, it's worse with higher beings. Your presence has caused disruption in the world and otherworldly realms, and you will find that cosmic beings recognize you and hate you.

As Though Fate, Itself, Turned Against You (+300 CP): It seems you are actively fighting the narrative. The plot wants you to lose. Luck, plot armor, and things that just happen in your favor because of fiat (or prevent things from happening that'd be bad for you out of fiat, chance, or narrative) no longer work for you. Instead you will find your enemies seem to get second winds or power surges, that the plot actively shields them from you overcoming them, that your luck has a tendency to go bad at the worst possible moments, and that obstacles and stumbling blocks seem to simply sprout up in your way. If anything could go wrong, it will go wrong.

Mistakes to Rectify (+300 CP): You... you seem to be rather prone to disastrous mistakes and miscalculations. You're extremely wasteful of resources - doing the likes of

killing a powerful demonic mage and a brilliant scheming super scientist instead of forcing them into a more usable state, or killing the Hellfire Club's Inner Circle all save for the one member least likely to work with you and then trying the worst possible way to recruit her. Given 2 options, it'd not be a surprise if you forced a 3rd choice which combines the worst aspects of both. You are your own worst enemy, and I'd say get someone who you can trust to help make your decisions for you, but you'd pick the worst possible person for that.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Close the Browser: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Another Chapter: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Another Fic: You can't just throw away the gift of a chain. You'll leave this world behind, passing further than even the nexus of all-realities might allow you, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

Based on the fanfic [The Erotic Phoenix Saga](#) by [MarvelMaster616](#).

I own nothing involved, and didn't ask any permission to make this.

I will not reference *Strange in a Strange Land*. I will resist the urge to liken the Phoenix Force/Jean Grey to Michael Valentine Smith. I will not compare their method of creating connections to sharing water. I will bottle it all up and release it here.

I do not know how old precisely Magik after her years in Limbo, or the Stepford Cuckoos are supposed to be. They are just referred to as teenagers. And being rather arbitrary ages (and Magik's age in the comics was internally inconsistent with an age listed, 7 years stated, and 2 different new ages both not 7 years older than the prior age given afterwards) I choose to think 18-19.

As a note, despite 'diverging' at X-Men 101, there are a lot of divergences that are unrelated to that. Characters who died before that (Bolivar Trask, Angel's dad) are alive, others are introduced significantly sooner (Selene is already the Black Queen of the Hellfire Club, Venom is around almost a decade early), the timeline for some characters is all jumbled (Carol Danvers has Binary powers and is a recovering alcoholic before Rogue drains her despite both of them being consequences of the drain), and Tony Stark is much more MCU in personality and backstory except that he's doing the secret identity thing. This isn't 'they changed it so it sucks' this is just a note that this is very much not 616 even before the change from the Phoenix's time traveling shenanigans. Characters are still mostly faithful to the breadth and sweep of the character (barring the expected increased sexual openness), just timelines are a bit mixed and jumbled in places, and certain events (the whole M'Kraan Crystal incident that introduced the Shi'ar for example) never seem to happen.

Perfect Party Girl's boost to your appearance is roughly equal to **Uncanny's**. Together you'd be standing out among superheroes as the hot one.

Wolverine's healing speed in the story isn't well established, and as noted his healing varies in the comics a lot. I tried to set it at the point where it roughly equaled the showcased ability to heal, but seriously Wolverine's healing is wildly variable in the comics.

God and its boosting ability comes from me being a Thor fan. Thor did show up. And it felt like a fun way to give another option for getting the Perspective boost and also to give higher scale power that helped bridge between the X-Men and the cosmic tiers of the Phoenix or the likes of Doctor Strange. I thought about including the Silver Surfer, as he did show up in one chapter, but unlike Thor who came back if only as a 'and Thor was there' for the final battle the Silver Surfer did not.

God + Telepathy ended up being inspired by the stronger feats of the Shadow King in the comics I've read. No he didn't appear in the fic.

Changelog:

Version 1.0.0: Released.