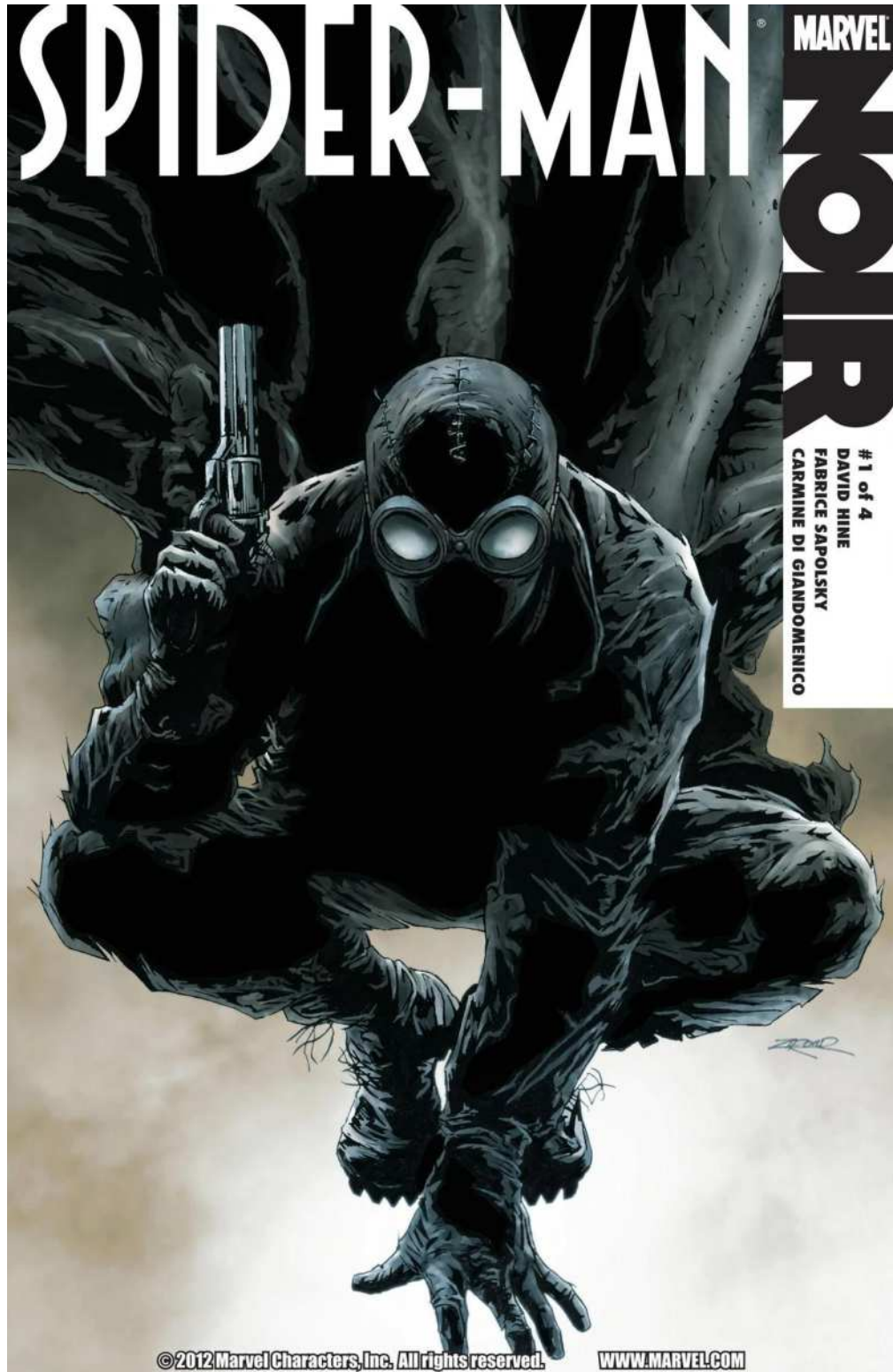


Marvel Earth-90214 (Marvel Noir)

Version 1.0.0



Earth-90214, or as it is better known Marvel Noir, is one of countless realities that make up the Marvel omniverse. It is a world in which many of the familiar faces got their start in the 1930s, instead of the 1960s. A world where Peter Parker began his career in the Great Depression. It is a world of femme fatales and detectives, a more grounded world than most in the Marvel omniverse, a world where true powers are few and far between.

But that does not make it a safe world. Benjamin Parker was, or will be, killed for organizing demonstrations against corrupt and unsafe businesses. Corruption runs rampant throughout America, the world in general, and New York especially. It is a world of crime, murder, and mystery where organized crime fights shadow wars against itself in the underworld, and the officials look away and take their cut. You won't find mutants in this world, merely sociopaths and corrupt police brotherhoods. And over it all looms the growing shadow of Hitler and the Nazi party, stirring fears that the Great War is not going to be the war to end all wars, but only the first part to a greater war on the horizon.

That's not to say there's nothing more than man. Ancient totems to spider gods, Sumerian crystals that can connect to the underworld, and fabled Atlantis with its mythic orichalcum all exist. Merely that they are rarer, and the focus is more on the human element and the street level. Still whether at street level or not you'll need these for your time here:

+1000 CP

Good luck, and good jumping.

Location:

You arrive in New York City. It seems most things in this world happen there, or at least start there. But when you arrive is more up for debate. You may arrive from the start of the decade at 1930, at least a year before the first story in this world and over 3 before Peter Parker will become Spider-Man, or all the way to May 1st 1939 the day after Tony Stark's assistant revealed she had betrayed him to the Nazi party. Regardless of your start date you will be staying here for 10 years.

Age and Gender:

Your age and gender are your own to decide, unless you choose to drop-in in which case they remain unchanged from your last jump. I'd suggest being at least in your later teens, but the option for a younger age is yours if you desire it.

Origins:

Your origin determines your past in the world, your memories from within the jump and your connections to others in this world. Either origin may be taken as a drop-in forgoing all connections and past in this world as well as memories from your origin.

Your origin determines which list of origin related perks and items you may choose to take your discounted and free perks from. Regardless of origin you will have 1 free 100 CP perk, 1 free 100 CP item, and discounts on 3 other perks (1 each of 200, 400, and 600 CP, though able to use a higher value discount on a lower value perk) and 2 other items (1 each of 200 and 400 CP, though able to use a higher value discount on a lower value item) from your background, and your free perk and item can be traded for a free 50 CP general perk or item respectively. These rules are re-stated for Perks and Items in their respective sections.

Common Hero: You are a member of the common men, someone who has done their best to live a good, and honest life by the rules agreed upon by society, and to stick within the limits of the law. Though sometimes when corruption goes all the way to the top, honest men must step outside of the law. After all, like Benjamin Parker says, "if those in power can't be trusted, it's the responsibility of the people to remove them." And this is a time when corruption goes all the way to the top, and the common people need a hero that can touch those the law cannot. Will you be one of those heroes?

Criminal Element: You are one of the growing minority who have stepped outside of the law for your own benefit. In this period of corruption and vice, it does seem that unless one was born into fabulous wealth, the only way to live above the lower dregs is to go outside of the rules of the game and become one of the predators that prey on the common life forms. Of course, just because you've chosen to make your way in this world through criminal action, doesn't mean you're necessarily evil, running a speakeasy is a far cry from committing murder on a regular basis though ultimately helps to fund the latter, maybe you just grew up and wised up to how the real world operates.

Perks:

You may take any 1 100 CP perk associated with your background or 50 CP general perk for free, and gain 1 discount (50%) on each of a 200, 400, and 600 CP perk associated with your Background; you may use a discount on a higher cost perk for a lower cost perk (this will discount a 100 CP perk to 50 CP).

Writer (50 CP): You possess the skills of an experienced writer with a decade of work in the trade at a professional level. You may choose whether this is in writing men's adventures stories, science fiction, or hard journalism. In addition to the decade of experience in the chosen field of writing, which does include some elements of investigative journalism if you select journalism, you have a particular talent for it which could make you a famous author someday - if still likely barely making by in the 1930s - or one of the best reporters in the city.

On the Fifth Day (150 CP): God created beasts, and you have something of the beast inside of you. When you are driven to rage you can unchain this beast, pushing yourself into a berserker like state. In this state your adrenaline floods you, you're stronger, faster, and more capable of pushing through pain and injury, your combat skills seem to become somewhat keener and sharper, and your nature becomes wilder, more brutal, and more willing to kill. Of course you are a man, and you can make a choice, so you can chain this beast once more through the force of your will, but don't expect to release it again immediately after.

Noir Universe (300 CP): Earth-90214 is a take on the Marvel universe in a Film Noir style, though starting with Iron Man Noir they begin to veer more towards Pulp than Film Noir. Now, at the start of each jump, you may choose to enter a version of the universe which has had Film Noir, or Pulp Adventure aesthetics and tropes applied to it. You have some choice in how this applies; this could change the setting to the interwar period between WWI and WWII, or it could simply apply some of the aesthetics and tropes to the setting, shifting the focus of events towards detectives dealing with organized crime and femme fatales in a fantasy or space opera setting, or introducing elements of pulp adventure, lost civilizations, and ancient (magical?) relics.

Blessing of the Spider God (400 CP): You have received the blessing of the Spider God, possibly from an obscure tribal totem. This blessing bestows upon you the proportionate strength, and agility of a spider, as well as the ability to cling to walls like a spider, improved recuperation and constitution, and to fire masses of black webs out of your wrists. These webs are strong enough to bind even someone who possesses similar super

strength to what this gives you, but will eventually dissolve with time. In addition to these spider-themed powers, you possess a spider-sense, a mystical 6th sense which can warn you of danger, presenting as a buzzing in your head growing in intensity with the danger that's presented to you; this spider-sense can even work for dangers such as warning you not to tell a disguised enemy that you possess damning evidence against their boss, though it's not precise enough to guide your exact words and it works on dangers to your life so won't help you keep from saying the wrong thing to your spouse or love interest. Coupled with the speed and reflexes that come as part of spider agility, you could dodge bullets with relative ease, at least as long as you don't bottleneck yourself jumping through a window.

Devil's Eyes (400 CP): You possess the eyes of a devil... or at least a Daredevil. Your senses, other than sight, are massively enhanced and improved. You can hear a man's heartbeat with the precision to tell when he's lying, smell cancers in old men and pregnancies in women, feel the subway running under the street. You could tell that someone was in a room, up a flight of stairs from you, by their heartbeat and breathing as well as identifying their gender, age, and emotional state from a combination of hearing and olfaction, or sense where guns are being pointed by air currents and sound. Even completely blind you could fight as if you could see by hearing your opponent, only with a 360 degree range of vision.

This also enhances your reaction time, shortening how long it takes you to respond to sensory information by a noticeable amount putting you potentially above even a peak human's.

Living Hive (400 CP): Through the combination of science and the occult you have obtained a great power in the form of mastery of bees. You are able to control and conduct the actions of nearby bees, gathering entire hives into massive murderous swarms. You can simply command these bees, or you can gather them around you, forming an expanded 'body' for yourself made from the swarm of bees. In the latter case they become almost a part of your body, and as long as they remain part of it count as a part of you for your powers, perks, and abilities; you could potentially become a flying giant made of angry bees with claws stretching tens of feet away from yourself, possibly becoming far larger if there were enough bees in your surroundings. Either way these bees under your control seem to have increased strength and speed, able to shred through Spider-Man's web, or human flesh, like shrapnel.

You also gain the ability to transform yourself into a semi-insectoid alt form. In this form your proportions and features are more wasp-like with an inhumanly narrowed waist and

an angular face, your fingernails and toenails extend and sharpen into small claws, your eyes become insectoid compound eyes, and you grow wings. These wings are capable of allowing you to fly either alone or with your swarm, and presumably your insectoid eyes give you enhanced bee-like vision, making it easier to see swiftly moving objects, process colors (other than red), and see into the near ultraviolet. You will also find that in this form your strength is increased to superhuman levels although not to the extent of Spider-Man's; entering this form will not increase the strength of your bee-body, as it is already included even when outside of it.

And so that this isn't worthless without bees around, when you enter this alt-form you will always be able to summon a small swarm of bees. While not large enough to form a giant cloud with arms stretching tens of feet from you, you could cover yourself completely in these bees either as ablative armor or send them out towards enemies. If part or all of this personal swarm is killed they will regenerate based on your own natural healing rate, though even as an ordinary human they will recover with time.

Pulp Science (500 CP): You possess the capabilities of a mad, or heroic, scientist that might appear in this universe. More on the level of old pulps, than the likes of Earth-616, you could still pull off impressive works of low end super science. If you were an expert in neurology, you might be a master brain surgeon, able to lobotomize people in a way that leaves them unable to speak, and lamentably poor at creative thought, but without their own conative will and willing to obey orders as long as their basic needs are taken care of, in effect making scientific zombies. If you were an expert in mechanical engineering, you might be able to build a miniature mech you could wear or even a mostly autonomous robot, capable of limited flight, transforming halfway into a tank, and possessing armor and firepower superior to the tanks of this day, or a submarine capable of reaching the sunken city of Atlantis. In general the wider your specialty the less impressive but greater breadth of creations you can make. By taking this perk you get to select a single specialty of your choice, but given time and studying you could learn to replicate similar in other fields creating the sort of super science you'd expect to see in a pulp adventure story whether from a heroic engineer or a villainous scientist.

Common Hero Perks

Huddled Masses (100 CP): Sometimes it almost feels like there are only two choices. To be part of the huddled masses, hungry, poor, and exposed to the worst of the world, or to gain power through corruption and decadence. To help you if you choose the former option this is a certain amount of increased resilience to hardship. You are less affected by detrimental living conditions. The discomfort of being wet, cold, and exposed to the elements, is reduced for you. You are also more resistant to disease, starvation, and food poisoning, able to survive and subsist on smaller portions of food and less nutritious ones as well. This won't completely mitigate the dangers of living in a shanty town, but it will be more comfortable and less hazardous for you than otherwise.

Grit and Integrity (100 CP): Is a man's most valuable possession, and one you will not part with easily. You have the strength of character to stick up for what you believe is right even in the face of bribery, and threats. You can still feel fear, and you could eventually be made to bend, but you won't break at your core; they might scare you into keeping quiet, but only long enough for you to bring together enough information to bring them down.

Adventure Helmsman (100 CP): You are an expert pilot. Of what you ask? If it's from the 1930s you can name it. Fishing trawlers, submarines, early jets, airplanes, dirigibles, you can fly or steer them all. Not only can you fly or steer, them, though, you are an expert at it with the sort of skill needed to become an ace in the airborne combat of WWI, to skim the ground low enough to fly down enemy soldiers, or to fly a plane through mountain passes in a storm of sleet with broken instruments.

Angelic (200 CP): You are physically fit. You do not possess a genetically perfect body, and this won't improve your genetics, but you possess a body that has been honed and trained nearly perfectly to a prime acrobatic physique and the highest overall level of physical fitness possible for an unaugmented human. This also provides you with the skills of a world class acrobat, gymnast, and brawler.

Barely Felt It (200 CP): You've got to be pretty tough to make it in a noir story. Pain and wounds seem to affect you less. You still feel them, and enough can cause you trouble, but taking a bullet to your gut is something you recognize, and then continue to move on. Eventually wounds will begin to slow you down, this won't let you walk with your legs gone, but they affect you less. Having your hand broken by a giant mallet won't make you flinch, get a skull carved in your flesh and you'll still fight just fine a few moments later, a grazing shot to your arm and it won't even faze you. You might not be using that

hand immediately afterwards, or at least not for anything too precise, and a bullet that tears through muscle won't be doing you any favors in using that limb, but you'd also not be blacking out from pain or shock. You're even more likely to survive such wounds than you'd normally be; this won't see you surviving a bullet to the brain or another vital organ, but you're likely to last longer with an untreated shot to your gut than an ordinary person, and won't be dying from shock or blood loss from a bullet to a limb.

Celebrity Adventurer (200 CP): You are suave and charming, and generally good with people. You might not be wrapping detectives and heroes, or even individuals, around your fingers, but you could move through society and be well popular without much effort, and a friend to enough people to make a good spy.

Beyond this you have a certain *je nais se quois* about you, something that gives a larger than life impression to you and your actions, turning you almost into something of a popular adventure hero. Of course this works best if you have larger than life adventures, and publicize them, but as long as you work to foster the appearance you will find it relatively easy to come off as a sort of gentleman adventurer, conqueror of untamed places, and heroic figure to the masses at large.

Power Man (400 CP): You are invincible. Well no, you're not. But you give the impression that you are. While you still can feel worry and doubt, fear, terror, and panic have no place in your heart, able to face certain death without flinching. And this is a terrifying thing to be able to do, since when you don't flinch away people have to question... Do you even face death?

And that brings us to the other aspect. This fearlessness causes people to overestimate your power and ability. That you might really be bulletproof, or capable of standing up to whatever it is that they are packing. This might only be a niggling doubt, but your enemies will never be certain of your mortality as long as you keep facing things without fear. This generally gives you a sense of dangerousness about you, and if you are willing to play into this fear, you can use it to make your threats seem far more compelling as well; just because that murder rap you went down for was their frame job and they know it, doesn't mean you won't kill them.

Why Do You Tremble (400 CP): You have no need to. Not when being put to a supernatural test of your morality or worthiness, at least. While normal human means of judging someone's morality - by observing their actions that is - still work on you, supernatural or super science ones that scan your mind, soul, or somehow review your

worth will always come up with you being considered worthy and ‘passing’. If a spider god looks into your soul it will find you worthy, regardless of your actual morality.

World Book (400 CP): You don’t know everything, but someone might be forgiven for thinking you did. You possess a wide base of general knowledge, like a walking, living encyclopedia. While you might not know every language, you can speak dozens and those you don’t know you likely can speak a related language. You know a great deal of cultural and social information about various civilizations across the globe, ranging from scattered tribes of the south Pacific and Africa to the great civilizations of Europe and Asia. While at its best with anthropological and linguistics, this includes basic information in nearly every field; you won’t be a professional in them, or even have a full college degree in the field, but you’ll have the equivalent of a minor perhaps in them. Enough to get you started. In future jumps this information will update for the new setting.

A Much Larger Picture (600 CP): You possess a genius for deduction, recognizing clues, and for reading people. You can tell when a piece doesn’t fit, identifying staged ‘clues’ like a tongue pressing against a bad tooth, or when someone is behaving in a way that doesn’t quite jive with how they should be. To go with this comes an incredible attention to detail, and ability to pick up information from your surroundings at the smallest glance. This helps you to treat every crime like it is but the corner of a much larger picture and you are able to get an idea of this picture simply by observing these corners. Any law enforcement organization would be blessed to have you among their detectives.

This also comes with a host of forensics knowledge to help you make connections, and the equivalent knowledge of a lifetime spent studying to be a (private) detective.

Angel of Death (600 CP): There are people out there who just bring pain and suffering to the world around them, criminal scum for whom there is only one possible solution: punishment. And you are the one to deliver them their punishment. You are a highly skilled marksman, with excellent awareness of events happening around you in combat, and a tactical mind geared towards taking advantage of any distractions or terrain in combat, as well as planning and implementing assaults on defended positions.

Of course sometimes this will not be enough to deliver punishment to those that deserve death. When you set out to kill a murderer, and killer, you find that lucky opportunities fall in your path, and that they grow a little sloppier than they ordinarily would be. This won’t open up a path for an ordinary individual to take down an immortal god, but it

ought to help give you an edge against a mob enforcer or boss. This does scale somewhat with how much death and suffering they have willfully caused, and how much this was done out of selfish desires and without aspirations to some 'greater good'.

Firebrand (600 CP): You are one, or at least if you find something that you are passionate about you could be. Like May and Ben Parker, you possess the charisma needed to rally people behind your words and a cause. With nothing more than words, and an unflinching willingness to stand by them, you could stir up people towards social revolution, and to act to change a flawed system. But more than just being a potential demagogue you seem to particularly possess the ability to inspire others to be better people, more morally upstanding, with greater integrity, courage, and even more altruistic in their behavior; this will take effort from you, working with the community, and demonstrating these traits yourself by working to help and improve the plights of society, but when you do it will flow outwards, helping others to do the same and to become the better people they can be. This works best with the underprivileged, the hungry, and the dregs of society, as they will naturally seek out social change, but given time and a position of influence and authority you could bring this influence to bear against even the modern aristocracy.

Criminal Elements Perks

Criminal Agent (100 CP): You possess the basic skills expected of a low level operator in organized crime, and are an expert in one field of (1920s to 1940s) criminal activity of your choice such as: pick pocketing; second story work; forgery; safe cracking; con artistry; being a bookie; etc. This is no supernatural level of skill, but being a mundane expert albeit one at the very peak of your specialty in contention for the best in the world. You can buy additional criminal specialties for 50 CP (you may use one of your perk discounts regardless of background to make this free) each.

Stage Performer (100 CP): You are a performer, potentially a star, maybe just a sideshow act. What matters is you have what it takes to perform. You have a certain stage presence, the ability to take a mass of eyes upon you without flinching away, and to read crowds to determine how to keep all eyes on you as opposed to somewhere else. This also comes with the skills needed to put on an act. This is limited to more 'low brow' entertaining arts. Don't expect to be a concert pianist or world renowned opera singer this way, but you could be any form of common circus act, including acrobat, clown, or strong man, as well as a stage magician, or even an exotic dancer. You may buy additional performance types for 50 CP (you may use one of your perk discounts regardless of background to make this free) each.

This Rat is a Survivor (100 CP): Power is all too often fleeting. Being at the head of a regime draws those who would tear you down, and while being a mere supporting player can keep the target off of your back, but they often still lose their place - or even their heads - in the change of power with the toppling of a kingpin. You, however, are an expert at avoiding such a fate; at least as long as you don't try and play the king yourself.

You are able to stay around despite changing 'employers' in the criminal - or political - worlds. When you worked for the previous regime you find that you're skilled at making yourself inoffensive and indispensable to the new one, convincing them to take you into their fold as a trusted member of their new regime. This also helps you simply keep job security by sycophancy and making certain that your job just can't be done by someone else, even if you are not in the criminal or political fields.

Bullseye Killer (200 CP): Your accuracy with ranged weapons is incredible, making you an expert marksman and sniper. Despite this, it is with thrown weapons that you truly excel. You are able to turn nearly any object you can throw into a deadly projectile, hitting with more force than would seem possible, and managing to use even unwieldy objects as thrown weapons. Your aim when throwing also moves beyond incredible and

expert marksmanship into the uncanny, curving shots to hit around cover, hitting straight into the eye with a casual throw, calling your shots precisely, and being close to unerring.

Fatal Female (200 CP): You might not be the most beautiful person in the world, or even so beautiful that you automatically stand out in a crowd, but you don't need to be. Far more important than actual appearance, is knowing how to use it and you know how to use it. You know how to highlight your own good features with clothing, making, accessories, and through action, all coming together to present your best self and change merely attractive to stunning or drop dead gorgeous; or if you want to avoid that attention you know how to downplay it as well. More than just being able to make yourself look good, you know how to use flirtation, sex appeal, or a more girl next door beauty to manipulate others whether it's making a speakeasy into the neutral ground between vying crime bosses that even one on the cusp of actual domination of the entire city wouldn't dare touch, or convincing a hero to travel across the world on a quest to aid you.

And while you won't stand out in a crowd (at least from just this) if you downplay your appearance, you are well above average in appearance.

Clayface (200 CP): Like the former circus freak Dmitri Smerdyakov, you are a master of disguise. You are an extremely skilled actor, especially when it comes to impersonating the behavior and mannerisms of others. You are skilled at observing these mannerisms as well, helping you to quickly pick up on the behavioral tics of those you intend to impersonate. But these are not your most impressive abilities. You possess the ability to mold and reshape your facial features with your hands, working them into a perfect replica of the face of another. You'll need a good reference, or the person themselves, but the perfection of this change is uncanny for something done by squeezing and reshaping the putty-like features of your face.

Next Step in Evolution (400 CP): You easily pick up on people's personality traits, behavioral modes, emotional states, and how they act. More than that you find that your own behavior and should you wish it even personality and emotional states are extremely flexible. You can easily find yourself behaving, or should you desire to go all in being, however you feel those around you would most appreciate, or emulate the behavior and persona of another. You can decide how deeply you wish to allow this to affect you, whether it is just behavior, or goes down to your very thoughts and feelings.

This plasticity of personality, makes it very easy for you to change your behavioral patterns and even how you think and feel to suit an ideal not derived from simply fulfilling another's desires. Alternatively it can help you spoof lie detection by making

you 'believe' your own lies. This perk does not actually make you a clinical sociopath, although you could use this plasticity to become one with ease.

Sandman (400 CP): You're something rather inhuman. I mean you still seem to be human, though possibly some form of zombie, but you seem to be stronger and tougher than should be possible. You're strong enough to crush a man's skull between your hands and make it pop, to pin down this world's Spider-Man, or to beat him into a bloody pulp. You are tough enough that Spider-Man would hurt his hand hitting you without forcing you to budge likening hitting you to hitting a block of solid granite. You're not bulletproof, though, but a single bullet is unlikely to bring you down; it'd take being riddled with shots to make you fall.

Web of Corruption (400 CP): Planning crimes is one thing. But there is no such thing as a perfect crime, and profiting from crime requires a blind eye to be turned to it by those who possess power. You seem to be able to turn any system you're a part of into just such a corrupt one. Even if you do nothing other than live in a society you will find its political upper echelons becoming more and more criminal and corrupt the longer you live here. Active effort on your part to manipulate and corrupt the system through bribery, threats, coercion, or other means will only speed this effect, allowing you to turn a government into a cesspit of political corruption and vice more quickly.

You are also very good at figuring out who it is that you need to bribe or blackmail, which palms need greasing, and how to keep your operations nice and secure in such a corrupt system.

You can toggle this off, if you don't want to spread crime and corruption.

Flagship Predator (600 CP): At the top of any ecosystem there are the flagship species: grizzly bears, lions, and the like. You are one of these flagship predators, standing at the peak of the food chain, but one for the artificial ecosystem of human society. You possess a mind that can see the levers that move and manipulate the world, and like Archimedes with a long enough lever you can move it. Your mind is brilliant when it comes to manipulations, plots, and schemes, with the cleverness needed to make lie-detecting hero-detectives or entire cities dance to your designs.

This isn't limited to mere deception, though you do excel at coming up with ways to deceive. You are a master planner, able to design intricate plots just to dance ahead with the smallest advantage. This also comes with fairly expansive skills in administering to a criminal empire.

Occult Sciences (600 CP): There are forces that science has not named, or tamed. But that won't stop you, nor does that mean there is not power in these forces. You will let others play their occult games, though, after all true power comes from combining the occult with the scientific. And you are dangerously skilled at that.

You understand how to incorporate occult objects into your technology, and how to use technology to interface with them. This isn't a perfect science, and can be rather dangerous, but you could build machines which interface with magical objects; being powered by them, weaponizing their energies, or even forcing them to function in ways that they were never intended to be used such as forcing a spider totem which normally bestows spider powers on those the spider god finds worthy to bestow bee powers to someone you designate. Just be careful as this can have side effects; Madame Swarm was physically and visibly mutated to be half bee instead of merely obtaining the powers of bees when she tried it. And this will require you to do the legwork, to research the object, and scientific methods to interact with it; this isn't instant understanding, but the power to force magical objects to interface with science in ways they otherwise would not.

Psycho Therapy (600 CP): Like Charles Xavier, you are a highly skilled psychotherapist, well versed on all the latest developments in psychology and psychiatry. Your specialty, though, lays in, well it's a bit crude to call it this but brainwashing. You know how to take troubled individuals, especially those in this time who were just coming to be called sociopaths, and turn them into your personally devoted allies, who revere you as their great teacher and parental figure. Your techniques can work on less troubled, and more empathic individuals as well, molding people as clay into those loyal to you and only you. This does take personal one on one attention and time however.

You are also highly skilled at torture techniques. This is less breaking bones and causing physical harm, and focuses more on the more psychological aspects - sleep deprivation, and the like. You know how to use these techniques to break individuals, either simply to your will or shattering their sanity and leaving them in a position where you can put them back together again as your personally loyal soldiers. Given time under your care you could break even the sometimes seemingly unbreakable will of idealist heroes, though these hard cases will generally require you to break their sanity in the process.

Items:

You may take any 1 100 CP item associated with your background or 50 CP general item for free, and gain 1 discount (50%) on each of a 200, and 400 CP item associated with your Background; you may use a discount on a higher cost perk for a lower cost perk (this will discount a 100 CP perk to 50 CP).

You may purchase multiple copies of items, additional copies of the same item are discounted (not free). You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Bees! (50 CP): These are 60 beehives set up in a location or locations of your choice, home to enough bees to - if somehow controlled to do so - create a flying giant made of bees. If destroyed/damaged/just allowed to die out the beehives will replenish their numbers automatically at the start of each spring.

Eating Utensils (50 CP): This is a collection of forks and knives. While not truly infinite, you always seem to have one on your person when you need it, certainly able to draw dozens, maybe even hundreds of them, from some sort of pocket space if you needed to hand them out, or were throwing them at people for some reason. Eventually these utensils will return to your pocket space on their own.

Gas Grenade (50 CP): This is a small smoke grenade. When you use it, it will produce a large cloud of smoke in the area, not quite enough to fill an auditorium. This explosion of smoke seems to be more distracting than it should be and likely to make those who have you in their grasp release you. Finally the smoke seems to muffle the sounds of your movement in it, helping you to hide yourself and get away within it. You get one such grenade, though if used it will replace itself within 8 hours.

Neko de (50 CP): A simple enough weapon consisting of three bladed knives set into a wooden bar held with the bar in the hand and the blades extending out between the fingers. These blades are wickedly sharp, always durable enough for you to use them as a weapon regardless of your own strength, and when you wield them they seem to move almost like a natural part of your body. You get a pair, one for each hand.

Remington '03 (50 CP): That is an M1903 Springfield, a .30-06 caliber, five-round, magazine-fed, bolt-action service repeating rifle. Yours is a little bit special. For one it seems to re-load itself if given a few minutes, and to generally clean and maintain itself so it's always ready for you. For another it is more accurate than it should be, especially when being used for sniping, helping you to make difficult shots especially in places with

obscuring terrain or weather such as a Madripoor jungle. That's not to say it can't miss, and a novice will still be a novice, but it will be easier to hit with than it should be.

Private Plane (100 CP): A private plane which seats 4. Despite its increased passenger space its maneuverability - and armaments - are a match for a 1940 fighter plane. The plane will maintain itself, and refuel when not in use.

Airship (150 CP): This is a small dirigible of sorts. Looking somewhat similar to a boat with two dirigible balloons holding it up, this airship is the way to fly in style. With five sleeping cabins, in addition to one for its follower crew, it presents a comfortable and relatively spacious vehicle. While not as armed or maneuverable as the Private Plane, it is as fast, if not faster at maximum acceleration, able to rise as high if not higher into the air, able to stay in the air indefinitely, and far more comfortable. The airship possesses a small follower skeleton crew of 2 or 3, will maintain itself, and refuel while still airborne, and its crews basic needs are supplied for.

Lady Dorma (150 CP): This is a simple, rather old fishing trawler, albeit a surprisingly fast one for its apparent state of long term use. It does have some hidden gadgets built into it, like a button that releases a smokescreen across the deck, but in truth this simple fishing trawler is actually just a cover and shell for the true Lady Dorma within, a high speed submarine. No weapons are shown, but given it is the most feared pirate ship in the seas, presumably it possesses some form of armament.

This cover vehicle will also maintain the quality of hiding the submarine within it even as technology advances substantially past the level of the 1930s. It comes with a follower crew whose needs are met, and will automatically maintain itself and supply what fuel it needs to function.

Bag of Dynamite (150 CP): This is a small carrier bag. Inside of the carrier bag is a cluster of 3 red cylinders of what looks like dynamite but is labeled TNT strapped together with a device to allow for a timed or remote detonator and a remote detonator which will send a signal to them to explode. This signal seems to have infinite range, barring intentional jamming, and the explosives inside of the bag will not go off until set off by the detonator, or the timer. The timer can also be used to set the explosives to varying strength from a level more associated with firecrackers, to the strength of 3 sticks of dynamite.

If the explosives inside are used a replacement will appear after 24 hours. If the detonator or bag is lost or destroyed it will be replaced within 24 hours.

Shocker Suit (200 CP): This red-orange and yellow suit, with several metal plates across it and an electrical device on the back, is a weapon of war. On the mundane side it possesses a built in gas mask to protect from poison gas attacks, and some defensive value in the mesh that it is composed of, its main defenses - and weapons - do require its power system to be operational. A vibro-shock system will shock those striking you and dissipate a large amount of force directed towards you, and that same vibrational energy can be focused and directed through its gauntlets as a sort of concussive force blast able to knock a person flying away, or to punch through wooden logs and walls. The suit is not waterproof, however, and while it can stop punches from Spider-Man (and even knock him out), one must remember Spider-Man pulls his punches.

Speakeasy (200 CP): Like the Black Cat this is a well known and popular speakeasy with the quality to appeal to the higher class of customers, whose connections and clientele keep it safe from police interference. This speakeasy seems to attract the powerful and influential, and is considered something of neutral territory for criminals, corrupt politicians, and even just the wealthy who desire a good time, a place where they can come to relax, enjoy themselves, or even have meetings between factions where no one is allowed to bring violence directly into the equation. The criminal element will generally accept this neutral designation, no one faction daring to act against the speakeasy; however this only applies as long as there are multiple factions and you do not directly take sides yourself, and singular rogue agents and elements may act against you.

This also comes with an apartment for your own use on top of the speakeasy and the speakeasy comes pre-staffed and will generally tend to itself without your interaction. That's not to say as its ultimate proprietor you won't be receiving dividends from it, a good bit of wealth moving its way up towards you, and possibly even more information.

In future jumps where there is not prohibition, the speakeasy will update to another semi-legal, illegal, or socially frowned upon venue for entertainment and pleasure appropriate to the setting, retaining its tendency to attract the powerful and influential and to maintain enough connections to stay out from beneath the hammer of the law.

Arsenal (400 CP): These are no ordinary weapons. These are 20 of Baron Zemo's Arsenal automated weapons. Each one is a robot standing about twice the height of a human, possessing raw physical strength superior to the **Iron Armor** (below), a tank gun and a machine gun mounted on their shoulders, and the ability to transform from bipedal locomotion into a half-tank form where their legs change into tank treads for faster overland travel.

It's unclear exactly how these weapons are commanded, Howard Stark's original plans were for automated units to replace human soldiers and no pilots are shown, but neither are verbal commands given. As such they can be programmed with general tasks, controlled via radio signal, and/or will respond immediately to your personal will though this is not precise micromanaging (i.e. you order them to shoot a target you do not aim for them) and does not include sensory feedback.

Included are plans to make more, though you will not be able to telepathically command these additional units.

If destroyed or damaged they will replace at a rate of 1/week.

Poseidon's Trident (600 CP): This is a towering statue of Poseidon of Atlantean design. The statue is ultimately rather mundane, and so too is the trident in its hand. But not so much the head of the trident. The trident's head is made of pure orichalcum, a three pronged piece of it about the size of a man. Orichalcum is an immensely powerful power amplification, one which at the bottom of the sea could create electrical irregularities for miles around, with a single volt battery create an electrical display which fills the air, power a (1930s) city on a 12 volt battery, turn the last dregs of power in a suit of powered armor into an electrical storm capable of wiping out a fleet of airships, or in the right situation create an electrical storm so powerful a vortex manifests which sinks an entire island nation.

It's only fair to note that this trident both created and destroyed the civilization of Atlantis, though since you're paying so much for it you possess the ability to render the orichalcum's energy amplification inert with a touch or active once more.

If you have somehow used up the orichalcum of the trident's head, it will be replaced at the start of each jump. Similarly the statue will be repaired/replaced at the start of each jump.

Common Hero Items:

A Focus (100 CP): This is an outfit that works as an almost totemic focus, helping to produce a certain air and feeling about you. You have two options for what this costume can be. The first option is a black outfit including a trench coat, and a fedora. When worn this outfit adds an air of mystique and danger to you, making you seem more serious and threatening, as well as making people trust your deductive abilities more readily. The second option you can choose from is an outfit fit for an acrobat, a unitard with gloves, boots, and a cape. When worn it makes you seem more heroic and inspiring when worn, and causes people to feel safer and more hopeful in your presence.

Skull Guns (100 CP): This pair of Colt M1911s have skull symbols placed on their handles. These guns are also just plain better than they should be. They hit harder, shoot faster, are more accurate, never jam or need maintenance, seem to be able to fire more bullets than you loaded them with, and even replenish ammunition over time when not in use. In any way you care to name these guns are better than a Colt M1911 has any right to be.

Lucky Flask (200 CP): This is a small flask like one would carry for alcoholic beverages. If carried on your person it seems to be disproportionately likely to be hit when you are shot at, and is capable of stopping a bullet, even high powered ones fired from only a few feet away, or 2 or 3 from a handgun. While not all bullets that would hit you will hit it, any that would hit you somewhere likely to prove lethal do seem to make their way to it, at least until it's taken its bullet, or for smaller calibers bullets. After that it'll lose this superior protective quality, though within 1 month it will repair itself (or replace itself if destroyed) and regain this quality.

Vibranium Spear (200 CP): This is a spear, or other form of pole-arm with a head made of the metal vibranium. This world's vibranium seems to share the qualities of the metal from Earth-616, and as such is an extraordinarily resilient metal, able to withstand most attempts to harm it and capable of cutting through most common metals. You are able to summon this spear to your hands with a ritualistic invocation, calling it from wherever it may be to your grasp. If it's somehow lost or destroyed despite this, you can recreate it by this same ritualistic invocation.

Iron Armor (400 CP): This is a wearable war machine which straddles the line between powered armor and a full blown mecha. Given it's half-as tall as a man and substantially broader of shoulder, it might lean itself more towards the latter. A thick 'hump' on the back is thick enough for an ax head to almost fully sink into and still have

room to spare before touching the pilot, though as it seems to include part of its propulsion systems might be best not to let that happen. It is capable of limited aerial movement while slowing its fall, allowing it to move a substantial horizontal distance in the air if it starts from sufficient altitude, and to slow its own fall from 35,000 ft up to a safe level, and can transform into a three-wheeled vehicle, large enough for two people to ride on the back, when speed is of the essence. Each arm possesses twin barreled machine guns, and the suit itself is strong enough to casually make a new exit through a castle wall, and durable enough to slam through such a roof without suffering damage, or to take a beating from a similar robot for some time. It is electrically powered, capable of holding something over 4 hours charge maximum, though that will be reduced by intensity of performance or damage received.

Spider Totem (400 CP): This is a small totemic representation of a tribal spider god. It doesn't possess the ability to give you spider-powers like the Blessing of the Spider God, if it ever could do that it already has expended that power. However it does help link you with the spider deity it represents. It can serve as a magical focus for magical arts related to spiders, however, and might could help mend a tear in magical webs of fate or destiny, though its main purpose is once per jump (or 10 years whichever comes first) if you die, say because your life essence was sucked out while in another universe entirely, the spider god will revive you, causing you to appear, reborn and remade anew in a cocoon of black webbing.

Criminal Element Items:

Sleeve Holster (100 CP): This is a sleeve holster designed to spring load a small gun - like a derringer - into your hand. It does come with a derringer as well. This sleeve holster is unusually good at slipping past inspection and staying hidden, though a thorough enough search can find it. Still neither the holster nor the gun in it will ever go off accidentally, nor will they jam or malfunction. Only when you intentionally pull it out or fire will it do so, and it will do so when you want it to. The gun will also replenish its ammunition over the course of a few minutes when not in use.

Trick Photography (100 CP): This is an ordinary enough camera, set up with the option of flash photography, for the 1930s. Well at least on cursory inspection. The fact that it always seems to have more film, and that the film will develop itself if you leave it overnight is a bit unusual. But cameras will eventually obsolete that, and it has another trick that might be more useful to you. The flash can be set to a higher than ordinary intensity, allowing it to produce a truly blinding and disorienting burst of light, likely to leave people confused for several moments - long enough to run away, or take some serious advantage of the situation.

Laboratory (200 CP): This is a fully set up, functional, and modern lab, by the standards of the (late) 1930s. Common supplies, such as basic chemical compounds and experimental animals will be provided for you, but if you want any particularly rare or hard to find supplies - such as vibranium samples - or human test subjects despite their relative commonality you will have to provide them yourself. This can either be part of a modern compound such as Doctor Octavius's lab on Staten Island, or an old European style castle such as Castle Donar used by Baron Zemo, but regardless of your choice it will possess electrical wiring, its own generator capable of providing all the power that would be expected of a - relatively high energy - lab and the building around it indefinitely without an outside power source, and running water without need of an outside water source.

Octopus Arms (200 CP): This is a highly advanced, electric wheelchair controlled by a series of surprisingly simple controls on one arm. These controls are surprisingly simple because they control not only the chair itself but the 6 mechanical appendages on its back. These arms are strong and flexible enough to restrain a person or lift them off the ground with a single arm, and precise enough to be used to perform delicate surgery with the scalpels that adorn their tips, though these blades can be replaced with other surgical tools such as forceps, or larger, but still equally sharp, blades better for hacking through flesh; these alternate tips come standard with the chair.

Alternatively if you'd prefer can be a simple belt harness and pair of gloves with the controls - somehow - inside of the gloves.

Dirigi-carrier (400 CP): The 1930s equivalent of the S.H.I.E.L.D. helicARRIER. More of a dirigi-battleship than a dirigi-carrier, though, judging from its design. This is a large battleship by the standards of the late 30s, held up by a series of dirigibles. These are held aloft by helium or another non-flammable and non-explosive gas, so you don't worry about hydrogen going boom.

The canon Dirigi-carrier is simply a battleship on the back of several dirigibles, useful if you're intending to fight things flying higher than you, but not so much when you have the 'high ground'. If you'd prefer, however, yours can be suspended from dirigibles above it instead of having them under it making it more defended from attacks from below. This also allows you to shift some of the large guns from the top deck to where they can be fired from lower decks through openings that can be closed to become watertight once more.

With either choice the dirigi-carrier comes with a crew of followers trained in its operation and will automatically maintain itself without needing to land. Though it doesn't supply itself, though the follower crew does seem to have food supplies, but only for themselves. And because it has to be said, it can fly high enough to avoid detection from the ground.

Electro Harness (400 CP): This insulated suit, comes with a back mounted, and some good gloves. The back mounted device, possesses several metal protrusions wrapped in coils which can generate electrical sparks, and connects via a cord to a hand-held wand-like device. Despite looking to be made from glass, this wand is strong enough to use as a bludgeoning weapon - and will continue to be no matter how strong you become - and to resist being shot by handguns without being damaged. With this wand you can drain electrical power from power grids to recharge and energize the back mounted device, or you can fire off energy from the wand shooting lightning bolts potentially powerful enough to knock planes from the sky, and potentially to deflect bullets with the electromagnetic field of its energies. Be careful, though, you could knock out half of a city's power grid with this easily.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain a background as normal. 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.

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.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character from Earth-90214.

Fanon Companion (100+ CP): For every 100 CP you pay, you may recruit an Earth-90214 version of a character who lacked an Earth-90214 version. They will be a Marvel Noir version, altered to fit a Noir setting and its much lower power levels, capped at a power level similar to those shown by this world's Spider-Man, Electro, Tony Stark, or Baron Zemo.

Canon Companion - Web Warrior (200+ CP): For 200 CP you may recruit 1 character roughly on the level of a Spider-Man from the wider Marvel omniverse. For 400 CP you may recruit 1 character below the level of a herald of Galactus from the wider Marvel omniverse.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade after 10 years.

Captain America #1 (Toggle): Depending upon your chosen start date you may be leaving as early as America's entrance into WWII or even before it. If you'd like by taking this toggle you can extend your jump to 1949 regardless of your start date allowing you to punch Hitler and explore

Continuity (Toggle): It's unlikely, but it's feasible you've traveled to Earth-90214 before. You may use this toggle to make interactions with it which took place before your start date have happened in the version of Earth-90214 you are arriving in now.

Isolated World (Toggle): This world is part of the Marvel Omniverse, though, outside of Spider-Man Noir vol 2, and the Spider-Verse tie ins you'd not know it. By taking this toggle events in the greater omniverse will not affect you as long as you do not go attempt to travel to another Earth, or interact with Spider-Man during one of the spider-verse events. This is, of course, incompatible with the Jumper-Geddon drawback.

Black Mailed (100 CP): Someone has a fair deal of information on you. A damning amount of information, and they've hidden it well. Now, they might be considering going to the press with this information, but thankfully they have decided to merely blackmail you, demanding money and favors from you regularly to keep from spilling the beans. While it might be possible to find and destroy the evidence, it is extremely resistant to out of jump means to do so, and they've almost certainly got a way to get it out if they die or go missing for any amount of time.

Having them spread the news won't end your jump, but whatever they have on you it's bad. Bad enough that if it gets out you are likely to become public enemy #1.

Hated by the Press (100 CP): It's almost like your criminal nemesis has taken over the major publications how much they hate you. It doesn't matter what you do, the media will do its best to cast you in a poor light, or even outright slanderous one. Somehow suing them doesn't help, the courts just throw out the case, and even if you change your identity the press will hate you in it. I guess you could avoid doing anything newsworthy, but even then you might somehow get singled out for an opinion piece.

“I Am a Sinner” (100 CP): There is rage inside you, the bubbling anger of the beast simmering just a little ways beneath the surface of your mind. You can feel it, and you hate it inside of you. Even so you are not wholly in control over it. You are quicker to anger and have a shorter temper than usual. And if something really pushes you, something to make you really mad, maybe something like the man who bullies you getting with the girl you fancy, you might just snap, and go into a senseless, blood rage and berserk frenzy, losing control of your actions to the rage.

Learning to Doubt (100 CP): Super senses, the ability to detect lies, future vision... It can be so easy for a jumper to come to obtain certainty about situations around them. But now you will find that that certainty is a poisoned fruit. You will be deceived, and you will be tricked. Not always. But during your time here no matter how perfect your intellect or how perfect your protections against deception normally would be, you will find yourself on at least a few occasions putting trust into those you should not have, and being deceived and tricked. This world will give you a gift. It will teach you to doubt again.

Out with the Past (100 CP): A lot of events in this world are out of the past for you; you know what’s coming with that charismatic leader rising to power in Germany, and that President Roosevelt is gonna have a long time in office. Now, though, you don’t. You don’t have amnesia, at least not totally. But any historical developments after the start of this jump, and any knowledge of the Marvel omniverse excluding memories of other visits to it, are gone from you. You can still remember computers and modern society/technology, but not that it’d be expected in this timeline.

If you take the Twilight War you will still remember you need to stop the Nazis.

Monkey on Your Back (100 CP): You’re an addict. Maybe it’s opium, maybe it’s cocaine, maybe you’re a really bad alcoholic. But you’re an addict, and whatever you’re addicted to is illegal, has an influence on your behavior, and you have lost any immunity or resistance beyond the norm for a human to its effects you might have had. You can’t kick this addiction during your time here, needing to regularly indulge in your chosen vice.

The Smell is Always With Me (100 CP): You reek of blood and formaldehyde, and no matter what you do you cannot get rid of this stench. Even attempting to conceal it beneath other, powerful aromas, will prove difficult and less than fully successful at best.

Scarred Face (100 CP): It's me, it's a marvel jump, you knew this was coming. Your face is irreparably scarred, and these scars will follow you regardless of how you attempt to alter or change your form. Maybe it's burns, maybe it's slashes from glass inflicted by a jealous lover, maybe it's a large M carved into your face to mark you as a Maximum threat criminal, or maybe we're better off not knowing why your face looks like a jigsaw puzzle. If you'd prefer you could instead have a face covered in green, scaly skin like some sort of goblin. Probably best to wear a mask.

X-Man (100 CP): You attended Xavier's school, and whether you have the same sort of loyalty to the man that most of his students had or not, this does mean you are an escaped sociopath wanted by the police with an X tattooed somewhere on your body. You are a known felon, and considered a dangerous sociopath with a list of crimes longer than your age.

Congenital Condition (200 CP): While the exact condition isn't named, like Doctor Otto Octavius it has left you with shriveled and unusable legs - and if you possess other limbs designed for propulsion such as wings or tentacles they too will be shriveled and unusable - and with a small, frail, and weak body. You will need a wheelchair to move around, and even then you can expect to be weaker and have a less robust constitution than you are accustomed to.

Negro World (200 CP): America has a long history of problems with race relations, and the 1930s were in a particular bad point as far as they were concerned. It was the height of belief in eugenics, and less than 2 decades removed from *The Birth of the Nation* being screened in the White House, and Woodrow Wilson allowing governmental positions to become segregated. Now, though, the racism and racial discrimination present in America, and the world at large, against people of African descent has been dialed up to 11, or more like 12 or 13. And unfortunately for you, you are black, and you will remain so, unable to change your ethnicity or skin color. And if you manage to re-order political power structures to place Africans on top, you will find that they then begin discriminating against each other based on perceived differences in ethnicity.

Now You Done It You Fool (200 CP): You just don't seem to be able to get into a fight without being wounded by someone before you manage to wound your opponent(s). When fighting a group it doesn't ensure each of them will wound you, but you will always take a beating in any fight you get into before you successfully land a blow on anyone you intend to, so don't expect to perform successful ambushes.

Street Level (200 CP): With the exception of the M’Kraan Crystal in Spider-Man Noir vol 2, this world is rather low on the scale of comic book power levels. Spider-Man is the strongest character shown, and even Spider-Man doesn’t show the higher showings of power that is common of his 616 equivalent. You will find that your out of jump powers are reduced to a scale and level more fitting of this world. They will not make you much more powerful than the Spider-Man or Iron Man of this world at most. This scaling also applies to your companions, items, and everything else you brought with you into this world, everything will be reduced to fit into this world, your companions as secondary characters to your street level self and your items to similar street level capabilities.

The Twilight War (200 CP): A common theme in the later, both in publication date and chronology, comics in this line is Hitler’s, and Nazi Germany in general’s, quest for mystical, or superpowered tools of war. Now he’s finding them. Your start date is fixed to late 1939 after the events of Iron Man Noir. The Nazis have had far more success in creating mystical and superpowered tools of war. While the powers will not stand far beyond the level shown by the likes of Iron-Man, Spider-Man, or Daredevil, Nazi Germany will possess small armies of super powered individuals, weapons built on technology similar to that of Howard Stark, magical support and more. This will also change the events of Iron Man Noir, and Spider-Verse (Volume 3) #5; Tony Stark died never becoming Byron Ironsides, and Baron Zemo - i.e. Howard Stark - survived as a loyal, brainwashed scientist of the Third Reich with the orichalcum taken from Atlantis, and not only did Madame Sturm not get blown up by the two Spider-Men, but the spider-totem was successfully delivered to Nazi Germany. These aren’t the extent of additional super powered threats that will be supporting the Reich, they’re merely the beginning, and Germany will have more than enough such powered forces to overcome what additional resistance that the heroes of this world will give. Thankfully this does come with an assurance that the M’Kraan Crystal will not be used by the Nazis to destroy the universe.

And before you say let Hitler win or something, you now must make sure that the Nazis suffer defeat as they normally would or else fail the jump.

Weak Heart (200 CP): You possess a heart defect that threatens to kill you if you overexert yourself, and will require frequent electrical shocks to your heart to keep it going. You do get a removable metal plate over your heart to help you access it for the frequent open heart treatments you will be requiring, and unfortunately use of out of jump powers or items will speed up how fast it drains and put extra strain on your weak heart. You’ll probably not die unless you go truly overboard, but you may suffer black outs and minor heart attacks and each time you push yourself to one of them death

coming instead next time becomes more likely, and if you keep pushing immediately after them much more likely. And if you didn't need your heart to live before you do now.

Juggernaut (300 CP): You have disturbed the temple of Cytorrak in Madripoor. Jagganath the Unstoppable One, a fierce avatar of Krishna, is now coming to crush you. Normally this would be a myth, but apparently it is true, and there is no force that can stop Jagganath, only slow him down, even erasure from existence merely being a temporary impediment for the avatar of the Lord of the Universe. While you may hide from him for a time, he will continue to come, and he will not stop until you are dead.

Jumper-Geddon (300 CP): Normally, unless you were Spider-Man, the greater omniverse might as well not exist for this reality. Now, though, you'll be finding elements of it creeping in, or crossing over, with regularity, and pulling you out into the omniverse at large. Given this is one of the lower ends of the Marvel omniverse's power spectrum that isn't too good for you, but maybe you have plenty of power from other worlds already. Unfortunately you will find that these crossover events tend to be more dangerous for you than they should be, any plot armor you have is weakened, and it almost feels like the writers are trying to kill you off. This is nothing that can't be surmounted with sufficient skill, ability, or intelligence, but they will have a way of being more dangerous for you than they should be simply looking at the events involved.

The New Baron (300 CP): Thanks to a cocktail of zolpidem, ethanol, methylchloride, and ophentonyl, you have been thoroughly and irrevocably (at least till the end of the jump) brainwashed. By who? Someone you wouldn't approve of. You will spend this jump in loyal service to a master who you will not be pleased with at the end of it. You will be free of this control when it comes to make the choice whether to leave or stay, so they cannot order you to stay, and they should be unlikely to kill you or even throw you away recklessly and you do retain full self-preservation instincts merely loyalty to their ideals or regime. But you will serve them, and nothing can make you willingly betray them during this period. Is it worth 300 CP to spend a decade serving one you will revile when your mind is your own again?

If taken with The Twilight War you will not be working for the Nazis. However you will still be working for someone you would despise just as much (either as the Nazis or as this drawback would normally cause you to) who just happens to see the new flower of Nazi power as a threat to their own ambitions; this could even be Italy or Japan realizing that with their new power the Nazis would not be willing to share the Earth with them... or that with your power they no longer need to share it with the Germans.

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.

Canceled: 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. Maybe you can clean up the corruption here... or found your own corrupt empire.

Vol 2: 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.

Through the M'Kraan Crystal: 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

Madame Sturm was only Swarm for a few pages before being blown up by a hydrogen blimp exploding. I therefore had to make some assumptions. Her bees tore through Spider-Man's webbing in moments showcasing substantially super-apian strength, and she formed them into a body around her so I went with having them count as you for perks and abilities when you did so. The vision and super strength is just me making assumptions based on this being a comic book and her not having been shown not to have such things.

Pulp Science was at one point split between Hero and Villain perks for mechanical and neurological sciences, but I wanted to make Occult Science 600 instead of 400, and I wasn't actually sure Tony ever did any engineering, he talked to Jarvis about it a bit, but it was Jarvis working on the suit and Howard Stark's design.

Sandman: The reference to possibly being a zombie is because Spider-Man talked about him smelling like formaldehyde though he might have just been talking about Otto while being pummeled senseless, he seemed to have no pain response, and we don't know why he was so strong or able to take a bullet through his back and out the front without slowing down.

Despite the name, A Much Larger Picture is at least as much based on Luke Cage as Angel.

Angel of Death is intended to give a Punisher option... and disguise how little interest or care I have for any version of the Punisher (2099 was probably my favorite, and it was almost as trying as Ravage 2099)

I am unsure if the bag of explosives Tony threw at Electro in Spider-Man Noir vol 2 is supposed to be TNT (it's labeled TNT) or dynamite (it's red cylinders like dynamite not TNT), though given the stability and small size of the explosion I'd guess TNT. I just let you set it to varying strengths. I also have no idea how Electro managed to get up and out of the ceiling before it exploded. Spider-Man Noir vol 2 was not the best.

Octopus Arms are actually a combination of the arms from Eyes Without a Face, and the combat reinforced versions from Spider-Verse Unlimited 41-43. The number of limbs, blade tips, and surgical precision come from the original appearance, and the strength and

ability to wrap around people from the latter. This was done to justify paying for the item compared to (admittedly not up to normal strength) Iron-Man Armor or Shocker's suit.

With electro harness I ultimately made some headcanon-y assumptions. He took out half of Istanbul's power grid, and then grew stronger, and he was talking about hunger and absorbing electricity... but he was also being mutated by a connection with the M'Kraan Crystal so how much was the suit/device, how much was the developing superpower, and how much was just the developing insanity was hard to say. So I went with what I felt made something more worth 200 CP after discount. I also am not sure if he physically blocked bullets with the wand, or it was supposed to be electromagnetically repulsing them.

I thought about including the Cicada Stone and M'Kraan Crystal from Spider-Man Noir vol 2, but even ignoring the hype of being able to destroy the universe, given how everything else is street level 'ability to grant super powers at the cost of inhuman mutations, and to **raise the dead as super powered zombies retaining their minds**' was just a bit too much.

The drawbacks are obsessed with Nazis because Punisher Noir ended with him going off to fight them, Spider-Man Noir Eyes Without a Face involved a plot to try and get the American Nazi party in power, Iron Man Noir was him fighting Nazis, and Spider-Man Noir vol 2 was an Indiana Jones rip-off about fighting Nazis.

Changelog:

Version 1.0.0: Released.