



X-Men: The Animated Series - CYOA V2.0
By Some Bored Guy On The Internet

Welcome Jumper, I am certain you have heard of Marvel Multiverse. For the next decade, you will be sent to Earth-92131.

Like almost every Marvel Universe, this one has mutants, aliens, magic, friendly neighborhoods, and alcoholic billionaires dressing up in super suits. But unlike some of them, this one focuses on the adventures of the mutants and their struggles.

You arrive in your starting location on the morning of October 31, 1992, a few hours before Jubie Lee is attacked by a Sentinel and the existence of X-Men is revealed to the general population. That is, provided you do not interfere.

From there, the events that endanger, or improve the future of mutants will unravel, anything is possible.

Before I forget. You'll be here for the next ten years. To help you on your journey take this:

+1000cp

ORIGINS

Outsider: You are not from around here. Maybe you come from an alien planet, the future, the past, an entirely different Universe, or just a regular shut-in- it does not matter. You do not have any connections in these parts. This option can be taken as Drop-In.

Old Student: You are an old friend and an ally of the X-Men. Depending on your preference, you may be a member of the X-Men, or you may have been an old member of the team who left them for a personal reason.

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

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

Morlock [+100 CP]: Well would you look at that. You are one ugly bastard aren't you. Well maybe not ugly but certainly different, you have a cosmetic change that is visible, making you easily identifiable as a mutant to others. You live underground, with other poor souls like you.

Race: Mutant

Age: Roll a 1d8 + 20 to determine your physical age

Gender: Keep your previous gender

Or pay 100 CP to determine either of these yourself

LOCATION

Roll 1d8 or pay 100 CP to choose

1. **City Mall:** This is the mall in which Jubilee is most likely to show up in a couple of hours, and subsequently get attacked by a Sentinel. That is unless you change things.
2. **Xavier's Mansion:** Welcome to the Xavier's School for Gifted Children. A school founded by Charles Xavier to train young mutants on how to control their powers.
3. **White House:** The official residence and principal workplace of the Presidents of the United States of America. Located in Washington DC.
4. **Muir Island:** A small island off the coast of Scotland. It is home to the Muir Island Mutant Research Center. Banshee, Moira, and Proteus all reside on the island.
5. **Morlock Tunnels:** Tunnels under New York houses more than sewage. Many mutants have chosen to live there in order to escape the prejudice of mankind. Creating a community down there.
6. **Genosha:** Island nation of Genosha is a lovely country that accepts mutants and humans alike... that is if you believe their advertisement. In reality this nation runs a mutant slave camp.
7. **Savage Lands:** A region of Antarctica. It is a jungle surrounded by tundra that contains the last remaining dinosaurs and other prehistoric animals. It is home to Sauron, Ka-Zar, Shanna, Zabu, the Savage Land Mutates, and Garokk.
8. **Free Choice:** It seems you are a lucky one. You get to pick any of the locations above to begin your jump.

PERKS

Perks trees are discounted to the origin, General Perks are non-discounted, 100 cp perks are free to the origin.

General Perks

Most Common Super Power [100 CP]: The majority of the important people on this Earth are good looking individuals, and now, so are you. Your appearance has been boosted to a solid 8 out of 10.

For an **additional 100 CP**, you are now physically the most attractive person around, and considering Cyclops, Gambit, Rogue, Jean, and Storm are around, you get the idea.

Master of Magnetism [100 CP]: Normally, you would start out with power mastery expected of a newly awakened mutant, however, with this perk you will have innate understanding of your powers purchased in this jump. Roughly equal to Xavier's or Magneto's mastery of their mutant powers.

For an **additional 400 CP**, this extends to any powers you possess, and will possess in the future.

Out of the Past [200 CP]: Mutants, Sentinels, and even humans have been toying with the timeline, creating changes that they do not understand. Luckily for you, these changes to the timeline do not seem to affect you anymore. You instantly gain any new memories of your life, however, your personality and emotions do not get affected unless you want them to. Also, no random pissed off time travel can go back in time to kill you as a baby.

Mental Fortress [200 CP]: There are more telepaths in this world than I bother to count, not to mention a myriad of other ways people have been using to control the minds of others. You now possess a mind that is protected from any form of external influence. However, this protection is not absolute, as the full might of the Dark Phoenix can breach these defenses, provided you are weakened.

Collar? Really? [200 CP]: They really believe a simple collar is enough to strip you of your gifts? No. Your powers cannot be inhibited, stolen, suppressed, nor copied without your permission. Of course, if you want, you can still allow these effects to work on you.

Combining this perk with **Mental Fortress** would make you immune to even life force draining powers.

Magik [400 CP]: The ancient, and mystical powers are not known to many mutants, however, that is not the case for you. You are proficient in mystic arts, have learned to harness the energies of the Universe in their three primary fashions. Energy from within yourself, from your environment, and from supernatural beings beyond mortal reach. Your mastery of this art is roughly equal to Magik from 1997, however, you also have her potential, which can make you one of the most powerful sorcerers on the planet, maybe even a potential match for a certain Doctor.

Outsider Perks

Truth Prevails [100cp]: Nobody in their right mind would believe someone traveled back from the future, came from an alien planet, or just randomly appeared in a field. But now, people will believe you regardless of how outlandish your claim is, provided you truly believe what you are saying is the truth.

Futuristic Bravery [200cp]: Cable has been shown to have the courage and bravery powerful enough to take on the worst this world has to offer again and again without ever showing fear. Your will power, and self-confidence are both improved to the level where you do not even fear the likes of Apocalypse, while being infinitely weaker than the immortal mutant.

Weapon Mastery [400cp]: You are capable of using any kind of weapon that is designed to be used by a humanoid. This allows you to use even the future weapons you have never seen before. However, weapons made to be used by concepts such as Phoenix can still be unusable by you.

Summers Boy [600cp]: Wait a minute. You are telling me Scott Summers is the leader of the X-Men, Alex Summers is a founding member of the X-Force, Gabriel Summers is the future Emperor of the Shi'ar, Nathan Summers is a time traveling badass mercenary, and Christopher Summers is a Pirate Captain... in space?! There is no ordinary man in that family. There is definitely something special in that bloodline. All of them are the main characters of their own stories. And the one thing all main characters have in common is the Plot Armor. Like the Summers Boys, you are now a main character. Hence, you possess plot armor. This does not ensure your victory, or even survival, however, this ensures you will have a far greater chance of coming out of a situation on top than you would otherwise (Think of this as the plot armor of an average Shounen Protagonist not named Luffy). Additionally, if you want, you can be related to the Summers and/or Grey family (you can even replace one of the existing members that is matching your Origin if you want- Cable, Christopher, Havok and Vulcan would be Outsider. Jean, Scott, and Madelyn would be Old Student) with this perk.

Old Student Perks

Truly Gifted [100cp]: You are certainly something special. People do not seem to hold on to their prejudice when it is concerned with you. Even the most racist homo-sapien on Earth wouldn't hold your mutant status against you.

For an additional 200 cp (discounted if this was), you can get most people to leave behind their prejudices, even for other people. But that requires you to interact with them on a regular basis for months, you cannot change the prejudices of the masses with this alone.

Charming Rogue [200cp]: Many of the X-Men in this period had somewhat tarnished pasts, Storm and Gambit were thieves, and Wolverine was a mercenary. You too are one of these charming rogues. You have skills enough as a thief to match Storm or give Gambit a run for his money, and will find your agility boosted to peak human levels. In addition you find that as long as you are honestly helping the side you claim your past misdeeds are easily forgiven by those who were not directly impacted, and as long as you maintain a roguish air about you others find you more charming and persuasive.

The Best At What You Do [400cp]: Like a certain Canadian who likes to drink, you are a natural born warrior who has received martial training for over a century. You are able to fight your way through a compound of professional soldiers, defeat an expert ninja who is able to turn intangible at will, or make yourself the combat expert in a group whose raw powers tower staggeringly above your own.

Genius Level Intellect [600cp]: Many of Xavier's students possess above average intellect, however you are in the same league as Hank McCoy. Your ability to come up with ideas and invent is nearly unparalleled, and actually building your inventions is child's play. What's more, your inventions have a lot more room in terms of following conventional physics; you can create things like inhibition collars, invisible jets, Cerebros and much, much more.

Schemer Perks

Eye For Talent [100cp]: Finding and exploiting those with special gifts is perhaps the most important aspect of a schemer. Upon looking at someone you are able to see all of their good qualities and possible methods you can use to exploit them for your advantage.

Clone Mania [200cp]: You are master of cloning technology, with the right resources you can clone even the unusual mutations, such as those of mutants like the entire X-Men, or possibly, yourself.

Sinister Scheming [400cp]: All villains scheme, especially those who'd be classified as schemers, but some are better at doing it unnoticed. Now you, too, are highly skilled in keeping your covert schemes unnoticed until the moment that you strike. You find your mind brimming with ideas as to how to perform a plot where none would be the wiser, even under the noses of powerful telepaths.

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

Evil Mutant Perks

Not Being Killed Rule [100cp]: Heroes don't kill, that is a common theme for superheroes, especially in a tv show like this. And luckily for you, they won't cause an accident while fighting you. Unless someone is trying to kill you, they will not be dealing fatal blows, however they can still knock you out and even seriously injure you.

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

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

Big and Bad [600cp]: The big time villains like Magneto and Apocalypse seem to take on entire groups of mutants by themselves. While they might not always win, they always put up a good fight. This alone wouldn't allow you to take on a team of those who should otherwise be your peers, but you find that the more enemies are arrayed against you the more your powers and abilities seem to swell. Fighting two people you will be a little faster, skilled, and all around powerful. Fighting four and the gain is noticeably more significant. This power eventually begins to suffer diminishing returns, it's a power to fight teams of heroes not armies, and is most effective when fighting those who are at least noticeable to you in power level.

Morlock Perks

All Different [100cp]: Accepting those who have physical deformities is easier said than done. As long as you want to, you are now able to look past physical appearances entirely, and not be influenced in how you treat others, even if they look like the biblical devil or an extremely attractive person.

Not Being Seen [200cp]: This is the first, and utmost defense of Morlocks. Ability to blend into shadows, not being seen by the masses, and live without making a fuss, keeping your kind safe. This perk increases your stealth to incredible levels, allowing you to hide even from the likes of Wolverine and/or Sabertooth while you are in the same room.

Leadership [400cp]: You know how to keep people on their toes, and more importantly safe. You can take a group of overlooked mutants and create a society where they support each other and safe from the prejudice of humans. This also improves your strategic abilities.

The Dream [600cp]: The dream of Morlock's is finally being accepted by everyone, to not be persecuted. You now have the skills, and know how to achieve this dream. You can change the prejudice of the masses, allowing you to create changes on a societal level. You can finally bring the people of Morlock back to the surface with this.

POWERS

You gain 1 (one) discount to a power that can be discounted for your background. Certain powers, if bought at a discount, may discount other powers (such as Telekinesis discounting Telepathy). An Outsider could buy Telekinesis or Flying Brick with a discount, but not both, and could not discount Brute Strength.

Angel Wings [100 CP, Free Old Student, Morlock]: You possess the ability to sprout wings from your back. These wings allow you to fly at a cruising speed of approximately 70 mph, and a sustainable speed of more than twice that for some time. To allow this, you have hollow bones, as well as near peak human in physical abilities, with aerial maneuverability and reaction times beyond it.

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

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

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

Astral Shadow [600 CP, Discount Evil Mutant]: Any telepath can astrally project themselves, but most remain tethered to their corporeal body. You, on the other hand, are capable of existing as a purely astral form, leaving your corporeal existence behind and surviving in the world of the mind. While in this astral form you cannot affect the physical world without taking over a host, allowing your mind to overcome and occupy theirs, but neither will most physical effects affect you; you are a living manifestation of pure mental energy on the plane of thought. Be warned, though, that while taking a physical host may allow you to interact with the world, if your host is killed it will destroy your astral form as well. Once per jump (or 1 per 10 years in longer jumps) if you are

destroyed you may reform from this astral manifestation. This is neither a comfortable or quick process taking at least a year, and usually years. This power alone does not grant you an ability to possess others. You have your original body for free, and if you leave it you must find your own way back to the physical plane.

To help you, however, if you bought this power at a discount you may also purchase Telepathy and/or Possessive at a discount.

Bamf! [400 CP, Discount Morlock]: Like Nightcrawler you are capable of teleporting yourself. You may perform this teleportation quickly and in quick succession appearing and disappearing rapidly with a small sound and a puff of brimstone. Teleporting 30 or so feet is easy, but much further and you will have to train and work up to it. With training you could eventually routinely teleport yourself 1 or 2 miles, and potentially further as an extreme act of exertion. You may carry others with you when you use this power, but it becomes increasingly difficult the more mass you attempt to teleport, and carrying more than another person will likely be trying or impossible initially, though eventually you may be able to teleport entire small vehicles. These difficulties compound each other so attempting to teleport miles carrying someone is likely if not impossible then lethal. Finally, while this power has subconscious guiding elements to help aim away from solid objects, you must either know a location or be able to see it to teleport in safely. If you bought this power at a discount you may purchase Wall-Crawler at a discount as well.

Brute Strength [200 CP, Discounted Old Student or Evil Mutant]: You're strong, Jumper. How strong? Like Beast at his strongest, you're strong enough to rip out support pillars and swing them as clubs, and tear apart buildings with relative ease. While not in the big leagues by this world's standards, you're still capable of punching through a tank if you have the need. If you bought this at a discount you may also buy Wall-Crawler at a discount.

For an additional 200 CP (discounted if this was) this increases to strength at the full level of a Flying Brick enough to match Rogue, Colossus, or the strongest Marauders. Who knows, if Gladiator was depressed you might even manage to break his arm.

Elemental Kinesis [400 CP, Discounted Any Background]: Select one element such as ice, fire, earth, microwaves, sound, or magnetism. You may produce this element from environmental sources (condensing ice from the air) and/or have limited control over it. This allows you to create blasts of the element, walls, or other simple objects. If it is a physical element, you may also cover yourself with the element as a form of armor without suffering damage from it. By default this gives you enough power to fill a room, and with effort and/or time makes you a danger to the entire city block around you, possibly further depending upon the element (for example geokinesis might allow you to create earthquakes with less localized offensive punch but greater range); roughly as powerful as Pyro.

Elements broader than magnetism (such as gravity, or time, or anything of the like) cannot be chosen.

For a further 400 CP (discounted if this was) your power level is increased further to where you become equal to Magneto in your power and potential mastery of your chosen element. An Omega Level Mutant who is capable of threatening the entire planet.

For a further 400 CP (discounted if this was) you can instead be an Omega Level Energy Manipulator. You can psionically manipulate, control, and absorb vast amounts of energy as you see fit. The applications of this power are seemingly endless.

Energy Blast [400 CP, Discounted Old Student]: Like Cyclops, Havok, or really a good number of other characters - really this power is about as common as super strength or being pretty - you have the ability to project a destructive blast of energy from some part of your body (chosen when you take this power). By default this power is set roughly to the same strength as Cyclops had in the series.

If you wish, you may instead choose to have a destructive beam of delayed explosive; either a flowing energy light show like Jubilee or energy grenades.

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

Flying Brick [600 CP, Discounted Outsider]: Nuff said. Well to add a bit more detail you're able to fly, this is faster than a normal person on a combat scale - if clumsy compared to some options here - growing significantly faster when you are allowed to accelerate continuously in one direction (such as when flying cross-country), and have the strength to match Rogue or Ms. Marvel and the durability to match. This makes you stronger than any other non upgraded power available here.

For **an additional 600 CP (discounted if this ability was)** you now possess the powers of Gladiator. With this power, you are one of the most powerful beings in the Universe. Easily able to overpower the Juggernaut, enough resilience to fly through stars and take a blow from the Dark Phoenix, increased speed and reflexes (roughly equal to Mach 1), fly in space fast enough to travel between galaxies, superhuman senses where you can see vast distances as well as microscopic objects, heat vision, and super powered breath capable of tornado force winds; this is in addition to the powers of the previous levels. If you wish, your might fluctuates with your confidence level, similar to Gladiator (think somewhere from 0 to 1.5 times power, average confidence level being 1).

Force Field Projection [400 CP, Discounted Old Student, and Schemer]: Through concentration you are able to project a forcefield outwards from around yourself. This field is centered on yourself, though it may contain other people, and requires intense effort and concentration to maintain. It is powerful enough to withstand most energy blasts or withstand blows from a superhuman for a time.

Forgemaster [800 CP, Discounted Schemer]: Like the mutant Forge you have been blessed with the power to invent 'anything you can think of'. This power has more limits than that, Forge often reminds us that Tony Stark was a better weapons designer than he was, and there are many other characters in these comics whose inventions he cannot replicate (without going into ones who were villains from other series such as Doctor Doom). Still you possess an intuitive skill with technology, granting you a mastery of reverse engineering and invention, able to create such inventions as a gun that neutralizes a mutant's powers permanently, a battle simulator capable of projecting hard light holograms, or a version of Cerebro capable of being used without telepathic powers. Importantly this power seems to soften physics for your inventions, helping you invent what should be slightly impossible.

With the right other boosts to your intelligence and skills you could equal or surpass Tony Stark. In this jump Genius Level Intellect+Forgemaster makes you his equal at least, and a potential match for Doom and Richards at most.

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

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

Healing Factor [200 CP, Discounted Schemer, Evil Mutant, Old Student]: You possess a healing factor like that of Wolverine's from this Earth. It is potent enough to resist all earthbound poison, effectively fight off alcohol or disease, and let you heal flesh wounds in minutes, and serious wounds in hours, but it is not up to the level his powers would eventually reach in comics.

For an additional 600 CP (discounted if this was) you possess this power at the levels it would later show up with Mr. Sinister, Apocalypse, and to a lesser extent comic book Wolverine. Able to heal wounds in moments, and revive yourself from near total destruction; you are the next best thing to immortal.

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

Immovability [200 CP, Discounted Evil Mutant]: While your feet are planted on the ground you cannot be moved. You can still be damaged, but your feet will remain firmly planted on the ground unable to be shifted from where you are standing. This does not

protect you from having the ground moved out from beneath you, or from being moved if you are flying or airborne. If you bought this power at a discount you may buy Proudstar or Brute Strength at a discount.

Kinetic Charging [400 CP, Discounted Old Student]: Through skin contact you are able to charge an object causing it to turn (at least some of) its potential energy into kinetic energy in a large explosion. The larger the object the more time and energy from you needed to charge it, so you're unlikely to explode the Earth with just this power, with objects like playing cards being somewhat weaker than Energy Blasts, and larger objects like quarterstaves being a bit stronger; in general if you charge a larger object you get a larger explosion.

Kinetic Energy Absorption [600 CP, Discounted Schemer]: You are able to absorb kinetic energy, the force of impact against you, and store it in your body. While this won't prevent you from being knocked flying or thrown, you are effectively immune to damage from physical force and some forms of energy beams - such as Cyclops's optic blasts - at minimum to the equivalent of falling as a crater forming meteoric impact. In fact, instead of hurting you, these blows and impacts charge your power granting you superhuman strength, the ability to move with surprising speed, or use the stored power to replace need for sleep or increase your endurance. This power will bleed off with time, seemingly faster the more that is stored, but provides you with impressive durability and strength.

Lycanthropy [100 CP, Free Any Background]: You gain the ability to turn into an animal of your choice from the size of a medium sized dog to a somewhat larger than a human, as well as a bipedal hybrid form with that animal. While in this altered form you gain senses and physical enhancements as from Animalistic, but have no such improvements when in your normal, presumably human, form.

Morphing Time [400 CP, Discounted Old Student, Evil Mutant]: You can shift your form into an exact duplicate of any human, humanoid, or semi-humanoid being of any sex, changing not only your appearance but your clothing as well. You can also transform into animals, even animals much larger than a person. You can transform body parts and are a natural mimic of voices and sounds. You can also mimic artificial elements of a person like Omega Red's cybernetic tentacles and Wolverine's claws. However, you can't always mimic the physical properties of these elements, as you can't mimic the hardness of Wolverine's claws.

Organic Steel [400 CP, Discounted Outsider]: You are able to transmute your skin into living steel. Far stronger than regular steel, you become extremely resistant to harm and damage in this form, and powerful enough to overpower someone with Brute Strength. Putting you on par with Flying Brick. Be warned that this living steel form does leave you vulnerable to ferrokinetics and magneto kinetics.

If you have bought an Adamantium Skeleton and did not import it into another item, for **an additional 400 CP (discounted if this was)** you may choose to be organic adamantium, applying the durability of adamantium to your entire body. This does not come with a substantial increase to your strength, but renders you nigh immune to physical harm.

Plague [400 CP, Discount Evil Mutant]: You are able to cause extremely devastating diseases with a mere touch; deadly enough to bring down most superhumans, although this power may on occasion interact oddly with superpowered metabolisms.

Possessive [600 CP, Discount Outsider]: By taking this power you gain highly limited telepathic and empathic abilities. These powers are nowhere near as, well, powerful as those from the Telepathy power, but there is one place you truly shine. You are a relative master at possessing others. You may telepathically project yourself into another, possessing their body and gaining full access to their senses - but not memories - putting their consciousness into a state similar to dreamless sleep.

Power Absorption [1000 CP, Discount Old Student]: You possess one of the arguably most powerful, but also most cripplingly flawed, powers in the setting. Like Rogue you may absorb another entity's powers through skin to skin contact. While this has some limits - it doesn't work on robots and some beings are too powerful to completely drain - for most entities this will quickly knock them out while granting you all of their powers. You may drain multiple being's powers at once, combining them into yourself, and if you drain someone's power long enough you obtain their power on a long term basis (while often called permanent Rogue has always eventually lost these powers) causing them to lose their powers and fall into a deep coma if they do not die.

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

how much was due to Carol Danver's psychic influence on herself was never known even to Rogue. So do take care, Jumper. Also, you are immune to other such contact based power draining effects, and others with such a power are immune to this effect.

Power Shutdown Field [800 CP, Discount Morlock]: You are capable of producing a field that shuts down biological powers of those within the range, roughly 10 yards. This shuts down all powers within the area, as long as it is tied down to physical ability, although ineffective against those like the Shadow King.

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

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

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

Solar Energy [200 CP, Discount Any Background]: You are capable of absorbing solar radiation to enter an empowered state. Initially, you will be able to lift 2 tons in your empowered state, but might eventually reach a level of strength where you can rival upgraded Brute Strength.

This power allows you to buy **Flying Brick** at a discount, being slightly stronger with it without. If you purchase the upgraded version of **Flying Brick**, instead of confidence, you can choose to empower yourself with Solar Radiation, making your powers fluctuate with solar radiation instead (1 to 1.5).

Super-Soldier [Discount Outsider, Schemer]: Wheeen Captain America throws his mighty shiiiiield. All those who chose to oppose his shield must yiiiiield. Unless you are a plane, or a bomb, or some ice, or a brainwashed buddy with a robotic arm, or Spider-Man, or a sexy southerner. Then you don't necessarily have to yield!

Okay, now that song is over, this power makes you equivalent to Marvel's definition of peak human.

Super Speed [600 CP, Discount Evil Mutant]: You possess Superhuman Speed. Initially you start on par with Quicksilver, with speeds approaching Mach 4, but you will eventually be able to pull off speeds in which you can casually empty a mansion after the explosion occurs.

Technopathy [600 CP, Discount Evil Mutant]: You have the power to communicate, and control technology. You cannot improve technology on the fly, however, you can command it to your will, and question it to learn how to not only operate it but also gain insights on how to improve it. Even the AI of a Master Mold is not beyond your capability to manipulate, although this is a large Universe, and the very advanced AIs like the Supreme Intelligence are beyond your capability.

Telekinesis [600 CP, Discount Old Student]: You possess fairly substantial telekinetic power, able to create protective force fields, hold up small buildings, move vehicles, move support pillars the size of trees, etc. You are roughly as powerful as Jean Grey when she first became Phoenix; vastly more powerful than she was before being touched by the Phoenix entity, but still weaker than Dark Phoenix, and unable to perform atomic scale telekinesis.

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

Telepathy [800 CP, Discount Schemer]: You are a potent mutant telepath. By default you're roughly equivalent to Jean Grey in this show. You can rise to the equal of Xavier or whichever telepath (other than Phoenix) you consider personally strongest from this show with time and training.

Vertigo Effect [400 CP, Discount Evil Mutant]: You possess a rather focused sort of mental ability; psionic waves of mental disruption. You can scramble the physical senses of others at a range or in an area. This causes disorientation, nausea, and feelings similar to vertigo. Those familiar with this effect will find it easier to resist, and those with training and experience as acrobats or similar as well, but for the unwarned you can quickly disable a group as the world seems to spin around them and their ability to stand up straight - much less fight - grows disrupted.

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

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

Web-Slinger [400 CP, Discount Outsider]: Spider-Man, Spider-Man, does whatever a Spider can. Spins a web, any size. Catches thieves just like flies. Look out. Here comes the Spider-Man. Is he strong? Listen bud. He's got radioactive blood. Can he swing from a thread? Take a look overhead. Hey, there... There goes the Spider-Jumper.

You have the proportional strength, speed, agility, and durability of a Spider. Not only that, you have a sixth sense warning you of imminent danger.

ITEMS

Item trees are discounted to the origin, General Perks are non-discounted, 100 cp perks are free to the origin.

General Items

Costume [1 Free/100 CP]: Everyone has to have one. You get a costume of your own design which adapts itself to your form and powers. Should you change your shape it changes with you. Should you be able to light yourself on fire it can withstand the flames unharmed and without hindering them in any way.

Adamantium Skeleton [200 CP]: Like a certain Canadian mutant your bones have been laced with the night-unbreakable metal known as adamantium. While this won't necessarily prevent you from all harm - Wolverine died at least twice in this period in bad futures and was ripped in half by the Juggernaut- you won't be suffering from broken bones at least. Perhaps more importantly is that this upgrade also changes your skeleton to have 3 blade-like claws which can extend from the back of each of your hands. Like the rest of your skeleton these claws are coated with adamantium, and deadly sharp, able to cut through most materials with ease. Alternatively, you can use this item to upgrade another purchase in this jump to be made out of Adamantium or if you prefer, even Vibranium.

Power Armor [200 CP]: A power armor worn by Erik the red. A techno-armor. It provides the wearer with great strength and resistance to injury and telepaths. It could fire energy blasts and came with a hypnotic/telepathic weapon that could place others in a "cerebral lock".

Soul Sword [200 CP]: A part of your soul is forged into a weapon of your own design. By default, this is a sword. You are capable of summoning this sword as you desire, and return it into your body as you wish. The Soul Sword is capable of cutting through anything short of Vibranium/Adamantium, but what makes it truly special is the fact that it can even cut though spells and ethereal beings as if they were ordinary creatures.

Crimson Gem of Cyttorak [400 CP]: The incredible energies of the Gem can cause anyone that comes in contact with it to transform into Cyttorak's Exemplar, the Juggernaut, a nearly unstoppable individual. The influence Cyttorak seems to have on you is minimal, but the power it grants is comparable to the Juggernaut.

Outsider Items

Fake Papers [100 CP]: Living in a world where everything requires an id can be difficult. With this item, you will have fake papers despite just appearing out of nowhere. It would take someone like James Madrox looking into your case for a couple of weeks to find out they are fake.

Alien Blaster [200 CP]: You possess a gun from the future, another dimension, or another planet. Whatever the nature it shoots beams of energy which are weaker than those of the Energy Blast power. You can choose whether it is a small hold-out weapon, a handgun, or a big two handed weapon with significant recoil, with the larger the weapon the more powerful the blast. No matter what it caps out roughly at strong enough to destroy a civilian vehicle.

Shi'ar Spaceship [400 CP]: You possess your own Shi'ar warship. This ship's design is somewhat up to you, Shi'ar ships are commonly based on insectoid designs, but the Starjammer was also originally a Shi'ar ship and its core design is wildly different. Capable of space travel, has cloaking technology, but does not seem to have any weaponries.

For **an additional 400 CP** (not discounted), you are now the sovereign leader of the entire Shi'ar Empire, and in future jumps you can choose to be the sovereign of a nation of your choice appropriate to the setting (ie. Queen of Almerac, Grand Regent of Viltrum, King of Britannia, etc.)

Time Portal [600 CP]: A machine created by Forge in the distant future, capable of sending a person back in time, although be careful when going back in time, there could be dire consequences, situations unpredictable by you, or anyone.

Old Student Items

Power Control Device [100 CP]: You possess some worn item which helps you to control any super powers you possess allowing you to, through manipulation of its controls, reduce them or refine them with greater precision than your natural capabilities. Besides simply helping you to control raw power output, this can provide assistance in shaping them, or even focusing them to trade area of effect for greater penetrative power; though expect its effect to be low. You may incorporate this item into a costume or other suit of clothing or armor if you wish.

X-Factor Gear [200 CP]: In a world where mutants are feared and hated, how is a team of mutants supposed to get hired by those who hate and fear them? Look no further. This special costume (as the general item) possesses non-functional technological add-ons that can be used to help disguise the source of your powers. For example if you had the power to project eyebeams it might include a helmet which 'fires energy beams from its visor' or if your power was the creation and projection of ice, perhaps you'd have a 'gun' which 'fires beams of ice'. This works for any powers which you possess and unlike the canon versions which were primarily intended to fool casual observers will spoof all but the finest sensors whether technological or mystical, making it seem like it is the clothes that make the man.

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

X-Mansion [600 CP]: You possess your own replica of Xavier's mansion and surrounding grounds. This expansive facility contains underground vehicle hangars, laboratories, a copy of cerebro, and the necessary buildings to function as a school. It also possesses extensive security features in the form of both cameras and sometimes automated weaponry, and underground bunkers, though the effectiveness of these defenses is routinely in doubt as they consistently fail to prevent attacks or children from sneaking out (though to be fair one of those children had the power to teleport them all). This does come with a copy of the danger room but it is limited to its canon capabilities before Forge upgraded it (no hard light holograms), and even if upgraded will still require your programming skill to make the scenarios.

Schemer Items

Money [100 CP]: The reason why most people do anything in this life. Money. It makes the world turn, and is truly one of the most important things one could have. You receive 1 Million Dollars. In future jumps, you receive the local currency equivalent of a million dollars.

Faceless Goons [200 CP]: You receive your own set of faceless masked goons. These minions are trained enough to serve as basic thugs and combatants, but will not typically stand up against professional adventures, and heroes; they are more for providing a distraction. They arrive armed with low grade military weapons appropriate to the setting, and matching, identity concealing suits. Hellfire club suit preferred, but optional. You gain a squad of these goons who will arrive at your location within tens of minutes to an hour after being called, even if you merely called out vocally, and any CP backed property you possess now possesses a free security staff of such goons. They do not seem to need to be paid or fed, and it is difficult - perhaps impossible - to find the same goon twice.

Sentinel Factory [400 CP]: You possess your own factory dedicated to the construction and design of Sentinel robots. It will steadily produce these killer robots - able to be programmed for purposes other than killing mutants at your discretion - continuously at a slow but steady rate even if not supplied with resources or a staff. Proper staffing and physical resources can improve this rate immensely. By default these will be your basic model of sentinels from this time and the factory will not be able to improve itself. This prevents the chance of it becoming self-aware and beginning to build deadlier sentinels only under its control, but if you want to give it an AI capable self-advancement, and possess the skills to do so, feel free to risk it.

For an **additional 200 CP (discounted if this was)** you can instead become a Sentinel. This comes with all the powers and abilities of one.

Alternatively, if you also purchased Technopathy Power, you can be Prime Sentinel on par with Bastion, possessing all his powers prior to absorption of Cable's Techno Virus.

For an **additional 400 CP (discounted if this was)** you are a Sentinel from the future- a Bastion. A being capable of threatening the entire roster of X-Men by yourself. [This Upgrade Does Not Require Technopathy Power]

Alternatively, if you also purchased Technopathy Power, you can be Prime Sentinel on par with Bastion, possessing all his powers after absorbing Cable's Techno Virus.

Inner Circle [600 CP]: You start as a key member of the inner circle of the Hellfire Club, the White King or the Black Queen. This comes with all the political, and monetary capabilities of a member of the inner circle of the Hellfire Club. In future jumps, you will be part of a similar organization, at a similar position.

Evil Mutant Items

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

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

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

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

Morlock Items

Muscle-Powered Weapon [100 CP]: You possess a muscle-powered weapon of your choice; something like a sword, a bow (and arrows), or throwing knives. Regardless of choice it is exceptionally well made and balanced. The weapon is capable of withstanding your strength.

Food [200 CP]: Food can be scarce for people who live underground, especially for those who do not wish to be seen by 'normal' humans. You have access to replenishing food that is quite bland, but enough to feed every mutant in the Morlock Tunnels.

Trust of the Oppressed [400 CP]: This is something quite unique. You have the trust of people who are looked down upon by the society, of the underclass, the poor, deformed, the morlocks. They all seem to put their trust in you, and are willing to follow you to the death. In future jumps, this does not include people who have superhuman abilities.

Morlock Tunnels [600 CP]: Your own personal copy of the morlock tunnels under NYC, appearing under the city of your choice. You are recognized as their leader, though unless you manage to change it they still follow the morlock rules for leadership and its establishment - meaning that the strong rule and you can be challenged for this position. In future jumps these tunnels appear under a city of your choice. They will be populated by physically deformed, but mildly superpowered, individuals fitting the setting in question. In Dragon Ball Z they might possess minor unique ki abilities, in Kengan Ashura they likely would possess physical mutations which gave them some benefits in combat but not equal to the Release of the Kure Clan or Superhuman Syndrome, in Star Wars they'd combine physical mutations and unique force gifts, etc.

COMPANIONS

Companion Import [100cp]: Import one companion from your previous jumps or create an entirely new one. They gain an origin of their own and 600cp to spend on perks, powers, and items. They do not receive a discount for powers.

Team Import [400cp]: Import up to eight companions from your previous jumps and create your own Mutant Team. They each gain an origin of their own and 600cp to spend on perks, powers, and items. They do not receive a discount for powers.

Canon Companion (Mutant) [100cp]: You can choose to recruit any canon character that also happens to be a mutant. You'll eventually meet them at an opportune time, and should be able to convince them to join you unless you mess it up.

Canon Companion [200cp]: You can choose to recruit any canon character. You'll meet them at an opportune time, and should be able to convince them to join you unless you mess it up. This option does not include characters with immense power such as Beyonder, or the Phoenix.

'Sinister' Clone [500 CP]: It appears Mr. Sinister made a clone of yours. This clone of yours is aware he/she is a clone, is loyal to you and possesses all your powers and abilities, including out of jump ones - he/she does not get future jumps powers, perks, and abilities unless they purchase it.

DRAWBACKS

Drawback limit is +800 CP. But be warned, drawbacks override any perks, powers, and skills you may have.

X-Men '97 [+0 CP]: Instead of starting on the day Jubie Lee was first attacked by the Sentinels, you will start when Roberto Da Costa was abducted by the Friends of Humanity. You will still have to spend a decade in this world. (Cannot be taken with Chosen by the Beyonder drawback.).

Chosen by the Beyonder [+0 CP]: While the X-Men are fighting for mutant rights, one friendly neighborhood Spider-Man has been dealing with everything else, including the Spider-Carnage that threatens the multiverse. If you are afraid that you might affect Peter's victory, you may choose to participate in the war. With this perk, you can choose to be guaranteed to be summoned into the Secret War and subsequently to Spider-Carnage's universe for the final battle, being returned after the crisis is over. To thank you for your hard work, you get to bring with you someone who has been part of the Secret War or a mutant who has made an appearance in one of the canon shows. (Cannot be taken with the X-Men '97 drawback.)

Stay Extender [+0 CP, Toggle]: Want to stay more than ten years? Feel free to use this toggle to stay in this jump as late as you desire.

Physical Mutation [+0 CP]: You possess an unusual physical feature that sets you apart from others. This is an aesthetically pleasing, minor mutation, such as red eyes.

For an **additional +100 CP**, this could be more severe, like unusual skin color, wings (vestigial unless you have a source of usable wings), or a tail (vestigial unless you have a source of usable tail).

For an **additional +100 CP**, you possess a very unusual body that makes ordinary humans hate you on sight. You look like a devil, or a blue furball, and you also lose any shape changing powers. (At least the **+0 CP** is required for Morlocks)

Ugly [+100 CP]: You have a face only a mother could love. Scratch that, even your mother couldn't love you. You are deformed, in terms of looks, even the worst Morlock is slightly above you. No power or technology can fix you physically for the next ten years.

Anger Issues [+100 CP]: You are prone to having bad temperaments and getting frustrated much quicker than normal, and act extremely emotional when upset, enough to crash an expensive coffee table without batting an eye. You tend to not listen to others who try to help you. This drawback can be remedied with years of therapy.

Enemy of Humanity [+100 CP]: The Friends of Humanity is one of the more prominent enemies of the mutant kind, and now, they have made you one of their prime targets. Expect at least once a month for the mutant hate group to confront you.

Known Mutant [+100 CP]: Whatever civilian identity you possess is well known to be a mutant, and the world will react to you as normal for this. Even if you start a new life somewhere else, or disguise yourself events will conspire to see you outed as a mutant.

Trial of Jumper [+100 CP]: Jean Grey, Beast, Magneto; a lot of people in the show have been put on trials where their guilt was presumed. Now you get such a trial. During your time here, you will be tried by a governing body such as the UN, or Shi'ar. Although they may lack the power to enforce this law, they are still a nuisance at the very least.

Genoshan Prisoner [+200 CP]: Your starting location has been changed to Genosha, you and your companions will start as a slave worker for the Genoshan government (or prisoners if taken with X-Men '97 Drawback), your out of Jump powers, items, and abilities are all turned off until you leave the soil of Genosha, and a mutant power inhibiting collar has been put on you and your companions just now. Good luck.

Alcoholic [+200 CP]: It seems you are a depressed alcoholic. Slowly you will start to drink more and more, and will eventually be drinking every day as much as Wolverine drank after Scott and Jean got married. Any power or item you may have that dilutes the effect of alcohol, is removed.

Days of the Future Past [+200 CP]: Instead of 1992, you will be sent to the dystopian future of 2055. The timeline which Bishop was originally meant to travel from. A timeline where America is ruled by the Sentinels, where mutants are either killed or sent to concentration camps... This place might as well be called Magneto's nightmare.

X-Men? [+200 CP]: You seem to have forgotten all about the X-Men. You still have some of your memories of Marvel, for example you know the secret identity of Spider-Man is Peter Parker, but anything and anyone connected to the X-Men is unknown to you.

Locked Away [+200 CP]: No out-of-jump powers, perks, items, nor warehouse. If this is your first jump, feel free to take the +200cp, Marvel is rough, to begin with.

Mr Sinister's Attention [+300 CP]: Mister Sinister has taken notice of you. Like he once took notice of Scott Summers. He will bend his not inconsiderable intellect and resources towards making whatever he desires from you his, and regardless of his desire this will involve making your life hell.

An Apocalyptic Problem [+300 CP]: Apocalypse has taken a special interest in you, deciding that you must be tested to see if you are worthy of being one of the Strong. These tests will involve having minions attempt to kill you, attempting to blow up the places you live, attempting to break your allies spirits and drive them to nihilism fueled further by brainwashing, and eventually just outright trying to murder you himself. No matter how many of these 'tests' you pass, Apocalypse will never consider you to have finished his testing, and he will continue until you or him is dead.

Mind Control Magnet [+300 CP]: You do not have any protection against mind control. It has become extremely easy for people with mental abilities to gain control of you, and they will do so, at least once a year and you will perform acts that you would normally consider inhumane.

Sentinel Target [+300 CP]: You are a mutant in a Marvel world, so of course you are going to encounter Sentinels. Taking this drawback ensures you encounter them on a regular basis, roughly as often as Jubilee does. Also, during your stay here, you are guaranteed to encounter a Master Mold, a Wild Sentinel, and a Nimrod that is sent from the future for your head.

Xavier's Dream [+300 CP]: Charles Xavier dreams of a world where humans and mutants can live together in harmony. However, anyone who knows anything about the Marvel Multiverse can tell you this is most likely a pipe dream. Unfortunately for you, you also share that pipe dream. And you need to make it a reality within the next 10 years. Meaning at least 75% of humanity and mutants need to support coexistence, or else your chain fails.

Phoenix [+1000 CP]: The Phoenix has deemed you to be the ideal host for her. She will do anything in her infinite power to take total control of you. However, if you do manage to subdue the Phoenix, you may bring her along with you to future jumps as a follower. But good luck with that, the Phoenix is a Multiversal being, far more powerful than what she has been shown in the show. (This Drawback does not count towards the Drawback limit)

ENDINGS

Well, you survived your 10 years here. All drawbacks are revoked. And there's just one choice left now.

Return: It's been fun, but after this, you had enough... It's time to go home.

Stay: Go home? This is your home now, and so you'll stick around here.

Move On: You've had your fun here, but now it's time to move on. There are other worlds to see, explore, and perhaps even save. Good luck.