X-Men Evolution Jumpchain V 1.02
By MultiverseCrossover

Welcome to Earth-11052. Unlike most of the other Marvel universes this focuses focuses solely on the familiar X-Men although there are some cameos here and there. There is a slight twist however as most of the team are in school and just now are learning to control their powers. But don't let the high school feel let you become complacent. Espionage, conspiracies, and hatred burn deep underneath the atmosphere and within a few months, the floodgates will open for the world to see.

As always to this familiar story of struggle and acceptance, there will be those who seek to oppose this change, those who want to make peace, and of course those to keep to themselves. Whether you decide to join one of the groups here or carve your own path it will be up to you in the end. You will begin on the day when a young Nightcrawler joins up with the X-Men along with a meddling toad thrown into the mix. Here's a little something to help smooth out the transition to this world.

+1000 Choice Points

.Origins

All origins are free and along with getting the first 100 CP perk and item free of whatever your origin is. You even get 50% off the rest of those perks and items in that same origin.

Drop-In
There is no explanation needed for this one. You get dropped straight into your very own apartment located next to whatever place you decided to go to. Since you have no familiar ties to anything you are completely free to do whatever you want here.

Student
You're the fresh meat in this town and have recently enrolled in the nearby high school or college if you don't want to go through another four years. You may or may not be involved with the mutant side of things here during your stay. Either way do make sure to make your next ten years here ones that are memorable.

Scholar
You're a severely overqualified professor making new rounds at the local school which may or may not be Bayville. While you're older than most of the kids you haven't lost that spark of fire that burns whenever you get to bring some life experience to the young and impressionable. It also helps that you do have the smarts to back up what you teach and can make a change in people's lives.

Agent
You're a full-time worker in the field of more espionage, deceit, and part of the world where knowledge can get a person shanked in their sleep. You know a lot of the dirtier secrets that are a part of this world and have seen your fair share of supernatural events as you work for those organizations or against them. You can be a part of SHIELD, HYDRA, or even go solo.

Location

There are two locations to choose from in this world. You may either choose to start in New York City near Angel's place who happens to be doing a superhero sidegig. You can also opt for the small town known as Bayville which is where the main cast is typically at in their daily adventures of schooling and training.

Age & Gender

Roll 20+2d8 for your age if you're an Agent or Scholar. Roll 14+2d4 if you're a student. Drop In can be whatever age they want to be. You can keep your current gender or you can change it free of charge for this jump.

Perks

General

Beauty Incarnate (100) - Through some luck you've managed to hit the ultimate lottery when it comes to your looks in this hero world. Your genetics have blessed you with looks that would make even supermodels jealous. Whether it's a chiseled physique, an hourglass figure with bountiful assets, an exotic face, a dazzling smile and teeth, and more you'll definitely have the looks to match the most gorgeous of heroes. So long as you eat enough to not starve to death you'll be able to take care of this fit and near perfect figure with very little effort. You'll always seem to have good teeth, breath, or more seemingly no matter how dirty or damaged you get.

Drop-In

Blending In (100) - When the going gets tough the smart disappear. You have the uncanny ability to act as if you belong someplace you definitely aren't a part of. One could hang out in the slums one minute while chilling in a top secret organization while in the next. So long as you don't want to be found out there is there is nowhere you can't go. Play it careful enough and you can get within striking range of the most powerful and important people of any place with no one the wiser as to your true goals.

I'm Out (200) - Sometimes you just don't want to be a part of something any longer. This is understandable but a lot of organizations won't allow you to leave. But now so long as you declare you want nothing to do with a particular group they'll be done with you. They will not interfere with you nor try to get you back in with the effect extending to groups you're not a part of. So long as you declare you want nothing to do with them they will not get you involved directly in anything nor help. You are considered a true neutral who shall not be harmed with direct and indirect involvement. Now this whole thing comes apart the moment that you get back into things but then you'll probably have some sort of plan by then.

Finders Keepers (400) - You've been gifted with a special kind of luck. While it's not going to let you win the lottery anytime soon most would consider this to be far more useful. This luck makes it so that you are easily able to obtain, find, or stumble upon important items of the week that can either save a world or destroy it. Maybe that little ring you found is one of the few things that keeps an ancient evil locked away or you happened to stumbled upon some ancient advanced technology. Either way special items fall into your lap whenever you want them to like no tomorrow. This comes with a with a special sense that tells you the exact purpose of any Macguffin. This hunch will tell you what items are sealing dangerous things, contain beings within them, are cursed, really powerful items, etc.

Fingers Crossed (600) - Why is that whenever one commits a wrongdoing on someone there must a consequence of some kind? Well this is no longer the case for you as consequences are no longer a part of your vocabulary. No matter what sins you have committed from the lowly jaywalking to the walking genocide on wheels you might as well have infinite chances given everyone will forgive you of your actions. People are downright foolish in how much they're willing to be merciful and forgive you of anything over and over again. They will always look at you in the best light possible even when you're doing wrong in front of them.

No matter how many times you backstab someone figuratively or literally they'll forgive you and forget about it. They may gently scold you for stabbing them in the gut but you'll be best buds the next second. Not like it matters since they forget whatever it was you did to them no matter how disgusting or atrocious. In everyone's eyes you can truly never do anything wrong as no deed can will ever tarnish your reputation with people or make them dislike you in the slightest. Even the mass public will cheer your name and praise the very ground you walk upon while you're committing several different war crimes that would make the devil pause.

Student

On/Off (100) - Being a student is hard work. Being a student with dangerous powers that can go off at a moments notice and harm others is much harder work to say the least. It is why you're more fortunate than others given the fact you are able to selectively turn powers, skills, perks, etc on or off with a mental switch. This effect can just as equally be dialed back however much you want if you wish to have some things remaining in effect. Anything turned off will be made as if you've never had it in the first place to begin with.

Smoke and Mirrors (200) - People will rationalize anything and everything to fit it inside their worldview. Even when you use your powers in front of eyewitness and cameras while its daytime people won't acknowledge the fact that you have powers or that anything is off. They'll rationalize it as magic tricks or something else no matter how outlandish. Even transforming into a giant kaiju and rampaging out in the city will result in bored looks and talks about need to go on a detour.

Instinct (400) - It's a bother to train superpowers to make them stronger and figure out what makes them tick. This isn't the case for you anymore as you can instantly master any power no matter the complexity without need for training and can draw out the full potential of any ability immediately. The instinct isn't just limited to general powers but for anything else you may have such as special skills, innate abilities/energies, biological powers, etc.

This instinct comes with having a perfect understanding of all your powers from every little quirk, nuance, strength, and weakness that your powers possess. Due to this you have perfect control over every single aspect of your powers and abilities that will not be affected by internal or external forces. Powers will never go out of control or anything that you find even slightly inconvenient.

This control allows you do crazy things such as throwing an insanely hot fireball that melts through your enemies but bounces off surfaces and doesn't harm even a single blade of grass. Collateral damage is now forever a thing of the past as you'll always know how to best utilize any power for whatever situation and will know just how much power needed to put into things like knocking someone out or going for more drastic measures. Whether you're combining powers, coming up with new uses, or even something else entirely you may be able to use a power in a situation in just the right way that can mean the difference between life or death.

Power Surge (600) - When your powers just aren't strong enough for a situation a little more oomph is a lifesaver. You can now forcibly 'evolve' your powers to make them better than before for a few hours at the start. This surged mode makes you astronomically stronger many times over and better in every conceivable aspect from powers, skills, intelligence to even things like luck and everything else about you. Whether your hair is flowing like you're in a hurricane, have golden hair and lighting, glowing tattoos, or something else you'll have some sort of visual cue that you're now getting serious and the fight is only getting started.

This significant and exponential increase in power doesn't come without a minor fault. When you come out of this mode it'll require a small period of time before you can enter it again at least in the beginning. With enough time you'll increase the time you can remain in the mode and eventually will get to the point where you can remain indefinitely in it. Lastly, like any good transformation the stronger you get while not in this surged state the more effective, better, and all around greater boost to your abilities you will achieve when you enter it.

Scholar

The Wise (100) - As a certified professor you have a couple PHDs in some subjects of your choosing. You're overqualified in every sense and would be in the absolute top of your field but teaching is your passion and by god are you the best there is. You have an intuition that allows you to perfectly teach each and every student whether its one on one or in a large class. You'll know the best method to teach anyone anything and can make sure they got it memorized forever and have it ingrained into their very being. It's also noteworthy to say you're capable of cramming months and years worth of subjects into people's heads in mere weeks.

Make The Team (200) - A single warrior can accomplish numerous feats but working together has made miracles happen. You can put together entire teams of people that would otherwise never work with each other in their lives. From criminals all the way to the saints you can convince anyone to fight or work for a greater cause so long as you believe in the cause yourself. Your management of this team can be described as masterful as you'll make sure there is no internal strife, traitors, miscommunications, or anything that would disrupt the team. These teams will work together in perfect harmony and will put elites to shame even if they had no interaction with one another.

New Age (400) - There's autonomous fighting robots, energy weapons, and gene enhancement in this world with only a few of the brightest minds capable of creating such tech. All this and more are now at your grasp as you can not only build these technological marvels but can vastly improve upon them and others at your leisure. You can create any piece of tech from this world from everything mentioned above and so much more. Creating hydra clones that are completely loyal to you, manipulating the x-gene to create mutants and form your own brotherhood, and much more are the tip of the iceberg for you. You are a fountain of ever growing knowledge in all technological fields areas and have the skills to usher in a revolution.

Let's Talk (600) - Not everything needs to be solved with violence as mere words can and have brought about change. When it comes to talking you are the absolute master at it and have the charisma to back it up. There isn't a single being around that is not an open book when you glance in their direction. You'll know their goals, aspirations, life history and anything else regardless of whether they are human or not. With that knowledge it's trivial to get anyone to dance to your tune with a bit of small talk. No one will ever wise up to the fact that you're taking them apart piece by piece and replacing it with whatever you want them to think or believe.

You can change an entire person's outlook on life, convince people that humans and mutants can coexist or that humans deserve to be slaves under mutants even if they are human and vice versa despite the contradictory and ethical evidence, and pretty much anything else you want. Changing the mind of a mutant hell-bent on the destruction of humanity over a coffee break is literal child's play. People might as well be mind controlled given how short the list of things they won't do for you. This works whether it's just one person or multiple people. Suffice to say if you're in front of a government on national tv you can definitely change the status quo. You'll do the right thing and be the ultimate therapist to help others with this power right?

Agent

Highly Dangerous (100) - Given you're supposed to be a super spy you've to have the latest in training. You're at peak human levels in this world which is superhuman by any other standards. You're faster than the eye can see, able to punch people across rooms, stealthier than a ninja, and much more due to training. Your mind is incredible as well given what you know. Since SHIELD is an international top secret espionage organization you know everything there is to ever know about its vast subjects. CQC, tactics, stealth, hacking, and every subject ever included is now known by you and you are pretty much the master of it all.

Secret Access (200) - Like any good agent one of the most valuable things is not just might but information. You have the right tools to get files on practically anything that you choose even if it shouldn't have any info whatsoever. So long as something was recorded down whether it be electronically in a database, hastily written down on a napkin while drunk, or some other method you are able to effortlessly get the information. Absolutely nothing is secret from you as government secret files, mutant registrations, and more will all be revealed to you.

Resources (400) - It’s one thing to have the knowledge to create wonders beyond human imagination. It's another to have the ability to produce said marvels which is were the majority of people struggle at. This is no longer the case for you anymore as you you’re able to acquire all manners of resources from bases, funding, and talent. Whatever the task is that you’ll need from building a robot to take down mutants, funding your own organization, or something else you’ll have a way to acquire the people and things needed to complete them. You’ll always get top of the line stuff, the best and brightest minds to help out, and generally receive only the best help for whatever your endeavors are. It also helps that everyone that works for your in some way whether directly or indirectly is completely and utterly loyal to only you.

Mass Production (600) - A common theme in the world of technological marvels is that they are either left to groups of select people or only one of them is left in existence. To you however these seem like silly limitations to have when one has the potential to bring so much peace and prosperity to the world with these amazing inventions.

You happen to have the best ability for the job of ushering in this new age as well. As long as you look closely at something hard enough and do some basic study it is possible to completely understand the inner workings of any technology or object down to the tiniest details. While this works best for technology anything that is an object will do just fine. No object or piece of technology whether it be slightly ahead of modern times to the cosmic magitech of the future can’t be understood by you.

As mentioned above objects and technology in this sense even has a very loose definition as it can range from robots, indestructible metal, swords that grant the power of gods, to even the ultimate of Macguffins. You’ll be able to reverse engineer and mass produce practically anything you want from in a cave with a box of scraps. The objects will always contain their original properties but you can go further beyond that. You can alter the properties, strengthen them, weaken them, make it so only select people can wield them, and much more. With enough creativity and effort you may even create superior items than the original ever was.

Mutant Powers

It seems that through certain means you've managed to activate the X-Gene that was within you. Whether or not this is a blessing or a curse to haunt you for the rest of your days is entirely up to you. You get 400 CP free to spend only on powers. Powers are an ever-evolving ability that scale as you get stronger and better the more you use them in any situation. Start hitting the gym if you wanna make them gains.

Melding (100) - You have the to ability meld with the surrounding surfaces to travel along them and assume their colors akin to a chameleon to blend into the environment perfectly. This does not mask your scent but everything else is fair game.

Phasing (100) - You have the ability to indefinitely phase through matter organic and inorganic alike at will and can solidify your body in an instant. This power can be granted to any object or person so long as you touch the object such as a train phasing it through another one.

Flight (100) - Whether by granting you wings like an angel or something else under your own power, taking to the skies is now within your grasp. You move roughly at speeds that are the same as your running speed with the same endurance as well.

Teleportation (100) - You can teleport and spam it like there is no tomorrow with no danger to telefragging or being telefragged yourself. You can teleport objects along with you so long as you are touching them. The only limit at the beginning is a 2-mile radius and having prior knowledge of your location or sight of it. With time or training you'll increase your radius, the amount of stuff you can carry, and can remove the line of sight necessity.

Toad (100) - As the name implies you now have the abilities of a common toad you disgusting freak. The superhuman jumping abilities are neat though as you can leap over buildings in a single bound. Although your tongue is freakish as it can be extended to a maximum length of approximately 25-feet and can even grab objects. Your mouth can deaden your taste buds, is immune to anything you lick, and also secretes a slime that can be spat out. It wraps around people and dries instantly, incapacitating them unless they can break free. Finally, your hands and feet can ooze a sticky solution that allows you to stick and climb up walls or ceilings.

Spyke (200) - Congrats on getting a self-replicating exoskeleton. These incredibly-dense bones can be extended, retracted, and fired from nearly any point on your body in varying sizes. Your body instantly seals the wounds and heals the bone projections. With some training or time you'll learn how to heat up the ends of the spikes you produce to increase their damage and make them pierce or cut through steel. In addition, you can form an almost-indestructible exoskeleton on the upper and lower body, which will protect you from high caliber bullets along with being able to climb up walls.

Red Beams (200) - Your body is able to absorb certain types of electromagnetic energy such as light and internally metabolizes it. At your command, you can then release a red ruby beam of destruction from your hands or eyes. At first, this destructive power is enough to destroy cars and tanks but with training you'll be able to destroy entire asteroids like Asteroid M.

Boom Boom (200) - You create orbs of plasma, fiery-like energy which often takes the form of yellow and orange spheres, which range in size from marbles to large beach balls. These spheres can be then detonated within a 2-10 second time period after being created. These bombs explode with concussive force, but the amount of power depends on the size of the bombs you create, from palm-sized ones creating small pops to larger ones generating massive explosions. You can reabsorb the bombs if need be and are immune to their explosive effects.

Healing Factor (200) - You possess a high-rate of cellular regeneration with far greater speed and efficiency than a normal human. This healing factor allows you to heal from superficial to deep and serious wounds in a couple seconds along with missing limbs or anything internal in a at most a minute. Even falling from an airplane, landing face first on the ground, and breaking every bone in your body won't keep you down for more a few seconds. This regeneration also makes you immune to all forms of illnesses, poisons, and diseases. You are nigh-impervious to age & cellular decay via constant cellular regeneration so expect to live a few centuries in your prime before starting to see slimmest glance of aging.

Shapeshifting (200) - You can alter the formation of your cells allowing you to shapeshift into any human, animal, humanoid or semi-humanoid being of either sex. This power can lets you mimic any kind of clothing, as well as other materials, producing shoes, glasses, watches, etc. You are able to imitate retinas, fingerprints, scent and voice patterns perfectly. While you won't replicate powers you can mimic the physical capabilities of whatever form you take, gaining the power of flight as a bird, fangs, and claws as a wolf, etc.

With training or time, you'll gain the ability to split into multiple shapes, such as a swarm of bats, gaggle of snakes, or several scorpions. You could even disguise yourself as a puddle of water, liquify parts of your body to avoid attacks, regrow new limbs, reshape your body to flatten, stretch out and expand, and can change your body to have claws or hammers for hands. The general rule is that you can go no smaller than a mouse and no bigger than a fairly large bear. Finally you have a template of who you originally were at all times.

Molecular Acceleration (200) - You take the potential energy stored in an object and can convert it to pure light, kinetic energy, thus "charging" that item with highly explosive results. The only real limit of this ability is the time required to charge as the larger the object is, the more time it takes to charge with most charging taking place through direct skin contact. The power of the explosions is dependent on the mass of the object you are charging, as a charged playing card explodes with the force of a grenade while a bus will cause a huge explosion. You can also accelerate an object's kinetic energy instead of converting its potential energy; for example, charging a Bo staff with enough kinetic energy will have enough power to level a house.

Avalanche (200) - You generate powerful seismic waves from your hands which can cause highly destructive effects. These waves cause any form of inorganic matter to shatter or crumble to dust. When directed at large objects, like a building or the Earth itself, these waves create effects similar to those of an avalanche or an earthquake within localized areas. With enough time spent you'll crumble entire skyscrapers with your quakes. This gives you a limited degree of geokinesis as well given the waves can be used to create thrusting pillars of rock for ranged attacks, create trenches or earthquakes, and even redirect earth-based substances to an extent.

Cryokinesis (400) - The power of ice is a formidable power once properly used. By manipulating thermal energy to create extreme cold you can freeze anything, create cold winds that freeze things within seconds, and more all while being immune to anything cold related. It's not just all about freezing though as you can create snow to form barriers, bridges of ice, and other things. The ice you use can form a variety of things from tools, structures, constructs, and even a full-body armor that increases physical stats, but still allows free movement. Lastly since you freeze everything on the atomic level anything you touch with your ice can be made fragile.

Leech (400) - When no one has powers everyone is normal. You can release a unique type of energy pulse over a city block at the start or in concentrated blasts. This pulse disrupts all energy fields in the surrounding, shutting down all energy-based systems in the immediate proximity for only a short while although there is no cooldown to how many times you can let loose a blast. A wide range blast last usually around a minute while concentration can extend the blackout duration. This also suppresses even the Mutant X-Gene, temporarily rendering any mutant hit by the pulse powerless. In other universes, people that have powers due to some genetic mutations will be suppressed. (Aliens don't count.)

Duplication (400) - You can create identical, physical, and living duplicates of yourself with any items on yourself or are touching included as well. Rule of thumb is that if you can carry whatever you're touching then it can be replicated. This process is spontaneous and requires zero effort. The duplicates think, feel, and act independently, though are usually guided by the original. You are telepathically and empathically linked to your duplicates with no regard to distance nor plane of existence. Should your clones make any gains or become stronger than the original you don't have to worry. Any experiences, abilities, etc are returned to the original upon their death or if you reabsorb them.

You can create up to eight clones at the start that are as powerful as the original and can instantly create a clone as soon as its destroyed. With training or time you'll be able to create even more full power clones until there's a vast army of you's and can go much further beyond even that. Although your clones can't use this specific duplication power there is nothing stopping them from using any other cloning ability you have to make more clones. Have clones that create clones that create even more clones and so on.

Telekinesis (400) - Mind over matter as the saying goes. You have the ability to move objects with your mind. Using this you lift objects such as cars, trains, people, and even yourself to fly. You project a great force with your mind which includes such things as powerful shockwaves and force fields (strong enough to hold back the water flow of a broken dam or contain a massive train explosion). With training or time, you could juggle helicopters with ease and possibly even alter the shape of inorganic materials on the molecular level.

Magnetism (400) - You generate and control magnetic fields and various magnetic forces. Metals can be manipulated to levitate or moved in a manner similar to telekinesis and even limited flight can be done by using your own magnetism. As a side effect you generate powerful, electromagnetic pulses capable of shutting down electrical systems around yourself. Things such as manipulating the terrain of a construction site from easily a mile away on the roof of a city skyscraper, levitating multiple military tanks and jeeps, and extending your reaches to the outer edges of the atmosphere to grab hold of satellites are child's play. Due note that you won't be reaching the comic's version of Magneto anytime soon.

Organic Steel (400) - You have the ability to transform your entire body into a form of "organic steel". In this armored form, your gain superhuman stamina, durability, and strength that is allows you to as toss buses and monster trucks into the air. It's comparable to even the unstoppable Juggernaut of this universe who stopped a speeding train with a simple slap. While in this state you lack any biological needs of a human like food, sleep, air, etc to sustain yourself, and are extremely resistant to injury. High-impact assaults, large caliber bullets, falling from tremendous heights, extreme temperatures, and electricity no longer phase you. With training armor can be selectively formed over portions of your body instead of all of your body.

Telepathy (400) - The power of the mind is truly a powerful thing. You are able to read and control minds, pick up psychic screams, project your thoughts to others, create powerful illusions that trick all the senses, and can scan locations to find specific minds. Along with that you can influence both cognitive and motor functions in others making them do things they wouldn't normally do. Altering memories although highly grey can be done as well if you can stomach the ethics.

At the start you'll be able to alter the minds of dozens of individuals at once. With time or training you'll be able to affects a packed sports stadium which ranges from the hundreds to thousands. Your psychic abilities will improve to the point where you can project your mind outside your body to travel the astral plane, gain the power to fly, and the the ability to create psychic energy constructs/weapons, such as a scythe, swords, and horses.

Weather Control (400) - Just like the shamans who used witchcraft to control the weather you too have received the ability to control natural forces thanks to a psionic connection to air currents, water vapor, and natural electrical energy. In simple terms this means you are able to manipulate and control all forms of weather on both a large and small scale usually no bigger than a city at the start. You can sustain flight at high speeds in low atmospheres and are immune to greater levels of heat and cold without any ill-effects. Modifying the temperature and humidity of the environment by controlling the air molecules, controlling all forms of precipitation, flash freeze people, forming tornadoes, blizzards, tsunamis, and bringing down lightning are just basic skills you'll manage and with a bit of creativity can come up with much more.

Super Speed (600) - When others get moving you wonder why they all seem to frozen. In the beginning you're able to move at speeds of Mach 10 with the reaction speed to match. Things such as creating mini tornadoes by spinning your entire body are able to be done. With some training or time you'll move so fast that you could empty an entire exploding mansion with the furniture, people, and underground secret equipment while goofing off as well.

Destiny (600) - You can see into the future! Obligatory reference out the way you have the power of seeing events weeks, months, and even years before they happen. These visions aren't perfect however as they don't get every detail down but are an extremely accurate guideline for things to come. These visions can be strengthened by reducing the time that you see into the future. The dial can be set forth from seeing months or years into the future to merely seconds. A few days is the average point where you will perfectly experience things as they will always happen if you don't do anything.

Hex (600) - The power to manipulate and harness the power of probability like a witch. You can interfere with other mutants' powers, causing them to go haywire, temporarily remove them, rendering the mutants powerless or cause attacks to rebound back at the attacker. Hex bolts are auras of red-colored energy that can be used to trap opponents and disrupt energy fields.

This power doesn't stop there however as you generally cause bad luck for people, making them trip or drop things when under the influence of your powers. These powers also affect inanimate objects by making them come 'alive' in a way. For example street lamps will morph to ensnare opponents and cars will relentlessly chase down enemies. You may cause things to break, combust, explode, heat up, move (sometimes to accomplish a specific goal in a manner similar to telekinesis).

Power Absorption (600 CP) - The mac daddy of the superpowers. Why have one superpower when you can have them all? Temporarily of course though. Like a certain Rogue, you too can gain the memories, skills, and powers of beings that you touch by absorbing their life force and weakening them, possibly into a coma if you aren't careful. Those that are stronger than you can resist this up to an extent although if they severely dwarf you in power then there is no absorption.

You are able to select specific skills like dancing with a light touch but full on skin to skin contact will result in you getting the whole deal. Longer touching leads to longer usage of powers up to a 24 hour period. If you've gone beyond and absorbed a person's life force to the point of their death then that power is permanently yours for the taking and it can even be improved beyond what the original owner was capable of.

Companions

Lets Work Together (50-400 CP): You can import up to 8 companions at 50 CP each. Each one gets a free background, 600 CP, and another 600 CP to spend on powers.

Canon Companion (100 CP): Soon after you arrive, you'll meet a canon character and hit it off with them. After your time is up, if they're still alive and you can convince them to join you, they'll come along for the ride. Even Apocalypse counts although good luck explaining that one.

Items

Drop In

Car (100) - A simple luxury car with not that much special about it besides the excellent craftsmanship and can go on for decades before breaking down. It comes with unlimited gas and is modifiable should you choose to upgrade it. If you already have a car it can be imported to get the same benefits.

Pow-R8 (200) - This Powerade rip off besides being an energy drink that works is actually extremely harmful to mutants. One sip and they are out. You contain the recipe to make more but the true power lies in the fact that this drink can be modified to be safe to one species but harmful to another should they drink.

Anti-Telepathy Helmet (400) - This metal helmet comes in a color of your choice that serves a very important function besides looking like a cool ornament. Thanks to the technology wired into the helmet it is capable of blocking out all forms of telepathy. Not even the strongest telepathic attacks will ever get through the helmet and your own psionic abilities are not restricted but enhanced as well due to the tech as well.

Gem of Cyttorak (600) - This rather unique and humongous gem is a one of kind item that endlessly emits a special type of radiation that has a strange effect on those with mutant powers. In future jumps this'll mean someone with mutated genetics and innate/biological abilities. When a person bathes in the radiation from the gem for a second, the powers they possess are permanently evolved and enhanced into something many times better than before.

The gem does this evolution by using various means such as removing any weaknesses of powers, expanding and dramatically strengthening the powers, and possibly even granting new powers as well. The last one is done with a case by case basis however as not everyone's power will be enhanced in that way. Should this valuable gem be destroyed another one will reappear in your warehouse a day later.

Student

Costume (100) - A stylish yet light set of clothing that is made with the latest in body armor technology. It can take a beating or two in addition to stopping low caliber firepower and allows the wearer to not freeze to death in cold weather. It complements any of your powers ie expands if you grow, doesn't freeze etc.

Image Inducer (200) - This wrist mounted device created by Charles not only is a clock but allows the wearer to form a holographic projection over themselves. As long as it is vaguely human shaped there's not much that it can't show or change into. The range is limited to a few feet around the users body so nothing too outlandish can be taken but you have some leeway.

Serum (400) - This serum developed by Hank Mccoy was designed to suppress the mutant gene that was contained inside him. You receive a case full of twelve dials of these improved versions and instructions on how to mass produce more. This will allow one to inhibit the genetic mutations that they have to allow an inhuman person to be given a human form or to stop one's out of control powers for a period of time. There are instructions inside on how to tweak the formula to make any effects permanent along with how to turn it into an actual cure for those who wish to not have their powers.

X-Mansion (600) - You receive a copy of the X-Mansion that travels along with you is now yours. Everything is included here from the Danger Room, vehicles, cerebro, and everything else is now legally owned by you along with a secretive location in future worlds. Comes with a neat self destruct sequence for when you just want to burn everything to the ground.

Scholar

PhD (100) - You contain an ever expanding set of PhDs for each field of expertise that you're knowledgeable in or will be knowledgeable in. People will of course accept these even if they are in fields yet to be discovered or are out of this world. Helpful for getting people to listen to you since they at least know you have the smarts to back what you're saying.

Adamantium (200) - You receive a case of liquid adamantium which is the hardest material in this world. This nigh-indestructible metal once solidified in anything won't be melted and is practically impossible to destroy. You contain more than enough to do something like Weapon X and still have plenty left over. You'll of course receive more adamantium whenever you run out.

Operation Rebirth (400) - This is some dangerous material that you've found. These plans are on the WW2 early gene enhancement that made Captain America. Included are detailed notes on how to create the rebirthing chamber and everything needed to mass create super soldiers on the level of MCU Captain America. The notes even contain a way to not make sure humans do not decay on a cellular level like the original Captain America did along with making sure humans also receive a long life and return to their prime years just like mutants do.

Asteroid M (600) - This floating isolated Asteroid is a sanctuary that was originally intended for mutants. For you however it's a sanctuary of whatever you want it to be and will appear in later jumps at any location above the planet you're on. It comes stocked with an empty fortress in the middle that you can do whatever with. You can choose whether or not it is visible to people as it can slowly follows wherever you go in the world should you desire it. Alternatively you can make it slam down onto whatever part of the planet it happens to be above at the time. It'll be back in the next jump ready for another round.

Agent

Shield Badge (100) - This shield badge is your ticket to anywhere and everywhere that requires top level classification. You can get into practically anywhere secretive or that can't be revealed to the average eyes.Just flash the badge in front of someone's eye and you'll be let into practically anywhere whether it be a into a heavily guarded facility housing inhuman experiments, secret mutant hideout, or something else. This badge changes to match the top level classification towards whatever world you go to.

Shocker Disc (200) - These miniature and storable shockers pack quite a punch. Once placed on the forehead the disc gives a jolt so powerful that its capable of knocking out most mutants cold and places them in a state of unconsciousness until the device is removed. They have the added caveat of being able to explode if they are tempered with or just at your command. You receive a couple dozen of these disc with instructions on how to make more.

Sentinel Plans (400) - How on earth did you get these? The prototype isn't meant to finished until almost a year passes. Regardless these are Bolivar Task's plans to even out the mutant playing field with a mass producible robot. The sentinel as it is called is capable of many things ranging from firing lasers, flight to the atmosphere, and has a gel substance which will trap most mutants. It seems like there are even plans for something called a Super Sentinel but current technology make its almost impossible to complete. Maybe you'll be the first to bring it in then.

Eye Of Ages (600) - This pyramid shaped vessel is a copy of the one that Apocalypse had in his old days. While a bit on the small side this pyramid is the most advanced object on the planet. It's capable of flight, has an interface to amplify psychic abilities, instant teleportation to anywhere on the globe, and has the power to turn humans into mutants and vice versa. The thing that would make most scientist drool however is the database of technology included in the Eyes Of Ages. Inside this database is a treasure trove of advanced technology that would make the modern world look like the egyptian periods. Power Armor, gene enhancement for mutants and humans, and much more lie within the vessel ready for research and creation.

Drawbacks

Do you want more CP? Well, nothing ever comes free but feel free to pick however many drawbacks you want for that extra challenge.

Season 5 (+0) - Perhaps you wish for something a bit more here or maybe wish this world to crossover with more marvel stuff. Well if you want you can replace the canon version of Evolution with a fanverse, fanfic, or just have more marvel. Whether it's a what-if season 5, has other marvel superheroes show up, or something else is up to the work in question. The only limitation is the additions cannot increase the world's power immensely.

The Ugly (+100) - Maybe it's something about your appearance but people will always deem you at a first glance hideous and to some even downright monstrous. Expect any friendships to have effort put into them for people to look beyond your hideous facade.

Painful (+100) - Using your powers hurt to say the least. Whether they be headaches, pains in the hands, or something else your powers hurt the longer you use them. It starts mild at first but will progress further and further with longer usage.

Blinded (+100) - I see with my little eye absolutely nothing and now so will you. You're blind now and there's nothing you can do about it. There aren't any means whether you its technology or powers that will ever help you regain your sense of sight. Better get to training your enhances to make up for this lost one.

Unrequited Love (+100) - You just can't seem to stop falling for anyone that is so much as nice to you. Unfortunately for you those delusions of true love, eternal happiness, and marriage will be shattered as whoever it is you happen to fancy will never reciprocate your feelings for any reason whatsoever. I recommend stocking up on lots of ice cream for this loveless decade and get used to nursing a forever broken and alone heart.

Show Off (+100) - You've got the early 2000's cool syndrome and boy do you have it bad. You're the definition of an out of touch older person trying to appear young and hip to kids so expect horrendous puns and quips that annoy others, a terrible fashion sense that will have people laughing at you, and expect to try and make everything you do flashy in someway. It doesn't matter either way as you have a gift in making everything the most uncool thing ever no matter how much you try.

Armless (+100/200) - You've had the unfortunate pleasure of having one of your limbs being amputated off. No regeneration or medical science can seem to make this stump grown back into something useful. Luckily you might be able to fix this with a prosthetic although it'll take some getting used to. For the full 200 you're getting both arms chopped off.

It's Just A Phase (+200) - You're rocking the goth look to the fullest extent. Dark clothing, attitude, early 2000's underground concerts, and more will be expected of you. Needless to say people find you cynical, unfriendly, and a downer to not only yourself but others as well. There may be days where you quit being an emo chunniyobi this phase will be one you'll have for a long while.

Emotional Control (+200) - Your powers are now directly tied to your emotional state. Anger will cause your power to flare in power but spiral out of control. Being terrified will make your powers randomly go out of way and will make you lose control over everything. Depression and general sadness will cause you to lose your powers until you pick yourself back up and so on.

Hated (+200) - Maybe you smacked the heads of a bit too many people or maybe you're just a horrible person but one of the many groups here are not going to like you anytime soon. They won't necessarily kill you per say but they definitely won't help you and may try to hurt and sabotage you should your paths cross. There are 5 groups to choose from. X-Men, Shield, Hydra, The Brotherhood, and Acolytes

Crippled (+200) - Due to an accident or maybe something from your birth you've been crippled from the waist down. No amount of power or technologically can restore your legs. Theoretically it might be possible to move once more whether you create some implants to artificially move your muscles or get some sort of power armor although good luck finding that stuff here.

Uncontrollable (+200) - Maybe it's due to a head injury or just a quirk of your powers but they are an uncontrollable mess on the best of days. You have almost no control over your powers as it is seemingly always on and will be activated. The only silver lining is that you receive something that helps quell your raging powers and allows you to better control them. Whether it be gloves, a visor, watch, or something else this item must be worn at all times for when it's taken off your powers will be fully unleashed along with anyone caught in your vicinity.

The Escaper (+200) - Due to some rather unfortunate circumstances you've recently escaped from a prison in which you were wrongfully (hopefully) imprisoned. Unluckily for you this prison was one that housed only the most dangerous and powerful people in the world so rest assured that this isn't the end. You're going to be relentlessly sought after by the military, police, and general media all to get you back to your cell forever.

The Unstoppable (+400) - I don't know how you've done it but somehow you've angered someone who shouldn't have been angered. The Juggernaut hates you with a passion only matched by his half-brother Charles. When he's not chasing after his brother he'll somehow escape and come after you. Killing him surprisingly does nothing as he comes back next time stronger than before and immune to whatever it was that killed him. Expect these attacks to happen a few times a year.

Eternal Rival (+400) - You've got yourself a rival Jumper and not the good kind either. This blood-thirsty and sadistic person remembers you from days on in the past of their life and has made it their singular goal to be your mortal enemy. It is fair to say that their entire existence is dedicated to beating you and eventually ending your life. They'll torture you, gloat in your face, and do many terrible things to you should they get a hold on you. This rival is extremely dangerous as they possess similar abilities and items to the ones you've gained here so they are not meant to be taken lightly in the slightest.

Hunted (+400) (Cannot be taken with Hated) - Remember what I said about the groups not wanting to kill you? Well take that off the table and up the murder factor to 12 and beyond. The groups despise you with a passion few could match and will use every single last resource at their disposal to end your existence. Taking this multiple times will make the groups work together in perfect unison for the sole purpose of eradicating you from the face of the earth.

Cellular Breakdown (+400) - Just like Captain America your body is currently breaking down at a rapid rate. While everything may seem fine in the beginning you'll start to find that as time passes you become a bit weaker each day, age faster more each day, and will begin getting pains in your body. Whether you have a few months to live or a couple years know that your time is limited. Apparently this disease cannot be solved by mundane means nor can it be fixed with any powers that you wield either. But there is a way to fix your body just as Magneto himself did. You just have to find out a way before your body gives out.

Split Personality (+600) - Well I don't know how this happened but there are now two more of you out there in the world. Now before you get any ideas this is not a positive. Your power has been split three different ways between the three of you and the other two have varying different personalities but let's just say they are dicks and don't care about you in the slightest. Unlike Legion, you don't need to be alive for them to exist. Like Legion, however, both of them wish to be the only one in existence and have all the power. Expect many attempts on your life to bring you under their control and ultimately kill you. If you ever want your full power back again better learn how to kill yourself.

Jumper-23 (+600) - Somehow someway a piece of your very own DNA got taken by a secret conspiracy group in order to create the ultimate weapon. Oh man, did they get it horribly right and now a rogue, rage filled, younger semi-clone of you is on the loose. (Opposite Gender Optional You Pervs)

The bad news is that the source of all their burning hatred is directed at you and they would love nothing more than your head above the fireplace. To make matters worse is that in addition to being highly trained and dangerous they are every bit as powerful as you. They have some of your memories along with all of your skills, powers, perks, and everything else. They even have unrestricted access your warehouse and items anytime they want.

The only piece of good news is that despite their burning hatred they have the same morals as you. They won't burn the world down and won't damage any innocents if they can help it. They are also emotionally confused as while they wish for you to die, you are also the only family they have. They are torn on whether they should put their hand through your chest or hug you although will lean towards the former 9/10 times. Maybe and this is a very strong end of the world just maybe, if you smack some sense into them they may change their ways although this process will be much, much harder than when Logan did it to X-23. Expect some fights to happen before even the slimmest of progress is made.

The Awakening (+600) - Your presence as a jumper caused some unforeseen consequences. Apocalypse has awakened at his full strength a full four seasons earlier than expected along with the knowledge of your abilities. Every last mutant from the X-Men to the unregistered are under his control and given the horsemen treatment. You of course are the obvious exception to this. His four pyramids are in orbit and you have less than 24 hours to save the world lest it becomes a Mutant world. Yes you have to save the world. Good Luck.

Ending Choices

Go Home - Perhaps something about this place reminded you of the memories back home. Well you've made more than enough memories for a life and may safely return back to your world to make new memories.

Stay Here - Or perhaps this place has caught you eye in a way that no other world had. It might be the fact that you wish to fix things up here or maybe you;ve fallen for someone. Either way you can stay for all of eternity.

Move On - Many challenges still await you Jumper and through it all you may continue to grow and change for who knows what the future holds. No matter what awaits you, be it terrible or wonderous, be proud of what you have done in this world.

Notes

- Power Absorption lets you cancel other similar power absorption methods. Now go and give a certain someone a much needed hug.

- If by some miracle you manage to convert Jumper-23 you'll have a companion that is every bit as strong as you to bring with you on your adventures.

- Look up the amazing Quicksilver mansion scene for what speed you'll have if you train the power. Triple to High Quadruple Mach Speeds is the baseline that you can use.

- Just to put an official ranking out there, Power Surge will result in even more powerful abilities than that of the Gem of Cyttorak. Now if you happen to use the gem first then use power surge well… who knows how powerful your abilities will be.

- Speaking of the Gem here are two general rules about it. First is that the stronger the power is the better the upgrade will be. The second rule is that there are so many powers of varying levels that it is impossible to tell what an upgraded version would look like for everything. Just fanwank until the friction undergoes nuclear fusion.