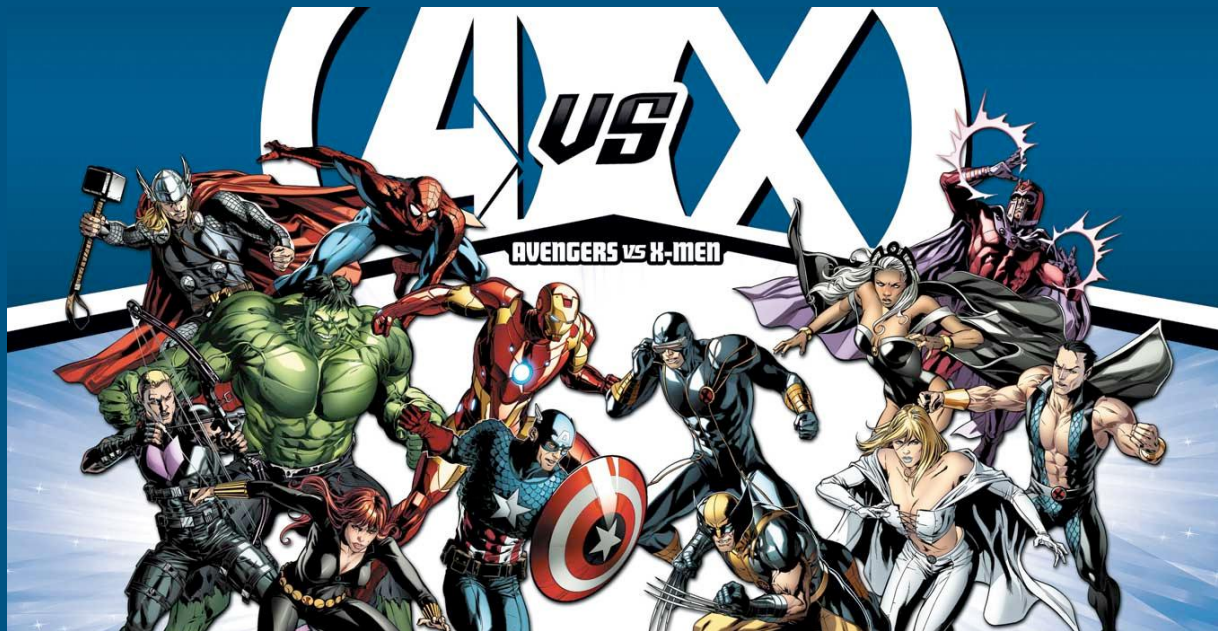




Avengers Vs X-Men

By Valeria

Introduction

Are you ready for stupid? Because I'm ready for stupid.

The world of Marvel is a fantastical one to be sure. There's a marvel to be seen on every street corner, on every rooftop and in every park. Overhead, superheroes zoom around. Fighting villains, stopping the end of the world every day, even fighting each other. Especially fighting each other. Heroes fight each other more than they do villains right now.

In fact, that's pretty relevant to what you're going to be doing. You're in Earth-616 right now and the year is 2012. It's not been too long since Scarlet Witch said No More Mutants and the Mutant race was almost wiped out. Cyclops and his two hundred or so mutants don't have much hope left, outside one little source. Hope Summers, the Mutant Messiah, who may hold the key to restoring mutantkind. A key whose lock has just arrived.

Both the X Men and the Avengers have received reports that the Phoenix Force has set a course for Earth, destroying all planets in its path. The X Men believe it is coming to revive the mutant race and will make Hope Summers into its host. The Avengers wish to take Hope off-world and into a secure location, in case Earth is destroyed. Hope doesn't know what the hell she wants. In a few hours, Captain America will lead a team of Avengers to Utopia Island and attempt to take Hope into custody, by force if necessary. It really doesn't end well.

For your time here, you'll have 1000 Choice Points (CP) to spend. You'll be spending either one year here, enough to more than see out the full event and all its short term aftermaths, or opt to spend a full ten years in this world as normal.

Location

Roll a 1d7 to decide your location. A roll of a 7 allows you to freely choose your location.

1. Avengers Tower

The centre of Avengers' operations. Based in America, this shining tower is where Stark, Captain America and the rest of the greatest superhero team on Earth spends most of their time, coordinating missions and training and even living here for some. You'll start out right in front of the building, in the welcoming plaza. There's plenty of tourist stuff down there if you're not a member and you can take a fast lift up if you are.

2. Avengers Academy

The Avengers Academy was founded by a group of current and retired heroes, looking to provide a way for young superhumans and extraterrestrials on Earth that were struggling on their own to get a good education and, if they like, train to become true super heroes. Ant-Man is the current headmaster and he seems to be doing a mostly fine job. The campus is extensive and so you'll start out at the gates, either about to visit or as a returning student.

3. Utopia Island

The current home of what is left of the X Men. Cyclops leads the last remnants of his race on this small fortress, based on an island a few hundred meters off the San Francisco coast. It's a pretty high tech base and you're not going to be considered very welcome if you aren't a mutant. You'll start on the shores of the island and will be seeing either a warm welcome or a long swim back depending on what species you are.

4. Savage Land

A lost land found deep in Antarctica, the Savage Land is a prehistoric remnant, where dinosaurs still roam and wild humans make their lives alongside them. This hidden jungle holds many secrets but they are no longer strangers to the outside world, even if they remain isolated. You'll appear near one of the settlements here and if you don't want to stay, the tribesmen here would be fine with calling someone to help pick you up.

5. Wakanda

One of the most isolated nations in the world, this African state possesses highly advanced technology, well beyond what most of the modern world has access to. Ruled by their superhuman leader, the Black Panther, they have improved their foreign relations somewhat in recent years. Still, you'll be encouraged to leave if you aren't a native of Wakanda itself, leaving you somewhere in the middle of Africa.

6. Blue Zone

Created by aliens years ago, the Blue Zone is a section of the Moon that has been provided a full atmosphere, enabling even normal humans to walk around as if they were on Earth. Alien ruins dot the area but they've long since been looted clean. If you're lucky, you might happen across a quiet man with a very large head watching you. If you don't have a way off the Moon, someone will be by in a few hours to pick you up. Lots of people have sensors for detecting sudden strange things appear near Earth.

Origin

There are no set origins in this jump. The massively varied cast will instead result in you being able to choose here whether you are a Drop In, lacking any history or memories in this world, or an Established Character. As an Established Character, you'll be able to decide the extent that you are known in this world. While you cannot make major changes to canon and cannot affect any of the preceding events that lead to the Avengers Vs X-Men event, you are able to decide whether you are a young high-school student just awakening their new powers or a member of the Avengers that has fought as a hero for decades, even since the days of World War 2.

Your age is 14+2d8, though this is comparative for each race. Some races may be centuries old and still be considered youths. Your gender may be decided freely.

Races

Choose one race from the following section. A second race may be bought to become a hybrid of both races, unless indicated otherwise. Only two races at a time can be hybridised this way. Atlantean Hybrid cannot be chosen, as it is already a hybrid.

Humanoid- 0

As normal as can be, on Earth or any other world. You're the standard humanoid being, with the same capabilities as any other normal human in this world. You don't have to be human exactly, you could also be some human-looking alien from a distant world, but the benefits and downsides remain the same. You might have blue skin, pointed ears and irises in the shape of love hearts, but it won't do you any good beyond looking exotic.

Mutant- 0

Certain races throughout the universe have received the special attention of the Celestials, who worked in particular genes and biological modifications many thousands of years ago. These results in Mutants, beings with supernatural capabilities inherent to their natural genetic structure. From minor telekinesis to warping reality itself on a vast scale, Mutants are special beings. Taking this option does not innately grant you any power, what it does grant is access to the Mutation power section later on in the jump which cannot otherwise be gained. The trade-off is that Mutants have a strong tendency to be hated by their own species and sometimes even other species as well, for what they are. Picking this race as a hybrid will also count as if you were picking a Humanoid race as well. A Strontian Mutant would be a Strontian/Human with Mutant as an addition.

Shi'ar- 100

Hailing from the sizeable Shi'ar empire, you are one of these avian-descended humanoid beings. Visually, you are mostly indistinguishable from a human, save for a smattering of feathers on your head as a small crest and along your arms, remnants of the time when your species were winged hunters. Shi'ar are significantly stronger than ordinary humans and a well trained Shi'ar can lift 1 tonne and have much greater stamina than ordinary human athletes. However, their blood does not produce much of its own heat and thus cold environments are quite dangerous for them.

Skrull- 100

The mighty Skrull empire unveils yet another proud Skrull warrior. As a part of one of the largest galactic empires in the galaxy, you should be in awe of your heritage and the countless millions of shapeshifting warriors that fight alongside you. With green skin and pointed ears, few would mistake you for human. But you can change that with the natural shapeshifting ability all Skrull have. Skrulls can freely shapeshift their bodies into anything, organic or inorganic, so long as the end result is solid and not more than 1.5 times larger or 0.75 times smaller than their original volume. They can use this shapeshifting at great speed, letting them stretch, warp and create natural weapons from their bodies in combat, even creating natural guns. They cannot take on the properties on inanimate materials, only the appearance, but they do have the unique power to mimic sounds and voices perfectly, aiding their impressive disguise abilities.

Vampire- 100

Bitten by one of Dracula's own lineage, you have become a mythical vampire. This race may be taken in addition to any other race by paying the cost. A whole range of vampiric abilities are added to your repertoire. Increased strength to lift several tonnes and the speed to move faster than an

ordinary human can see, spider like reflexes and agility, a minor healing factor that can regenerate bullet wounds and cuts in minutes and eternal life, so long as you regularly ingest blood from other sources. More magical abilities are also available, such as being able to transform into various rat, wolf, bat or mist made creatures, hypnotising others through eye contact, moderate control over the weather around you and even small influence over the elements such as fire and wind. However, your vampiric abilities come at a price. Your semi-regular need for fresh blood or else slowly weakening and falling into a comatose state and a severe allergy to silver and vulnerability to wounds from silver weapons. Your body will quickly crumble to ash if exposed to direct sunlight, a wooden stake through your heart could kill you instantly and you have a strong aversion to religious symbols brandished by those of great faith.

Asgardian- 200/600

Hailing from mighty Asgard, you are one of the Gods themselves. A very minor one perhaps but you still possess that divine spark, deep within your being. Average Asgardians like yourself are still powerful beings. You possess physical power and speed well beyond any mortal man, able to lift thirty tons and travel faster than most cars. Your lifespan reaches into the thousands of years, helped along by a fairly powerful healing factor. As an Asgardian, you are also well versed in the combat arts and have access to the Allspeak, an ability that allows for you to understand and be understood in the speech of all races of the universe.

For an extra cost, you can be a lot more than an average Asgardian. By taking the 600CP version of this race, you will be standing beside Thor himself in your power and potential. You are a mighty god, perhaps even a direct child of Odin himself, and have vast physical and magical power to go along with it. Along with your innate abilities, you also have access to a powerful domain over which you have godly powers. Thor has his control over the power of the weather as the God of Thunder, you too have control over an aspect of reality, though the broader you get from Thor's example, the less power you will have over your chosen concept.

Atlantean Hybrid- 400

Perhaps the Sub-Mariner was not an only child. You are a hybrid of the underwater Atlantean race and the surfaceworld's Humanity. For the most part, you appear entirely human, with the only traces of your other heritage being pointed ears and faint gills on your neck. Should you take action in combat, the differences become far more obvious. You have physical abilities far beyond any human, much like your potential sibling Namor, and can smash around heroes like The Thing even without training. You freely breathe underwater as easily as you do above it and can travel at super fast speeds when swimming, even more so than you do on land. Your powers are enhanced when in the water, including healing especially quickly when submerged, and you can mentally communicate with and command all forms of marine life, though particularly powerful aquatic beings may need to be convinced instead of commanded. Your one real weakness is that you need to keep hydrated and are far more prone to harm from running out of water than any human. Optionally, you can choose to be the child of a Mutant human rather than a normal human.

Strontian- 600

A very rarely found race, despite their role as the strongest enforcers of the Shi'Ar empire, the Strontians are among the most powerful species in the universe. You are the fourth of a species of only three other members, including the mighty Gladiator. Apart from your purple skin, you resemble a human quite strongly.

Your powers are significant and varied in scope. Even relatively untrained, you have the strength to destroy worlds and the speed to match light itself, with highly trained members of your species like Gladiator even surviving supernovas without a scratch. Curiously, the physical abilities of a Strontian depend on their confidence, rising and falling as they steel themselves or lose faith in what they can do. A Strontian can battle for days on end without fatigue and survive in space without the aid of technology. They can fly at extreme speeds and their naturally enhanced reflexes and agility let them easily handle faster than light travel once trained. They can focus their eyes to see things on a microscopic level, expel a freezing gust of wind from their lungs at will, even fire concentrated beams of thermal energy from their eyes at long range. Much like their strength, these beams are affected by their confidence. Strontians are also naturally highly resistant to attacks on their mind, having natural psi-shields.

A Strontian has few weaknesses. Their confidence can severely affect their performance and a certain wavelength of radiation is able to cause them great harm but beyond those things, there is little that can give others doubt of these mighty aliens' power. Except maybe the Mohawks they all tend to wear.

Perks

You may take one 100CP perk as a freebie and receive a discount on one 200CP perk, one 400cp perk and one 600CP perk.

Marvellous Wit- Free

Not all traditions are left behind in this stupid, stupid story. The long tradition of shit-talking your opponent is alive and well for heroes and villains both, a tradition you enter with great talent. You've got the wit to keep up with the best banter the Avengers or the X Men can send at you, trading barbs and jokes without needing to stop and think during the fight. Some may find this quite annoying and you can easily turn your talent with words to taunts too. You even have a very strange talent for convincing other people that your weird and unconventional, even disturbing, hobbies and likes are acceptable things. Also you can convince anyone that futa is or is not gay. Because some of you desperately want that. You know who you are. But traps are out of your power. Even Stark and Rogers can't imagine power that great.

Pretty Powers- 50

The only ugly people in this world, that anyone cares about, are the ones famed for being ugly. You and everyone else? There's more reasons than just being a hero that you get put on magazine covers all the time, that's for sure. You're a handsome creature that could easily be considering equal to the chiselled, square jawed men that populate the Avengers ranks or the well endowed, curvaceous women that do the same. You'll almost always look great too, even during intense combat that'd mess up anyone else's hair and makeup. You'll find you've also got a weird talent for turning any powers you have to more inappropriate ends, discovering how to harmlessly and enjoyable use them for the pleasure of yourself and others.

Breaking the Norm- 100

How many problems could humanity have solved before they even became problems if we could just understand each other? You might be able to serve as an example, as you have excellent understanding of what others mean and how to get across what you mean to other people without confusion. You can easily work past your own biases and the beliefs that others hold to both clearly understand what someone means and wants as well as let others do the same for you. It might make some hard truths difficult to ignore and it won't stop every argument but if even a little can be done, isn't it worth making the attempt?

Professor Kitty- 100

There aren't many mutants left and even for other supers, there's not an over-abundance of ones with the knack for teaching. The next generation is always vital but without the right guidance, they'll never learn from your mistakes. You've got the talent and training to be a superb teacher, both for a general education from primary to high-school as well as in passing on the skills you yourself have picked up. Your best trait is that you are particularly good at teaching people to teach themselves, helping them learn to become adaptive and able to handle new situations better. They'll be as ready as can be for the wider world once you're done helping them.

Cross Over Civilian- 100

When these big cross-over punch ups happen, it usually results in even more damage to the world than a hero and villain duel might on it's own. For the normal folk caught in these cosmic clashes, what's there to do? Be lucky and hope you don't get bombed out of existence by a flaming one-eyed

bird, basically. You are pretty lucky when it comes to this stuff though. Provided you're not directly fighting the one causing it, you'll never get caught up in collateral damage as long as it's not completely unavoidable. If some mad man is raining fiery meteors across the city, you won't get hit by one as long as you're not fighting the guy at the same time. But if a crazed cosmic entity scorches the entire planet and you've got no way off, you won't be making it out without a burn.

Avengers Assemble- 100

The Avengers' line up is constantly changing, old teammates leaving or joining again, new allies appearing to help. It takes a wonder like you to keep up with it all. You've got a great sense of teamwork and camaraderie with anyone you're working with, even if it's their first day. It won't be any problem for you and them to quickly learn to adapt and work together, even coming up with combination moves on the fly. You're able to extend this to a small group of co-workers or allies you have at the time, letting you all react quickly and smoothly as one unit. It'll really help you become friends too, working like this, if you do it for long enough. Nothing like the fires of battle to forge strong bonds.

Self Control- 200

Not something you'll be seeing much in this world. In fact, you might think you're the only one with any sort of restraint at all at some points. Self control is a very important thing, even and especially when you're endowed with enormous cosmic power, and you have a great deal of control over yourself. You're not perfect and you can slip up but it takes a really extreme situation to make that happen. You'll be able to keep your emotions on lock as long as it's not something as serious as a loved one being murdered in front of your eyes. You'll also find that your self control greatly improves any attempts to resist control of you from others, be it a strange force within you trying to influence your thoughts or just someone mind controlling you from outside.

This Mutant Life Matters- 200

At least your mutant life matters, anyway. While the world's hatred of the species you are might not change, you'll now find that when it comes to the law, you're given the fair and honest treatment any normal person is owed, regardless of what you are or what you've done. Short of actual corruption of the system against you specifically, you are treated fairly and lawfully even by those that hate you, so long as they operate within the laws. You won't be considered a criminal if you committed acts under the mental influence of another anymore than anyone else and you'll be given a fair trial and imprisonment regardless of your acts and history.

Martial Hero- 200

Who needs powers when you've already got a strong fist? You've been trained in the arts of war by some of the best warriors and soldiers in the world. You've got extremely high levels of skill in most forms of unarmed and armed combat, ranging from different ways to beat the shit out of people with your hands and feet to the use of swords or guns or just improvised objects around you. You've got years of fighting experience and some pretty good instincts to go along with it. While you won't be the match of Iron Fist or Black Panther without something to increase your body's raw power, you'll be able to say you're standing equal with them when it comes to actual fighting skill.

Silent Hero- 200

There's much more to saving the world than how hard you can hit, especially when the bad guy isn't someone you can afford to knock out. A delicate touch like yours is needed. You've got all the skills needed to infiltrate, sabotage, manipulate and control others without the use of powers. Sneaking

into and out of heavily fortified military bases, converting the enemy into a loyal ally, leading pawns around like puppets on your strings. You're a top class spy, agent and assassin if need be and only a few people on Earth can say they're as good or better than you, like the famed Black Widow.

Jumper was right- 400

And you'll be proving it to everyone, even once you're behind bars and unable to act anymore. Provided you fight for a cause you strongly believe is morally right, things will go right for it to an extent independently of your actions. You may personally fail and be defeated after becoming an extremist in your fight for mutant survival and equality, but your actions would result in the equality you fought for becoming nearer, such as the creation of a globally supported mutant hero team, despite that and the beginning of new mutants being created anyway. Instead of creating fear, even your poorly chosen actions inspire people to do the right thing in spite of you. It won't work if your actions are selfish however, even if you think they're right. Looks like people only really care when you're fighting for others.

Scarlet Heroine, Somehow- 400

Why is everyone just okay with Jumper? Didn't they just murder thousands and thousands of people over a minor tantrum? They're not a hero! But, despite all reasons to otherwise, people are okay with you as long as you're currently helping them out. No one knows why. You find it very easy to be forgiven and accepted again by the good guys, no matter how ludicrously awful the acts you did before are, so long as you're currently trying to do good things with the heroes. They won't even care if you're clearly mentally deranged or have a history of such things. It might be deeply hypocritical of them to go after some of the villains while accepting help from a genocidal lunatic who just last month almost wiped out an entire sapient species but it's really, really not that uncommon right now.

Allies Unknown- 400

Whether you are fighting oppression or attempting to suppress another, you'll find other parties with similar views will appear to aid you. Almost every time, anyone with a specific interest in rebelling against or quashing your specific opponent will offer aid to some degree but sometimes, those who simply believe in the underdog or have a taste for tyranny will help. The avengers will almost always appear to help you defend the world, so long as they're not busy elsewhere, but the Sea King Namor might show up to help you fight the Avengers if he thinks you're fighting their oppression of your species and decides he wants to support the underdog. It's not something to rely on at all times but when it occurs, you'll find your battles aided greatly.

Cosmic Host- 400

Everyone's born with the potential to be special in them. Some people's potential is just a little more cosmic than others. You for example, have the potential to be an exceptional container for all sorts of cosmic things. Power sources, entities, forces or objects of a cosmic nature just find you all too fitting. Not only are you exceptionally good at containing cosmic power or entities or objects, letting you easily handle much more than most people can store with far less problems and drawbacks, you also appear to attract such things to you. It won't happen without reason or action on your part but if you and a few groups of other people are all standing around an exploding cosmic entity that sends fragments of itself into those around it, you've got a very high chance of getting one of those fragments and a small chance of more than one too. This all said, while the downsides are reduced and you can fit a lot in you, neither of these are perfect. You'll find yourself far less influenced emotionally than others might be but you'll still be affected in some way and while you can store a

lot more than most, don't try stuffing multiple cosmic power sources down your throat without seeing if it'll be too much for you first.

Mutant Messiah- 600

In each world you go too, you're going to find yourself becoming pretty important to that world. You are naturally fated to become an integral figure to large and important factions in the jumps you visit, such as becoming the Mutant Messiah in this jump instead of Hope and holding the key to saving all of mutantkind, or turning into the literal Antichrist in a world where the Biblical holds a bit more sway. Whatever you become, not only will it likely endow you with significant advantages, it will also give a great deal of influence to you in your new position. But whatever you become, major factions throughout the setting will be aware that you became that thing, enticing them to seek you out. When you're so important to the world, it'll make each of these factions want you for themselves or even want you taken out, meaning that your newfound power and importance will often come with a threat to your life or others trying to control you and use you for their own ends. You can choose to not have this activate at the beginning of each world, refusing both benefits and downsides.

Top Ten Brains- 600

Right up there with the top ten now, aren't you? You've become so smart that all the guys obsessed with such lists put you on the top ten smartest people on Earth list. It's possible that the list guys are just your new peers. Whatever the case, you're a bonafide genius now and there's very few that can really hope to match up. You've got the raw intelligence, creativity and adaptability to keep pace with Stark, Parker and Banner as well as the very broad knowledge base expected of a super smart superhero or supervillain. You don't know everything these smart guys know but you are extremely well versed in most sciences and academic areas, with a speciality in one field of your choice, from radiation to robotics to a more supernatural study like magic or cosmic energy.

Magikal Mastery- 600

Years of sorcerous training were what it took to get to this level, where you could comfortably lay claim to the title of Sorceror Supreme! You have a long and intense training in the arts of magic, placing you as an equal to both Magik and Doctor Strange in this time, though it is important to note that Strange at this point has lost much of his power and that while you are very powerful, you are far from the match of the cosmic entities that Strange once equaled. You have vast skill and knowledge of the arcane and contracts with several mystical beings of great power, perhaps even of infernal power should your affinity go towards that direction. However, more uniquely, you have access to a special dimension of your own. Like Magik rules over Limbo, you have access to and ruler-ship over a moderately sized dimensional realm. This is the realm in which you are Sorceror Supreme and it supplies no small amount of mystical power to you, enabling you to use magic without such heavy reliance on tools or contracts if you please. The realm is currently the size of a large city such as Sydney or Melbourne but could potentially grow if more magical power were supplied. The denizens and theme of the realm are up to you, though by default they are demonic beings of low to moderate power. They are somewhat loyal but will require a display of power to keep them in such a way. You can shape and control much of this realm with just thought, shifting landmasses and sculpting life within it, but these abilities and the potential magic and powers you can develop through mastery of this plane of existence must be developed further as they currently are. Perhaps you could even learn to summon your personal kingdom to the real world in part.

Powers

Note about powers varying. The exact levels will be left generalised, as feats in comics vary massively. Some characters may destroy stars in some issues and barely break up a street in others, regardless of context. Fanwank reasonably based on canon showings how powerful you become with the perk serving as guidance.

Devil Sense- 100

After being exposed to a certain radioactive isotope, your sensory systems have been heightened far beyond any human level. Like the Devil of Hell's Kitchen, your five senses are each enough to operate in a fight on their own. With touch alone, you could feel the presence of every person in a room via heat and air displacement. Your other senses are similarly heightened, except for your senses of sight which remains at human levels. This extends from being able to track scents like an animal to replicating sonar via your hearing senses. Due to your body adapting to react to this sensory information, you also have superhuman agility and bodily reflexes, which would be lethal if combined with martial training. Telepaths will also find it very difficult to read your mind, as they become overwhelmed by the sensory information you easily process.

Super Soldier- 200

Whether it be the original Super Soldier serum or the Heart Shaped Herb, you've been made a man that stands above all other men. Every attribute of your natural human body has been increased to the very peak of human ability. Strength, Agility, Stamina, Reflexes, Healing and more. In fact, many may confuse your abilities as that of a low level Superhuman, forgetting how far a normal human can come in this world. To go along with your powers, you have received extensive military and athletic training, making you a very dangerous combatant in a fight and extremely skilled military operator. If you choose to have the Super Soldier serum, you may choose to have served alongside the original Captain America or even have temporarily taken up the mantle in the past. With the Heart Shaped Herb, you can be of T'Challa's line and have officially worn the Black Panther title at one point, though not presently.

Alternatively, you can choose to undergo the Burstein process, the same procedure that gave Luke Cage his powers. While you won't gain the military training with this option, you do gain far greater physical abilities. You'll easily lift upwards of 50 tonnes into the air and grow even stronger now and then, along with possessing a body so hard bullets will bounce off you and even a few hundred kilos of explosives won't bother you much.

You can buy one, two or all three options presented here and they will stack with each other, excluding the training. That you only get once.

Spider Person- 200

From a radioactive spider or genetic experiments or something weirder still, you've joined the ranks of the Spider People. There are two ways you can choose to have this animal-linked power manifest but each way shares certain benefits. Super strength, enough to lift 5 or more tonnes, incredible agility and speed, the ability to crawl on walls like a spider or bend and flex more than any human could imagine doing, enhanced healing abilities and a very powerful immune system. The Spider-Man basic package. You can choose to either go deeper in on the Spider Man side, taking on his famed Spider Sense and gaining access to a similar suit to his during this time period and a wide variety of handy spider-gadgets. Or you can focus more towards Spider Woman, giving up the

advantage of technology and gaining several new abilities, such as discharging strong electrical blasts from your hands, gliding through the air at will, enhanced senses of hearing and the ability to secrete pheromones that influence the emotions of those around you. Either ability costs the same.

Iron Fist- 200

You plunged your fist into the heart of the sacred dragon of Kun'lun and took that power for yourself, feeling the mighty Chi flow through your body and make you into the legendary Iron Fist. One of the dragons anyway. Apparently, there's more than one. The powerful Chi you now possess is equal to that held by the current Iron Fist, Danny Rand, and gives a fair number of capabilities. Using this energy to enhance your abilities is simple, making even a normal human able to catch bullets and smash apart entire buildings. It grants total control over your own body and the ability to absorb and fire blasts of raw chi energy, even infusing it into other things to empower them. More esoteric effects, such as creating illusions or dimensional gates, are possible with training. This chi effect appears exceptionally potent against the Phoenix Force, even if normally it is far too weak. With this, you are a highly accomplished martial artist but not on the level of Danny Rand.

Giant Man- 400

The power of pym particles that now rest within you have granted you incredible size changing abilities. You can grow or shrink your body at will, retaining your abilities when smaller and growing even stronger when bigger. There are few limits on how far your size powers can go, as you can shrink to sub-atomic levels and enter a lower universe beneath ours in that size or grow well beyond the height of the tallest Earth buildings and eventually into a higher dimension, where the cosmic beings of the universe reign.

Juggernaut- 600

Cyttorak has chosen a second champion for this time, a secondary avatar to the current one. Imbued with the power of this tremendously mighty demon, you have become the Juggernaut and find that you are highly favoured as well. Cyttorak's power enhances you with enough strength and durability to easily tangle with the Hulk or Thor and come out on top, along with the speed to keep up with them. Your magical powers ensure that you require no rest or sustenance and can continue to fight for eternity. As tough as your body is already, you have a powerful forcefield around you that is effectively invincible to physical attacks, though energy draining attacks or powerful magical attacks can get through that defence. Even should someone manage to get through both shield and skin, your body heals very quickly and even lost limbs can be restored in hours. The angrier you get, the more your various demonic powers will improve as well, mutating you into a larger and more terrifying beings as you progress in power, with an appearance much closer in resemblance to Cyttorak himself.

National Leader- 600

You've become a living conduit to energy from another dimension, like Captain Britain is to Otherworld. This energy bursts out from within you but the gateway within appears to be modulated by your current confidence in your own abilities. Being confident will increase your powers and losing faith in yourself will weaken or negate them entirely. While the energy is at your fingertips, even at a reasonable level of confidence, you'll find yourself endowed with immense physical attributes. You'll have the strength to easily compete with and overpower Miss Marvel and come close to the Hulk at his base, along with a maintained forcefield around your person that can stand up to even the full Phoenix Force for a few seconds. The forcefield can be controlled to let through specific substances, such as oxygen and light, without letting in harmful things or too much

of a specific material. Your powers allow you to travel at extreme speeds and even fly through space, along with enhancing your senses the more energy is flowing through the rest of your body. The inter-dimensional energy you make use of is nearly unlimited in amount and will remain accessible to you in future worlds in this form.

Marvelous- 600

After having undergone the same machine procedure as Miss Marvel, you've gained the same powers as her, becoming a strange Kree hybrid with whatever you were before plus a bunch of other unexplained powers.

Your body possesses enormous levels of strength and durability, above most of the Marvel heroes short of the Incredible Hulk, and you can move or fly through the air at outrageous speeds. You've got matching reflexes and agility to your great speed, as well as healing exceptionally quickly. Your most impressive powers relate to energy however. You have the ability to absorb almost any type of energy, in enough amounts to drain a white hole rapidly, and can channel that energy to many purposes, such as massively boosting your physical abilities or rate of healing. You can fire the energy in destructive blasts from your hands or eyes and even use it to alter matter or energy around you on the molecular level, at least with a bit of practice. The energy can also be actively shaped and controlled, such as to make shields or blades, and it can replace your need for rest, sustenance or air. Fighting in the void of space isn't an issue if you dip into a star now and then. If you drain enough energy at once, you'll be able to temporarily enter a much more powerful 'Binary' form which will vastly enhance your energy manipulation powers.

Color Hulk- 600

Via a catastrophic infusion of gamma rays, you've turned into a big, strangely coloured, mean monster. Or just another Hulk, as others would see it. You have the power to transform into a much larger and much more powerful form like any of the Hulks, in a colour of your choice. In this form, you have near limitless strength, stamina and physical durability, with these rising the more angry you become while in this state. What little can harm you will find that, beyond the dangers of cutting into a radiation infused being like yourself, you also heal quite exceptionally quickly and can survive losing most of your head or many of your internal organs without much issue. Your body will slowly adapt to any environment as well, coming to be able to survive and even thrive in it, even in space. While you do not have an alternate personality in your transformed state, having already merged mostly with it, you will find that it is far easier to get angry and become angrier still while transformed.

Mutation

Mutations are powers that are innately held by Mutants and such may only be bought by one who bought the Mutant race at the beginning of the jump document. You do not receive a stipend or freebies for this section and if you are a Mutant but fail to buy any powers from the following section, you will simply receive a cosmetic mutation instead, such as having weird googly eyes or vestigial wings or just looking really quite ugly. A lot of mutants aren't that lucky.

You may buy multiple Mutations and any beyond the first are attributed to the secondary mutation phenomenon that strikes some mutants.

Be Dazzled- 100

The power to transform sound into light is yours. Any sound that you hear is absorbed by you and transformed back into light, rendering you impossible to deafen. The light is under your control and is much greater in output than the energy taken in from the sound. Uncontrolled, your body will simply produce regular flashes of light but with focus, everything from custom light shows, detailed visual illusions, powerful burning lasers or concussive blasts of light can be created. Even short lived solid light constructs can be made. Like Dazzler herself, you cannot store this power in you, so it requires constant sound to be effective.

Jubilation- 100

You possess the ever so incredible ability of making fireworks. With a thought, you can summon small balls of light and control them, altering their shape as you please. When you wish, they can explode. Sometimes this is little more than an actual firework, just some pretty flashes and sparkles. Sometimes it's strong enough to blow a hole in a thick metal wall. You can create dozens or hundred of the light balls at a time but they're not terribly powerful. If you take your ability to task and train to your limits, you may find a way to create explosions at smaller and smaller sizes, even potentially attacking things on a sub-atomic level.

Transonic Flight- 100

Simple speed is still speed. Someone might have a problem with it but when you can knock them out in the blink of an eye, who really cares? You have the twin powers of supersonic movement and supersonic flight. Straightforward and far from impressing anyone but they're more than effective enough against most people. You're not only fast though. Your skin is made of little blue crystals that shapeshift in response to your current movement, enabling you to be as agile and fast as physically possible for your current abilities. Sometimes this is as simple as becoming more aerodynamic when running at high speeds and sometimes you can turn into a winged snake creature when flying at high altitudes. It helps you move quite a bit faster but you can force it down if need be.

Angel of the Heavens- 100

A pair of great angel wings extends from your back, made of advanced techno-organic metal. A mix of mutant and technology, there are few better suited to ruling the skies than you. They enable flight at several times the speed of sound with ease and are very strong shields, easily holding up to a military weapon barrage. The edges of the wings are sharp enough to cut through diamond or stone, as are the feathers that can be accurately launched like knives, and the wings themselves are strong enough to shatter stone by batting against it. Your body is somewhat enhanced along with these wings, gaining the stamina to fly for hours without rest and peak human physical capabilities outside

of this. Your wings grow quickly and any damage to them will be healed within hours. Even full removal of the wings only lasts a few days at most.

Matter Dissolution- 100

Basic but destructive, they called you. With a power that lets you dissolve the binding forces of any matter you come into physical contact with, it's not a surprising descriptor. You're very hard to keep still, though you can control your power when you wish, and unnatural energies may allow some to resist your powers.

Glob Man- 100

A body made up of a special Living Wax substance is what you have. You look like a skeleton and all the organs of a human body held up in a humanoid figure of jelly. You're pretty solid despite the jelly look though, normal military bombs won't budge you much at all, and you're more than capable of lifting and throwing a car down the street. You look damn weird though.

Take a Gamble- 100

Anything becomes an explosion when it gets in your hands. You have the mutant power to accelerate the kinetic energy in anything you touch, much like Gambit does, and can thus turn things into remote activated bombs or quite scary ranged weapons, capable of tearing through most physical objects via vibrations. When you make something explode, it'll do more damage the bigger the object. A playing card blows up like a grenade, a person? They'll take out an entire building. The shame is that the bigger the object, the longer it'll take for you to charge it up right.

Shadowcat- 100

You have the ability to become intangible at will, taking along anything you are in contact with for the ride. You can phase through things selectively or fully, even applying this selective nature to what you touch. That famous heart steal isn't so far out of reach. You naturally disrupt any electronics you phase through, which can be both a help and a hindrance.

Beast Man- 200

One of the many beast men mutants found in the world. You've taken on the traits of one animal of choice, enhanced to superhuman degrees. A monkey would be able to lift dozens of tonnes of weight and move with speed and agility to outpace any natural animal with ease, similar to the X Men's famed beast. A toad would share such agility but have strange tongue and slime based abilities. Whatever the case, your body will naturally heal at a much faster pace, even broken bones and serious cuts healing up in days of rest, and will periodically undergo additional mutations that somewhat enhance your existing animalistic abilities, grant new ones connected to the animal you are based on or even grant a new animal to draw on traits from. Such transformations happen every few years, provided you use your abilities often.

Superior Being- 200

Sometimes the simplest way really is the best way. Similar to Warpath, you lack any strange abilities. Instead, your raw physical abilities are all far beyond the normal human level and grow even more so in time. Your strength is enough to lift twenty tonnes with ease, you have the speed to outrace any ordinary land vehicle, stamina to fight for days, incredible agility, reflexes and senses of sight and sound. Even brutal injuries can be healed in hours, like being crushed by a massive cyborg horse. You can also fly, even if that doesn't really make sense, at supersonic speeds. All your capabilities slowly

but steadily grow over time. With enough time, Warpath was once able to tangle with the Hulk himself in strength.

Domino- 200

Through an extremely subtle and unconscious telekinetic power, you find that probability works in your favour to near impossible levels. This power only works when you take action, standing in front of a firing squad without moving will kill you as normal, but taking action has an enormous effect. Even attempting to dodge that firing squad will result in you dodging every bullet with perfect movements, even if you were untrained and no faster than a normal person, or even each bullet bouncing off of each other to take out the firing squad with their own shots. Lightning bolts striking your enemies, pressing the correct combination on a massive digital lock on your first try, unnaturally lucky blows against your foes and absurdly unlikely malfunctions or slip ups from your enemies. You're one of the most dangerous people in the world and if you put in a very great deal of effort and time, you could learn to start to control this lucky effect.

The Wolverine- 200

Like your namesake, you've taken on powers befitting a fierce and relentless hunter. Your healing factor is the stuff of legends, capable of bringing you back from being reduced to a mere skeleton in just minutes, healing missing limbs and organs, keeping you young and in your prime for centuries, even reverting magical transformations like that of lycanthropy or vampirism. You have superhuman physical abilities, primarily focused on your speed and agility, though no normal human could hope to match your strength and your senses are all heightened to far beyond the human norm. Much like Wolverine, your skeleton has been covered in Adamantium, including the long bone claws that you can extend from your knuckles at will, making your bones almost unbreakable and your claws able to cut through nearly anything.

Cyclopean- 200

Your eyes have gained a connection to a plane of seemingly infinite energy, able to let out that energy in the form of immensely powerful blasts. These laser-like beams of energy are long ranged and powerful, able to destroy large areas of land quickly and even slightly harm beings like the Hulk, but they are uncontrolled. You are currently unable to open your eyes without firing these blasts and so a set of special glasses and visors have been provided that let you open your eyes without firing the energy. You yourself are immune to the energy you fire and, with time or external experimentation, can eventually learn to control your beams of energy after firing them or increase the power further. You may choose whether your beams draw on concussive force like Cyclops' or some other energy of equivalent power, such as heat beams or beams of cold.

Organically Inorganic- 200/400

You have the ability to take on a different state of being at will, transforming your body into an organic inanimate material of some kind, such as diamond like Emma Frost or metal like Colossus, though this may not include special metals such as Adamantium or Uru. In this form, you have greatly enhanced physical abilities, enough to lift several tonnes and run at the speed of most cars. Your stamina becomes effectively limitless and you have no need for rest or food. You do not need to breathe and you become immune to psionic powers that target your mind while in this form. Your durability is the most impressive aspect, as even a being as strong as the Hulk would require an extended beat down to begin to damage your form, as well as being extremely resistant to both temperature extremes.

By paying an additional 200 points, you can also gain vastly enhanced physical strength, like Colossus has, that enables him to go toe to toe with the average incarnation of the Hulk or even briefly holding back the original Juggernaut, though not defeating him. This strength also results in greatly enhanced speed and jumping ability, though you can get pretty destructive when going all out.

Non-Mutants may purchase this power at either tier, such as Mettle or The Thing having similar powers. The price remains the same.

Cry Havok- 200

The energy of the cosmos is a part of your very cells. You absorb cosmic energy passively around you at all times, slowly siphoning the limitless energy of the universe into your body, where it is stored and able to be unleashed at your will, creating either enormously strong concussive blasts or beams of super hot plasma that vaporise most things in their path. The more energy you have stored, the more powerful your energy attacks will be as they drain more and more from your stores, at full storage you could at least equal Cyclops' in destructive power. You can also absorb any other form of energy outside of the universal energy you passively absorb, with no real upper limit in a temporary form. Being thrown into a star would be an astonishingly poor idea on your enemies' behalf. Your long term storage is not without limit however and you reach that limit with passive absorption every 16 hours. Going over your limit will not harm you but it will result in the energy leaking out of your body in destructive bursts unless you consciously control it with greater and greater effort. You may absorb more than your normal capacity and control it for a short time, such as absorbing very high power energy attacks to throw them back at the enemy, but more than a few seconds results in the uncontrolled bursts described above.

Living Sun- 200

You are a living solar battery like Sunspot, draining in all light, heat and fire that you come into contact with and storing it within you. While this drain is constant and passive, resulting in your body being cloaked in darkness at all times, the energy you drain can be re-channeled into new purposes. Increasing your physical abilities, flying at high speed, producing and controlling heat or fire or light and even firing blasts of raw kinetic energy. It is nigh impossible to harm you with fire or light, as your body has an enormous absorption rate, and this energy also supplies all your vital functions.

Kinetic Battery- 200

A simple battery but one far more effective than light or sound or heat when applied with the intelligent mind of a trained mutant. Like the Black King Shaw, you have the ability to absorb kinetic energy, and any form of energy from heat to magic but kinetic energy is most efficient, and use the absorbed energy to temporarily increase your power in other aspects. Making yourself stronger, faster and tougher is simple, while your body will naturally heal faster, restore you to your youth and replenish your energy as you absorb outside energy. It is extremely difficult to harm you with kinetic attacks, as you absorb the energy of those attacks as they hit you, and most other attacks that rely on lots of energy are similarly weakened or negated. It is possible to surpass your rate of draining with enough power however, such as the full power of beings like the Hulk.

Psionics 200/300/600/800/1200

Among the most powerful mutants in the world are those possessing psionic capabilities. Indeed, most of the psychics of power on Earth are mutants and almost all the most powerful ones are of mutantkind. Now you're one of their number too, though there are several levels and ways this power can manifest.

The first option is to become a relatively weak telepath or telekinetic. You might be able to read minds in the local area or even control a few dozen weak willed people but your powers are fairly limited and they'll never grow to the levels of the world-class. The same applies to telekinesis. You can throw cars around like tennis balls with your mind, even lift a few buildings, but you remain on a low psionic scale. These are still highly feared abilities even at low levels by most of the world. Each one costs 200CP to take, both being able to be taken for 300CP if you wish.

The world class level of Telepathy or Telekinesis is also on offer. Each is far beyond the earlier levels. A World Class Telepath is on the level of Charles Xavier or Emma Frost, capable of controlling minds completely from across the entire world. Remaking individuals from the ground up, manipulating enormous quantities of astral energy, astral projection, precognition, telepathic attacks and defence and more. You have both the power and mental training to equal either of the above Omega-class mutants in the realm of telepathic feats. Telekinesis on a similar worldwide scale is also offered, the likes of which is held by Rachel Summers. Manipulating energy and force on across the planet at least, transmuting objects at the subatomic level, creating micro black holes, even controlling the fabric of time and space to a certain degree. There are few limits on either ability and some room to grow even further. Each ability individually costs 600CP to take but both may be taken for a combined cost of 800CP.

The final purchasable tier of psionic mutation grants the capability and potential of a young Nathaniel Grey, known as the X Man. Even now, taking this option would grant you significantly superior telepathic and telekinetic powers to the 400CP tier above. Turning yourself into a entity of psionic energy, travelling through time and dimensions, even warping reality itself to a degree. As great as these powers, equivalent to X Man in most of his younger incarnations, you also hold his future potential, which would eventually see him compared to the Dark Phoenix in full or potentially challenging the World Eater Galactus, though this may yet takes years or decades of practice. Notably, taking this option also gives you the Grey heritage, being naturally or artificially part of Jean Grey and Scot Summer's family. This tier costs 1200CP and cannot be taken in parts.

Quick Like Silver- 400

Fast beyond all reason, you've become a speedster mutant. With speed equal to Quicksilver, any place on Earth is rarely more than a few seconds movement away and few can hope to keep up with you in combat, especially when you lay out a thousand punches for every one they return. You've got the reflexes and physical durability to manage your speed like any normal human would manage their normal speeds. This has result in you being much stronger than normal humans, especially in your legs, but don't expect to be lifting multiple tonnes. Your mental processing speed is far beyond normal people, letting you read dozens of books in minutes, and you also heal several times faster than humans do. Lastly, you can destabilise and accelerate molecules to accomplish effects like becoming intangible or disintegrating and/or exploding matter on physical contact, among other strange effects.

Goddess of Winds- 400

Like the Gods of old, you now have dominance over the very weather itself in the same way that Storm of the X-Men does. Both earth weather and from other worlds or even space itself, you can create and control the wind, rain, lightning, temperature and more, even things such as solar winds. Your powers are immense, manipulating the weather over entire continents at once, but they grow as your emotions become more intense, potentially even affecting whole planets. You have control

on both the macro scale and on a fairly fine level, such as freezing individuals or controlling the wind within a person's lungs. You have a natural flight ability, even outside of your weather control, and you have an innate connection to nature due to your powers that lets you sense and communicate with the natural world on a far deeper level than most can dream of. Optionally, you may be part of the same semi-divine lineage as Storm herself is.

Elemental- 400

The power of an element flows within you, giving you enormous power and a new form, like Iceman. Pick an element such as ice, magma, lightning or some other natural element that can be found on Earth, excluding special or supernatural elements such as magic or adamantium. You now are able to create, control and transform into a form made of that element. Your control and power with this element is enormous. Ice would enable you to freeze things down to individual molecules and with enough power to stop a nuclear explosion from occurring or cover entire countries in ice. The ice is unnaturally powerful, capable of temporarily holding the Hulk at bay, and it also allows for the direct control of temperature instead of only ice, as well as some influence over water. In your elemental form, you have no biological needs and can continually reconstruct your body from almost any damage, provided the environment allows for you to work your element. Too hot and dry may prevent ice powers from working well for long or at all, for instance. Uniquely, you can spread your awareness through any part of the element you are currently controlling to more easily manipulate it.

Technolord- 400

If it's made of an inorganic material, it's yours. Or it will be soon. You're able to alter, manipulate and reconstruct any inorganic material you can see over a short period of time, including remaking it into anything you can imagine, so long as you can actually imagine that in detail. Making metal into a gun is easy when you know how to make a gun, less so if all you can picture is a gun you saw on television. This control works down to the atomic level and you even have the ability to utilise any blueprints or information for this transmutation from the minds of people you are in physical contact with. You have the ability to mentally communicate with machines and electronic beings over a wide distance and can even phase into machines and directly possess them, as if you had directly become the machine.

Additionally, you have a natural ability to invent things, similar to the mutant Forge. Unlike the genius of Stark or Richards, your inventing ability does not necessarily tell you the process of what you are making and you will often need to take apart your creations, made in fits of inspiration, to understand how they actually work. Your intuitive design abilities are still enough to make some very impressive technology, from power armour to mutant nullifying drugs to time travel devices.

Transport Discs- 400

Nowhere is ever very far from you, including nowhere itself. You have the ability to create special Stepping Discs, which can take you and others on those discs across space and time, travelling between galaxies, dimensions or even to the future or past in an instant. It is difficult to control time travel exactly however and without much practice, your abilities will often be inaccurate. Your discs can be made quite massive if need be and used as a form of defense, teleporting away attacks that hit them if you prepare in time. You must have some visualization of where you want to go, even if only having seen it in a picture or video.

Master of Magnetism- 600

Now you hold Magneto's terrific abilities to control Magnetism within your body, allowing you to manipulate magnetic fields and objects, even the entire planet's geo magnetic field. Your finesse is exceptional, allowing you to assemble complex machinery with your mind, and you can focus on many different tasks with your power at once. Though it is far more tiring in comparison to your largely effortless magnetic powers, you are also able to manipulate the Electromagnetic Force directly, giving control over almost any form of energy instead of just magnetism.

Mimic- 600

What can be more powerful than the power to have more powers? You have the power to copy other mutant powers, as well as the knowledge and skills of even normal people, should they be within a several hundred foot radius of you. You can control which things you do or do not copy but do not have any awareness of what is available to copy in your range, though you can choose to automatically copy everything if you're willing to risk it, as certain powers can be harmful for you to take on. The irradiated nature of the Hulk would leave you with radiation poisoning, as an example. Any powers, skills or knowledge you copy is only temporary, leaving you once the one you are copying it from leaves your range. However, spending years of constantly copying a certain person can leave you with their abilities permanently.

Rogue- 800

What's theirs is yours now, as long as you can touch them. You're a thief of all things that belong to the bodies and minds of other people, like the X-Men's Rogue. On skin-to-skin contact, you are able to transfer powers, memories, skills, energy, physical abilities and more from them to you, retaining them for sixty times as long as you were in skin-to-skin contact with them. You are in control of when this occurs and can choose whether it is painless or delivers a shock that puts anyone short of the Juggernaut out cold, potentially a long-term coma for ordinary people. You can only absorb from organic targets but there is no limit on how many targets you can absorb from at once. Particularly strong-willed targets can influence or even take over your personality. In certain situations, you may be able to steal powers permanently, usually due to the unique biology of someone you are absorbing from or in the case of absorbing the last of someone's life force, resulting in their death.

New Genesis- 800

A dark heritage, especially for mutants. You were made from the blood of the original mutant, Apocalypse, and share his genetic template. Your primary power is a nearly unlimited ability to shapeshift, controlling your molecular structure to a massive extent. Even now, you can grow to ten times your normal size with ease, turn yourself into a machine of war covered in weapons, heal from almost any injury and near-instantly adapt to most situations and environments. As time passes, you will grow naturally to reach the power of your father, eventually finding it relatively easy to shift your biology and grant yourself new mutant powers, especially combined with proper knowledge. The process will take several decades if left to proceed naturally.

Chaos Magic- 1000

This isn't just a mutation, like the other options. On its own, this option would be something akin to probability or energy manipulation. But much like Scarlet Witch, you've had some special stuff done to you by one or more beings of cosmic nature. You have the ability and training to make use of Chaos Magic in the same way as she can during these times, the intensely powerful magical energy combined with your natural mutations allow you to warp reality for a massive variety of effects. From turning people into frogs or piles of dust, bringing the dead back to life or negating the powers

of other beings, even eventually learning to warp reality on an enormous scale and bind it such that lesser attempts to undo what you have done will destroy everything. Even a large portion of the Phoenix force could be stalemated by your powers at their greatest extent. There's very little you are not capable of, provided you remain focused and mentally stable when using your powers. These powers do make mental illness a greater threat for you, though that may not necessarily be linked to the power itself, and you will need to take care of yourself to remain in peak condition. The exact source of Chaos Magic is unclear and several potential options are open to your choosing.

Phoenix Six- 1200

The Phoenix Force is the cosmic embodiment of life itself. Its role is to destroy worlds that have come to an end in their growth and to start new worlds where life does not exist, as well as to restart prematurely halted growth. It is currently on its way to Earth, soon setting off the events of the series, but now it appears that when the Phoenix would have split apart and created the Phoenix Five a day from now, it will instead split into six and send that sixth portion to you, wherever you may be. Should the Phoenix not be split, you will receive this portion anyway.

You will then hold an effective one-sixth portion of the Phoenix Force within you, granting you immense and terrible powers. A phoenix host possesses enormous telekinesis and telepathic abilities, greatly surpassing an Omega level mutant in either one. They cease to age and have extremely powerful healing factors, even potentially being revived from death by the phoenix force so long as they continue to have access to the force and their portion has enough power to resurrect. They can also bring back other deceased people. A Phoenix avatar's physical abilities are vastly enhanced, capable of contending with foes like Thor or the Hulk in a one on one battle, and they have the ability to fly through space at faster than light speeds. Any Mutant powers you have will be supercharged by the presence of the avatar of evolution, greatly empowering them to stand on similar heights as the other abilities given here.

The most iconic manifestation of the phoenix might within you is the power over cosmic fire. Cosmic flames that consume all things without even leaving ash behind, which perfectly obey the will of the host in what they burn or how they move, even burning in the vacuum of space. They can be used both for destruction and for creation, bringing life and revitalising those touched by the fire if willed by the user. As you only possess one-sixth of the full Force, your powers are only around the level of the Phoenix Five as they appear in this event. By defeating the other members of the Five, their portion of the power will be divided among you and the remaining hosts and defeating all of them would endow you with the power of Dark Phoenix. Should the Force not be split among the hosts, you would need to defeat the Phoenix itself to take the rest of its power as a host.

As great as these powers are, they are not without a flaw. The phoenix will influence your emotions, more so the more of it is within you. Your emotions will often be far more intense than before, easily driving you into rages or bouts of joyful happiness without reason. With great will and self restraint, it is possible to contain the influence of the Phoenix and experience with the power will make this somewhat easier over time.

Items

You may take one 100CP item as a freebie and receive a discount on one 200CP item, one 400cp item and one 600CP item.

Super Suit- 50

Almost no one is indecent enough to fight in just a shirt and some slacks here. Everyone has to have an outfit, something iconic to them. For some people, shirt and slacks are iconic too. You've got a super-outfit, an outfit of clothes that is unique to you and easily identifiable as you, even in the heat of battle. It could be an ordinary suit, a superhero uniform, even something you owned from before entering this jump. It'll always fit you, even if you change in size or shape and quickly repairs any damage done to it over the course of a few days. It'll even come with a free dramatic cloak to billow around you. You may import an existing outfit.

Wakanda Style- 50

The prime shit, the sort of thing that only the king of Wakanda can normally get free access to. To anyone else? It's a forbidden paradise. But a secret line on the side got you a supply of the best, purest, home-grown Wakandan drugs you'll ever see. There's a big cardboard box, filled with dozens of different kinds of this shit. No one knows what the fuck any of it is, just that snorting, smoking or eating it will blow your mind for a couple hours. The box replenishes too, every day, in case you somehow threw the whole stack down the Hulk's throat or something crazy like that.

Modern Bowman- 100

It's not unusual for a hero to have a special weapon, even when they've already got super powers of their own. Having a high tech weapon with a bunch of different uses can really make the difference when you need just that specific thing. This option lets you pick for yourself a weapon akin to Hawkeye's high tech bow and many varied trick arrows, from explosives to chemical weapons to the really strange tech Stark sometimes cooks up. Perhaps a sword that can switch between different modes, delivering varied elemental or negative effects on contact. A gun with a variety of special bullets. The weapon is very high quality and extremely sturdy, but far from a Vibranium weapon or the like, and you'll find yourself with a full stock of whatever special ammunition or fuel powers the weapon every few hours. You may import an existing weapon.

Sky Diver- 100

The latest in StarkTech diving technology, outside of the precious armor Tony would never let you use. These full body wing suits enable anyone who wears them to fly through the air at the speed of sound, with easy to learn wing controls for the two pairs of red wings coming from the back of the suit. The armour shields from the temperatures you might find high in the atmosphere, since these suits can take you well above where most planes spend their time, and the divers have fuel cells that can last for up to six hours before needing an hour of time in the sun to recharge. The helmets don't look great though and let's not even mention the hideous goggles. But, if you wear the goggles with the rest of the suit, StarkTech sends you a little bit of money every month for being nice enough to advertise their tech for them. Probably not worth the humiliation.

Psi Shielding- 100

A fairly common cybernetic enhancement these days is one meant to shield the user from the telepathic abilities of psychics or sorcerers, popularised once people realised that the likes of Professor X were not always on their side. You've had the surgery done and gained high level Psi

Shielding. Anything short of an Omega level mutant trying to look into your mind will be blocked out entirely and even psychics on that extremely high level will find it very difficult to get in where you don't want them, spending a few minutes to do it even if they've got you bound and immobile beneath their hand. If they're not that close, they're going to struggle for hours before breaking your defense. If they're stronger than an Omega class, they might still be able to break your defences however.

America's Shield- 100

Captain America's shield is like a symbol. Of his nation, his beliefs, his power, it's changed a lot over the years in what exactly it represents. What hasn't changed is the shield's nature as a brilliant device of protection and offence. Few ever managed to equal the feat of creation that went into making the Vibranium alloy used for the shield but it appears you've got one of the few that succeeded. As unbreakable as Cap's shield, you've got an object made of a special vibranium alloy such as a shield, a sword, a piece of armour or some specific object you already owned and decided to apply this change to. Nothing about the object is special or changed beyond what it is made out of now but even a simple sword made of vibranium is quite the weapon. You may import a similar object in to gain the enhancements.

Heli Carrier- 200

The Helicarrier might not be all that much of an achievement compared to actual space-faring ships but it's always a sight to see, no matter who it suddenly appears above. This is a large aircraft carrier, converted into a vehicle capable of transforming into a airborne ship in just moments. Equipped with some of the best tech that S.H.I.E.L.D has to offer, the Helicarrier is a potent tool of force projection. Weapons, defence technology, a full complement of fighter planes and the crew to expertly man both the ship and it's complementary vehicles. Unlike what anyone would think was reasonable, the helicarrier is entirely under your ownership, with the crew being loyal only to you. The ship generates basic food and fuel supplies for itself, enough that you'll only need to have it take a rest once every few months. You may import an air or spacecraft into this option.

School for Powered People- 200

Everyone has a school named after them these days. Especially the mutants. They've got about half a dozen so far and that number may have just grown by one. You're the founder, owner and optionally headmaster of a brand new school. It's set on a large and luxurious country estate, with expansive and state of the art education facilities, both for normal students and an underground area made for advanced combat training and hero testing. The school can be focused towards whatever you desire, from primary school students to a university level institution, and will attract students with great potential that fit your desired criteria. You might have it be a mutant only school, a school training the next generation of pure bred humans or a place for those with powers of all sorts to learn to handle them as superheroes. You may import an existing property into this option.

Pet Sentinel- 200

Who doesn't want their own pet gas chamber on legs? Probably any mutants. But mutie scum don't get a vote. This is a large and powerful Sentinel, one of the older models. A classic collectors edition, if you will. It's been thoroughly upgraded and is more than capable of hunting down dozens of ordinary combat-capable mutants every day. It mostly relies on lasers, missiles and raw physical power to smush it's foes into bloody smears. It's very obedient to you and, if you must, it will even refrain from attacking mutants unless they appear too powerful and 'uppity'. It describes awful things about mutants no matter what you do though and will often announce that it's prime

directive is mutant extermination. It's really just saying that. You may import a robot into this option, provided they are not a companion.

Siege Courageous- 200

You've gained access to the use of a special device that allows you to travel all across the planet instantly. The Siege Courageous can be summoned by you with just a word, creating a large golden portal that links from where you are to any other place within a certain distance, about that of the Earth to the Moon. Travel between the portals takes just a second and they can be made large enough that a dozen people walking side by side can enter and exit from them at once. You may also close the portals at will. By touching someone else, you can imbue them with the ability to call on the Siege as well.

Hellfire Suite- 400

The Hellfire Club is one of the most infamous dens of inequity in the world and one of the most influential as well. From world leaders to the heads of international business to some of the most powerful superhumans on Earth, those that make the world turn gather here for entertainment and powermongering alike. You've proven worth taking up a membership in the club, as you have the obscene wealth to buy a small country and the staggering amount of behind-the-scenes influence to take over a similar sized country without a cent anyway. The Hellfire Club is a great way for the rich and powerful to become more so but one must always be aware that each other member is doing the same thing. And if you see a shitty little kid show up soon and start talking about killing members of the club? Just shoot him in the head. It'll save you trouble down the line. The Club or something like it will reappear in future settings, with both it and you having an appropriate type of member and amount of wealth and influence.

Iron Army- 400

The marvel of modern human technology, the Iron Man suit is at your fingertips. Or more accurately, it's inside your fingertips and the rest of your body, as you've been implanted with Iron Man's latest version of his armour, the nanotechnology based 'Bleeding Edge' model. Extremely advanced and equipped with a vast array of technology, it's more than capable of contending with some of the stronger superhumans flying around, at least for a short time. Alongside this implanted suit, you've also had a range of earlier Iron Man suit models delivered in sealed containers to you. Nothing stronger than the Bleeding Edge suit you currently have but they will help you outfit any friends you want to bring into the fight. You may begin with the armor not implanted into you and may also import an outfit or set of armour to receive the properties of any one of the Iron Man suits you gain through this.

Jumper's Industry- 400

As great as the Iron Man suit is, it's the company behind that suit that shows the real use for someone of high intellect. You've taken the helm of a pretty gigantic corporation with this, like what Tony Stark himself owns. While the company can focus on as specific or broad an interest as you like, it'll come complete with a vast network of local stores, international headquarters, factories, laboratories, highly trained staff, government connections around the world and even a satellite network for just the company. It's certainly enough to make you an extremely wealthy man but should you have some sort of superhuman intelligence, you could use the tools and facilities that are part of this company to create things like the Iron Man technology.

Clone City- 400

A sinister gift from a sinister man. Deep underground a peaceful countryside area is a little civilization all of your own. Literally too, as the civilization is made of you and your clones. This underground area, simulating the weather of the aboveground easily, is big enough to fit a small city and a large countryside surrounding region but is populated entirely by perfect biological clones of yourself. Created by special machines in the luxurious palace at the centre of the area, these machines allow you to customise the bodies and minds of your clones exactly, from whether you want a perfect copy or to change up some parts. Currently, the countless thousands upon thousands of clones are organised in a highly efficient structure, designing and creating various weapons of war and scientific gadgets, but you can easily change these things, as all the clones look to you as the original leader. Disobedience is impossible unless you program it in. There is even a psionic network set up to allow a hivemind-communication between all clones and yourself. The exact theme of the civilization is up to you, from Victorian London to the ancient Aztecs.

And lastly, everything down there is weaponised. Defence will not be an issue. From countless turrets around the city, the endless weapons each clone can be armed with, the hidden traps throughout the countryside, even the wheat and the cows are natural weapons, taking the form of wheat-powered lasers and explosive cattle bombs. There's a range of digging machines at the edges of the underground dome as well if you were interested in expansion. You may import an existing property to this option.

Godly Weapon- 600

Divine power shines in your hand now, in the form of a grand weapon that few others ever get to hold. Like the Mighty Thor and his hammer Mjolnir, a weapon of power has been granted to you. The form this weapon takes is decided by you now but possessing the weapon, like Mjolnir itself, will grant you the powers of a god on the level of Thor himself. Whether it is power over an element of nature or something stranger, the weapon will endow you with incredible physical powers, flight, a host of minor abilities and immense control over a domain of your choice, such as storms or war. You may import an existing weapon or tool into this option.

Jumper is King- 600

A king in truth! You reign as the head of your very own country now, similar to the likes of Wakanda, Atlantis or Latveria. Whatever the case, your country is fairly large, with a population of several million people at least, and has a highly advance technology base that puts it equal with the above three countries. It may be hidden as Wakanda or Atlantis are or a open and well known country. The exact nature of governance, laws, religion and other aspects of the country are up to you, provided they don't benefit your country or you beyond what may be found in the above examples. Optionally, the citizens of your country may also be the same species as you if you bought one in this jump, though they will not be far beyond the capabilities of a human. The country will follow you to future worlds but will not bring along people that were not born in the country. You may import an existing country or kingdom you have into this option.

Illuminati- 600

A place at the table at the head of the world. The Illuminati are a small group of the most intelligent and influential super heroes in the world, including the likes of Captain America, Reed Richards, Namor, Professor X and several more. They make many of the decisions together that change the course of the world, from guarding and choosing when to use the Infinity Stones, to monitoring which villains can be allowed to roam free, to the destruction of other worlds that threaten this one.

You've taken a seat at this table, being accepted as an equal member regardless of whether you have the needed capabilities. This not only entitles you to a wealth of secret information and the alliance of many other powerful beings, it also gives you a vote on many of the vital decisions made at this place. In future worlds, you'll be part of a similar organisation, which may be created if none exist to join already.

Nova Helmet- 600

Richard Ryder's son is not the only person with a fragment of the Nova Force. This golden helmet you hold now contains a small part of the very powerful Nova Force, lacking in the sheer number of minds that still fight with the eldest Ryder in another universe, but still immense in the power they grant you. When drawing on the helmet's power, you'll have the speed to cross between galaxies in a short period of time, the strength carry entire cities and enough protection to get smacked around by a very angry Hulk without worries. You can fly and make use of the Nova Force directly in the form of incredibly powerful energy, whether it be used for attacks, telekinetic power, shields, enhancing your body further, powering technology, creating wormholes and more creative uses with time. You are also able to access a small fragment of the Xandarian Worldmind, which not only holds a vast database of knowledge on the the universe, it also acts as a danger awareness system and vastly enhances your current intelligence. You may import an existing headpiece into this option.

Companions

Import- 50

Everyone has a team here. Why should you be any different? Every 50CP you spend here grants you the chance to import one existing companion you have or create a new custom companion, who you can freely design within reason, and grant them benefits in this jump. They may have a history here or be a drop-in and will gain the same freebies and discounts that you do, excluding Muh Phoenix. They also have 800CP to spend on giving themselves perks and items but may not purchase 600CP items.

Canon- 50

There's some pretty folk around here and even a few people that are actually pretty fun to be around. In case you want someone to come along with you, this option will allow you to spend 50CP per purchase and get the chance to convince one character to come with you as a companion at the end of your time here. If they accept, they'll come along.

Muh Phoenix- Free

CAW MOTHERFUCKERS! It's yuh phoenix, here in miniature form! It's your very own little fire bird. Is it just a super tiny phoenix fragment? Some alien fire bird species? Who knows. What we do know is that it likes you and it likes partying harder than anyone you've ever seen. This intelligent, speaking bird of fire decided you're the guy or gal it wants to hang with and spends it's time with you. It's not much of a fighter or a healer, it prefers to be called a lover, but it can scratch out eyes and heal minor wounds pretty fast. It's also near impossible to kill. Listening to it's advice and suggestions is probably a terrible idea but you're almost always going to have a blast doing it anyway. Usually literal blasts from the massive fire explosions.

Drawbacks

You may take up to 1000CP in drawbacks.

Continuity (+0)

If you've been to a Marvel comics jump before, this option will allow you to import any changes that occurred during that jump into this one, provided they happened in the past of this jump set in 2012. Anything that would prevent the events of Avengers vs X-Men from occurring or make any drawbacks you take easier or negated cannot be imported in with this continuity option, it instead defaulting to canon in those instances.

You My Mugga? (+0)

It wasn't silly enough for you? Can you imagine what it'd take to get more ridiculous than Captain America excusing never helping the mutants not get exterminated because he was too busy respecting mutants? You're about to see. Instead of Avengers Vs X-Men, you'll be placed in the very special world of Muh Phoenix. Every character is a lot more silly here, usually in a really offensive way. The same conflicts and battles occur but often for absurd reasons. Captain America wants the Phoenix Force for a jet ski (And maybe a bit of mutant genocide on the side) while spending his off time weabooing with Tony Stark, Cyclops is every bit the moronic try-hard dick he is at his worst and more, mutant racism has gone to even greater extremes while taking on the traits of a certain other race too. And all the poor Phoenix wants is to fucking blaze it. The world is just as dangerous though.

Summers Time- +100

Since when does anyone else have anything useful to say? Never, that's when. You know what's right and anyone else that says otherwise is just out to kill your whole species. You're an extraordinarily arrogant and biased person by taking this, refusing to listen to any viewpoint from other people or change your mind, even when it's someone you care about trying to change your mind. About the only time you're going to stop being so pigheaded is when something might benefit you even more than your current goals.

Hopeful Kid- +100

Regardless of actual experience or skill, everyone around you appears to be convinced that you're an untrained kid, in way over your head. They all think you're completely naive and can't be trusted or relied on. The heroes will try to keep you out of anything important for your own good, maybe even attempting to force you into a safe place like the Avenger's Academy. The villains won't underestimate you in a fight against them though, too used to being shown up by stupid kids already.

Spider Sploosh- +100

As it turns out, when people hear you describe the pig-human-chicken orgy you just had, they're not really enthusiastic about being your friend. But you just can't help yourself anymore. You're a deeply, sickly perverted person with few to no limits on where you'll take these desires you constantly indulge, nor on who you tell about it. And unlike one version of Spiderman, people react to you as they normally would. Usually that means disgust, horror and trying their best to spend as little time with you as they possibly can.

Respecting You- +200

No one will ever help you. It doesn't matter what's going on, whether it'll directly impact their own lives or not. Whatever you try to do, both hero and villain alike will refuse to give aid to you. At best,

they'll work on their own version of things, which will often run counter and interfere with your efforts. When asked why they refuse to help you, even from things heroes should happily protect you from, they only reply that they are trying to respect you and refuse to give any further details.

Cosmic Bounty- +200

Marked for death by what looks to be a dozen different galactic empires, you'll find yourself dealing with cosmic law enforcement, death squads and inter-galactic assassins throughout your time here. From the Shi'ar to the Skrull to cyborg bounty hunters and all kinds of rogue monsters and heroes and villains looking for a quick buck from any number of the bounties on your head, you've got people looking for your death. It's just good that almost all of them aren't too scary on their own and only rarely will a foe that could trouble a hero team appear to attempt your death.

Break Point- +200

Pretty polarising sort of person, aren't you? Whenever you're around, fights just seem to spring up out of nowhere. Usually you're at the centre, either as the thing people are fighting over or the one everyone is fighting. Usually the latter. Thankfully, most of these fights are usually not ones to the death, and even if you lose, you'll probably just come out with some broken bones and being locked up somewhere for a short time. Now and then though, it can escalate to a lot more serious potential consequences, especially if you fight back too hard.

No More Jumper- +300

With just three words, it all got taken away from you. At least now you can sympathise with the mutants. You've had everything you'd brought in from outside this jump sealed off from you until your time here ends. Powers, gear, special storage locations, everything you didn't buy here is gone. Any companions you brought in will remain but they too have lost everything not gained in this jump. You do still have your memories at least. Sadly, unlike the mutants, you won't be able to undo this if you get Scarlet Witch to try and fix the problems she makes. This can't be taken if you don't have anything to lose from it.

AX Baby- +300

Pretty sure you're not in the right comic book pal. You're now stuck transformed into a baby version of yourself, complete with similarly downscaled abilities and gear. You've still got your mind with you at least and your powers aren't completely gone but you're not much of a threat to even a few normal people. At the very least, it's pretty hard for most people to want to hurt a baby like you but you won't be getting your powers back in full until the end of your time here. You'll slowly get a little more of them back as you grow up but even by the end of your time here, they'll be quite weak still, and you can't speed that growth up in any way.

Dark Phoenix VS You- +300

The phoenix five aren't an issue you need to worry about anymore. But only because something a lot worse is coming straight for you. No matter what you do, the phoenix force will arrive and enter a host in full, reviving Dark Phoenix in all their glory. At that point in time, they'll decide that you are somehow a threat to the very reason the Phoenix exists and put all their very immense power into tracking you down and wiping you from the face of the universe. At least you can probably convince the heroes to help you because the Dark Phoenix isn't going to care much what it has to break to get to you.

Ending

Do you want to Stay Here?

Do you want to Go Home?

Do you want to Continue On?

Notes

Special thanks to my lovely honey bee, NuBee, for all the love and support he gives me every day.

Jumper is King is not for getting around companion rules. Not even if you get disgusting about the being native born limitation. The same applies to Magikal Mastery and the dimension you get. Can't cart around people with it.

It is possible, if you are a mutant, to obtain the Phoenix Force without taking the Phoenix Six mutant power option. However, as a integral part of the metaphysics of the Marvel universes, a Phoenix Force will not normally travel with you to other jumps. You will need to provide an effect to make that possible if you choose this path but it is possible.