

Marvel's Kid Heroes

It's a world of terrors and wonders. Ancient gods walk the Earth, along with robots, aliens, and a thousand monsters created by science. It is a time of heroes- Avengers, X-Men, Fantastic Four, the Amazing Spider-Man and many, many more. Maybe you've been here before, but the champions of this age never stood so tall.

Probably because you're so short. Yes, now you will experience the Marvel Universe through the eyes of a child. Take 1,000 childhood points to get yourself started, and prepare to grow up in a world of heroes over the next ten years.

AGE & GENDER

Roll 2d6+4 to determine your age, or pick within that range. You can change gender if you like.

ORIGINS

Choose whether to replace a canon character, or merely add yourself in.

Independent: This whole "team" thing everyone is doing is great and all, but it's not for you. Not right now, anyway. You're more a friendly neighborhood kid hero than someone setting out to pick fights with cosmic forces, or maybe even a villain, or a new-comer to all this (Drop-In.)

Power Pack: The children of Maggie and Dr. Jack Power, one night a starship crashed on your beach with an alien horse-person, a

Kymellian named Whitey, who came to warn the Earth that turning on your dad's matter-antimatter converter would destroy the world. Alien Snarks came and kidnapped your parents for the converter, further wounding Whitey, who used his dying breath to pass his powers onto you and your siblings, to save the world.

Replacement Avenger: You might be part of the Young Avengers, Next Avengers, the Initiative, A-Next, a student at Avengers Academy, or even one of the All-New Ultimates. The point is, you're expected to one day step into the shoes of Earth's Mightiest Heroes, and people have accordingly high expectations of you.

Runaway: You were a pretty average kid, until the night you spied on your parents as they ritually sacrificed a teenage girl. Turns out your parents, and those of four-to-five other kids with you, were secretly supervillains, the Pride. You stole what weapons or information you could and did the sensible thing, you all ran.

Astonishing X-Baby: New Mutants, Generation X, the original team/First Class and more remakes and reimaginings of the team than you could count, including the *actual* X-Babies, toddler clones of the adult team members. You were born different, with an X-Gene that gives you superpowers as you mature, and a free slot at an exclusive private school that will teach you to protect a world that hates and fears you.



PERKS

Needlework (-100 cp, free Independent) Being on your own, you've had to learn to make and maintain your costume and gear yourself. You're pretty good at making and repairing clothes, armor and small electronics.

Secret Identity (-300 cp, discount Independent) You're the master of obfuscation, nobody can connect you to your masked identity. Sure, they may wonder why you wear makeup or are covered in bruises, but "secret superhero" won't be in the top fifty explanations people come up with.

One More Day (-600 cp, discount Independent) What would you do, Jumper, if you had failed in such a spectacular way it could never ever be fixed? What would you give up, for just one chance to make it right? Well, now you probably won't have to find out. Once per Jump, per decade after the Spark, you can rewind time to a point no more than 24 hours before a terrible mistake or failure, giving yourself that precious second chance to get it right.

Holy Cow! Spider-Man! (-100 cp, free Power Pack) Sooner or later, everyone guest-stars in Power Pack. You are almost guaranteed to meet every major hero and team during your stay, and leave a favorable impression that inclines them to protect or aid you later. In future Jumps, this applies to major characters and useful allies.

Mindfixer (-300 cp, discount Power Pack) Sooner or later, someone you know *will* be brainwashed or mind-controlled. Fortunately, you are the master of reaching the real person through such things, if you can only fend them off a few minutes, and can fix most any brainwashing given a little time.

Switching (-600 cp, discount Power Pack) So apparently Kymellians can transfer their powers by touch, and now so can you. Powers and perks alike, you just have to touch someone and focus to transfer them over. You can switch one or more of your powers with someone else's, but only with their consent. Once you have done this with a person once, you can give them powers at any time by simply willing it so, or the both of you can switch powers and/or perks by agreeing to, no touch needed. You may recall powers and perks at any time by tugging sharply on the invisible elastic tying them to your soul, in the event of a swap the original bearer will get their powers back immediately once you recall yours.

I Didn't Say You Could Rest! (-100 cp, free Replacement Avenger) Your physical training has been grueling, but worth it. You are without a doubt the fittest kid on the block.

Legacy (-300 cp, discount Replacement Avenger) You aren't the first person to have your powers, so there's a blueprint to follow and someone to match your progress against. You learn

five times faster, and draw considerable motivation from this. The original Captain America would never give up, right?

Avengers Assemble (-600 cp, discount Replacement Avenger)

Someone (Carol Danvers) once asked Iron Man why not make the strongest heroes available all Avengers. He answered that the Avengers *have* heavy-hitters but that's not what they are. The Avengers *work* because they have a diverse, versatile team that can handle anything from being dropped into a warzone, to infiltrating HYDRA to building a machine to jump-start a failing sun-equivalent.

You have learned how to work with and lead such a team, where everyone has their own thing going, and if not for you they'd be at each other's throats. You can find a use for anyone's skills, even a schmuck off the street asking to be an Avenger could answer phones or be trained as a security guard. When you have a team you inspire them to do their very best.

Streetwise (-100 cp, free Runaway) You know how to survive on the streets, where to get food while it's still fresh, how to pick a pocket or con a mark, and in a stretch how to hotwire older cars.

Fool Me Once (-300 cp, discount Runaway) You thought your parents were good people, at worst kind of lame, and see how that turned out? Now you get a creepy and unsettling feeling off corrupt or untrustworthy people, especially authority figures.

Keep Running (-600 cp, discount Runaway) It's impressive enough to be able to hide from the law. Hiding from the law while also being hunted by crime lords, mad scientists, mutant telepaths, aliens, and time-travelers, all coordinating and pulling out

all the stops to *find their children*, and later staying ahead of the Avengers? Far more so.

You are the undisputed master at hide-and-seek. It doesn't matter what powers or technology or resources your opponents have, or what pacts with ancient demons or all-seeing oracles. Once you break their line-of-sight, you may as well not exist.

Children of the Atom (-100 cp, free X-Baby) Radiation doesn't harm you. In fact, it actually enhances your powers a little bit.

Paragons (-300 cp, discount X-Baby) For all that the X-Men are supposed to be shining examples of human-mutant cooperation, they kind of aren't. No human members in this scary mutant paramilitary group, and mostly they start fights and vanish, never explaining themselves. Never has a super-team so desperately needed a PR firm. Not you, though, you can somehow bridge the divide, and no matter how inhuman you appear or act, people can find something very human and relatable in you. There is a core of humanity and basic decency in you that nothing will ever change.

Secondary Mutation (-600 cp, discount X-Baby) Your powers aren't the result of some accident, or machine. They're a part of you, living and vital. Your powers continue to grow in strength and complexity over time. Every now and again, in times of stress or duress, you develop powerful new abilities related to your previous ones in some way.



Teams

The All-New Whatevers (free/100/200 cp) Of course, you can have your own team, up to a dozen individuals with 600 cp apiece to spend. For one hundred points, remove the limit on numbers. For two hundred, they instead receive 800 cp and may take 100 cp drawbacks. However, no Companion can take any one item or power worth more than 600 cp.

My New Best Friends (free) If you wish, you may ask your friends to accompany you on further adventures beyond this Earth.



ITEMS

The source of many powers and shenanigans, help yourself but know that for once 100 cp discounted means 50 cp.

Home (free) One of the best, and worst, things about being a kid again is being taken care of. The form this takes varies depending on Origin. An Independent hero has a modest house in Queens, Power Pack gets either a Long Island beach house or a three-bedroom Manhattan apartment right across the street from Central Park, Replacement Avenger can crash in a barracks or wherever the Avengers are hanging their capes now, the Mansion, the Tower etc. Runaways get either a windowless van with mattresses or a sunken hotel beneath the La Brea tar pits in LA. X-Babies naturally have a room at Xavier's mansion in Westchester.

All but Runaways get a guardian(s) who will provide them with food and spending money, and worry if you're out late at night.

Costume (free) You have a comfortable and stylish outfit of your own design, to hide your identity. Various add-ons are 50 cp apiece.

- **Armor** (free Replacement Avenger) Very popular look these days, your costume is a Kevlar/Nomex weave that is

fire-resistant and will stand up to small-caliber gunfire, plus additional armor paneling over vital areas.

- **Kymellian Suit** (free Power Pack) Your suit has expanding pockets that are bigger on the inside, a universal translator, and can be summoned or dismissed by saying "Costume On/Off." Everytime you send the suit to wherever it goes, it comes back fully cleaned and mended. Try not to think too hard about it.
- **Negative Zone Suit** (free Independent) Your costume is unusually stealthy, seeming to all but vanish in the shadows or even moderate shade. Comes with darkness-gas launchers and smoke grenades to facilitate vanishing.
- **Unstable Molecules** (free X-Baby) Actually, Reed Richards first came up with them, but they've been a staple of the X-Men since Uncanny. Your costume is infinitely adaptable, reasonably comfortable in conditions from the Arctic to the Sahara, incredibly stretchy and can't be harmed by your powers, making any changes or transformations along with you. So if you burst into flames, so does the suit and comes out unburnt.

Widow's Bite (-50 cp, free Replacement Avenger) A pair of gauntlets or bracelets containing sprayers for knockout and tear gas, a grapnel hook and line, comms, a 30,000 volt taser that can arc over short distances, and compartments for micro-grenades and tracking devices.

Web Shooters (-50 cp, free Independent) A pair of bracelets with a nozzle and trigger, spraying an adhesive webbing that can be used to entrap or bind people, or swing from tall buildings. Multiple layers of webbing can become water and airtight, allowing things like webbing parachutes, skis, rafts, etc.

Dissolves in roughly an hour or two. Your web shooters refill daily.

Med Alert Bracelet (-50 cp, free Runaway) A small bracelet with warning of drug allergies which in truth, suppresses your powers and all evidence of them when worn. You could stand right in front of a Sentinel as a mutant or be fine when a spell targeted all mages in the world. Designed to come off or in an emergency pull apart easily..

X-Ray Specs (-50 cp, free Runaway) High-tech goggles that can see through things, from miles of earth and stone, to thin pieces of fabric. Try not to get any ideas. Adjust the gain with a small knob.

Image Inducer (-50 cp, free X-Baby) A wristwatch device that generates around the user a holographic disguise of a painfully bland and forgettable person.

Bow (-50 cp) A collapsible, compound bow, magnificently engineered. Comes with a quiver of thirty arrows with interchangeable specialty heads- explosive, glue, sonic, flare, smoke, acid, tear-gas, net and such. The quiver refills every four hours.

Coat of Arms (-100 cp, discount Independent) A leather trench coat that magically allows the wearer to grow up to six extra arms. The arms never get their wires crossed or get in each other's way, they can be used as naturally as the ones you were born with.

Old Lace (-100 cp, discount Runaway) A dinosaur, specifically Deinonychus, is telepathically bonded to you, to obey and

protect you. Unlike Gertrude Yorks, you won't feel pain if your dino is harmed.

Shield (-100/200 cp, discount Replacement Avenger) Maybe you inherited Cap's shield, maybe it's a duplicate, or his original heater shield. In any case, this adamantium-vibranium alloy piece of metal is very nearly indestructible, only gods or cosmic entities have ever damaged it, and it negates any impact or force.

For an extra hundred points, you instead get a gauntlet that projects a forcefield version. This has the advantage of being able to dismiss and re-summon the shield at will, as well as control over its size.

Los Amuletos del Tigre (-200 cp, discount Independent) The head and paws of a jade tiger statuette, broken off by a dying kung fu master so his pupils, the Sons of the Tiger, could avenge him, then discarded and found by Hector Ayala, the White Tiger who passed them to his little sister Ava after his death.

The amulets grant the speed, strength and grace of the tiger- which seems to translate into about enough to make Spider-Man sweat- and the ability to reflexively, instinctively fight with the skill of a Shaolin Master. Though without the same discipline, experience and academic knowledge, understanding of the hows and whys, you would lag a few steps behind the likes of Iron Fist and Shang Chi in pure skill. If the amulets are returned to the statuette, also provided, it would open a portal to K'un L'un where the masters would be all too happy to teach you the folly of relying on borrowed power and shortcuts to mastery.

SPIN Tech (-200 cp, discount Replacement Avenger) An injector and a dozen ampoules of nanite-solution that bonds to cells and suppresses people's powers. Only works for an hour before the subject's body adapts. Ampoules are replaced weekly.

Abstract and Decoder Ring (-200 cp, discount Runaway) A book which contains the past, present and future of the Gibborim and their servants, the Pride, as well as the rites of sacrifice that bind the two. Plus dark secrets, black magic and forgotten scientific lore that the Pride used to enhance their powers and skills. Comes with a decoder ring to enable translation. Not for the squeamish or faint of heart.

Symbiote (-300 cp, discount Independent) An alien symbiote has bonded to you, providing enhanced strength, invisibility, and the ability to appear as anyone your size or a little bigger. The symbiote can generate weapons like claws or blades, or a webbing-like goo to restrain your foes. If you become unconscious it will fight on. Has issues with fire and sonic attacks. Will learn morality from you, and can be integrated with costume.

Fistigons and Footstigons (-300 cp, discount Runaway) A set of high-tech gauntlets and gloves. Besides having in-built tasers and an impressive grip strength, the fistigons are meant to serve as a kind of pyrokinesis-equivalent, spouting limitless amounts of flame and shaping it into constructs, rather like the X-Man villain Pyro. The footstigons are simple rocket-boots, requiring the fistigons to steer.

Pym Particles (-300/400 cp, discount Replacement Avenger) A regenerating supply of particles that can be used to shrink or

expand items, or people. You can shrink down to insect size, or expand to sixty feet tall!

For an extra hundred points, gain wings and sting blasts when small.

Darkhawk Amulet (-400 cp, discount Independent) A strange gem that, activated by your will, lets you swap places with a Shi'ar war robot normally held in a pocket dimension, seeing through its eyes and controlling it. The Darkhawk is a lot tougher and stronger than people, with energy blasters and an adamantium whip-like tendril that can snare or cut as you like. It can also fly.

Leapfrog (-400 cp, discount Runaway) A mini-sub shaped like a frog. It can also leap a thousand feet into the air and then fly on rockets. The Leapfrog seats a dozen, has a rudimentary AI which records everything around it, and camouflage and cloaking capabilities that allowed it to escape Iron Man. Finally, the craft is completely impervious to magic.

Blackbird (-400 cp, discount X-Baby) The SR-71 Blackbird was the fastest, highest-flying aircraft in the world until it was retired, and incredibly stealthy as well. This version has been enhanced with alien technology giving it orbital capability, VTOL, and room for a dozen people instead of the traditional two-seats with no loss in performance.

Power Armor (-400/600 cp, discount Replacement Avenger) Your own power armor, modeled on Stark's Iron Man Model 8 or "Silver Centurion" armor. The one with six-second force-field and advanced camouflage and life-support.

For an extra 200 cp, instead gain your choice of either Iron Lad/Vision's neurokinetic armor, minus time-travel capacity, or Riri Williams' Ironheart armor.

Smartship (-500/600 cp, discount Power Pack) A Kymellian smartship, with not just an AI but a soul. Kymellians are significantly more advanced than galactic standard, and their ships are just about the fastest around in real and hyper-space, with shields equal to a Shi'ar battleship. They have something like replicators, and an ability to configure themselves both inside and out, allowing ground and deep-sea submersible modes.

By default, smartships are unarmed to represent their role in intergalactic diplomacy. You may choose to add armaments for an extra 100 cp.

Nega-Bands (-600 cp, discount Independent) A pair of golden wristbands which grant the power of flight, teleportation, greatly increased strength and durability, and the power to absorb and manipulate most forms of energy. The bands provide for all biological needs and can open warp gates for FTL flight to distant stars. By clashing the two bands together, you can transition back and forth between the material universe and the Negative Zone.

Fossilized Amulet (-600 cp, discount Replacement Avenger) Created long ago by the mysterious Hag of the Pits to empower a worthy champion, this amulet contains the essence of all the extinct creatures of Earth, allowing the bearer to transform in whole or in part into dinosaurs and the like. You can mimic the ears or eyes or snout for a sensory boost, turn legs into claws

or arms into wings. However, you can't really mix and match, being able to only assume the features of one creature at a time.

Tactigon (-600 cp, discount Replacement Avenger) A hypertechnology alien gauntlet and "ultimate weapon." The Tactigon has a sapient AI and absurdly sophisticated sensor-suite, all dedicated to scanning potential opponents so the Tactigon can reconfigure itself into whatever weapon is most effective against them.

Staff of One (-800 cp, discount Runaway) Part of Dormammu's rise to power, this staff is bonded to you, popping out your chest whenever you bleed a little and say a short incantation. "When blood is shed, let the Staff of One emerge." The staff has the power to do *anything*... once. Well, except "Become God" and variants because Dormammu already did that.

For those lacking the gift of magic, or very new, the Staff responds only to one-word commands. "Freeze" "Burn" "Teleport" and so on. Duplicating a spell you've already used once causes a random magical effect. You can get around this to an extent by using different languages, but not if the words are the same or very similar. Mystics can use whole phrases, drastically opening up their options and doing less literal things, like forcing someone to follow a scripted timeline with "the show must go on." They can also use the staff to levitate themselves at will, which is a nice side bonus.

Each new Jump, the staff will forget all commands given to it in one (1) language of your choice.

Freedom Ring (-800 cp, discount Independent/Replacement Avenger) Forged from a shard of a Cosmic Cube, this reality

warping ring makes you omnipotent, your merest whim becoming instant reality!... As long as it happens within a fifteen foot radius sphere centered on the ring, anyways. Not only can the ring's powers not reach outside, anything you've changed snaps right back, except for things you destroyed. Within the bubble, if you want to say you're stronger than the Hulk, faster than Quicksilver, totally invulnerable and bullets turn into soap bubbles anyways? Knock yourself out.



POWERS

For once, discounted 100 cp means 50. Take as many powers as you can afford.

Cipher (-50 cp) You are fluent in every language. This offers some hidden benefits, your conscious awareness of body language can give you a leg up in social situations or predicting attacks, for instance. Fluency in programming languages helps with computers and while you can't just read things that are encrypted, you're astonishingly good at

deciphering them. Sadly, nothing crazy like understanding the music of the spheres.

Crazy Legs (-50 cp) Your legs stretch to over sixty feet long! You can decide at any time if you want to stretch only the parts above or below the knee, or distribute it. You also gain the skills to balance on stilt-like legs. Great for kicking someone from the other side of a room or reaching high shelves.

Fireworks (-50 cp) You can shoot little exploding sparkles from your hands. Great for the Fourth of July, not so much for most purposes. Could give people burns though, and maybe knock something over.

Flight (-50 cp) A power every human has wished for at one point, and yet one of the saddest powers to be the extent of a superhero's gifts. You can hover, turn on a dime and on the straightaways break the sound barrier. You likely leave a distinctive trail of some kind, flames, rainbows or wisps of a cloud you ride on.

- **Cannonball** (-150 cp, discount X-Baby) While flying, you are encased in a personal forcefield making you virtually invulnerable. Requires Flight, the entire package is discounted for X-Babies, to 100 cp.

Hazmat (-50 cp) Your body emits radiation, both in a general radiance and in focused blasts. Unlike Jennifer Takeda, you can completely control this power and shut it off without a suit. You are also immune to harm from radiation, only be careful of your friends who might not be.

Lightrakker (-50 cp) You can teleport! Only line-of-sight though. In fact, you can *only* teleport directly in front of a

bright light, though even someone mirror-signaling with a phone or metal tag will do. You lack the range to reach the sun or moon, momentum is dispersed when you teleport. Unlike Rebecca Littlehale, you are entirely in control of this power.

Project (-50 cp) You can create holographic images in the air. With practice you can achieve something like basic illusions, but close examination will pretty much always give the game away.

Razor (-50 cp) Your skin, like a shark's, is covered in razor-sharp teeth-like structures. Your teeth and nails can carve steel. Somehow you never seem to cut your clothes or friends or anyone you didn't mean to.

Skin (-50 cp) You have an extra six feet of loose skin you can stretch, compress, deform etc. at any point on your body, from giving yourself a springy-spongy armor about the head or midsection to wrapping your fingers all around something. Unlike Angelo Espinosa, you may retract your excess skin into your body.

Waker (-50 cp) You are immune to poisons and toxins of all kinds. More, your body collects all such contaminants, storing them in a sort of gland or node in your left armpit. You can then inject them into people via a left-handed "death touch." Your power only activates by conscious effort.

Werewolf (-50 cp) You can turn into a wolf, or a half-human, half-lupine transitional form. You gain enhanced senses and a bit of physicality.

Wither (-50 cp) Your touch can cause organic matter to crumble to dust. Unlike Kevin Ford, your power doesn't "hunger" and you always control it completely.

Blast! (-100 cp, discount Independent) By focusing (or panicking) you can cause things to explode, ranging from a small firecracker to leveling a building. Takes several seconds of intense focus, unless you panic, in which case it happens uncontrollably.

Healing (-100 cp, discount Power Pack) You have the simplest of powers, to mend illness and minor injuries by touching someone and infusing them with your powers. Even serious injuries can at least be stabilized.

Exceptional Skill (-100 cp, discount Independent, Replacement Avenger) You are so good at something, like archery, swordsmanship, martial arts, piloting or frisbee, that it may as well be a superpower. May be taken multiple times.

Super-Soldier (-100 cp, discount Replacement Avenger) Through genetics, training, or blood transfer, you're a peak human equal to Captain America or will be when you're older. For now, you can easily overpower baseline humans and are fast and agile as well.

Wind (-100 cp, discount X-Baby) You can command the very air, generating wind blasts and limited shields to deflect objects and blow away gasses. At your greatest extent, you could create a highly localized tornado.

Human Torch (-200 cp, discount Independent) You can engulf your body in flames, then fly, and create fireblasts, fireballs and

very simple pyrokinetic constructs. You absorb heat automatically and cannot be injured by it.

Energy (-200 cp, discount Power Pack) You can disintegrate things and absorb some energy from them, glowing brighter and brighter as you do so. With a charge, you can fire power-balls from your torso which arc however you'd like at launch and explode on impact. Since a power-ball would be fantastically lethal against a human target, you can instead fire off multiple smaller power-balls that only stun. You can even learn to fire off a power-ball that explodes into dozens of little stunners. Finally, you can power up by absorbing energy straight. There is an upper limit to how much you can absorb, after which you cannot disintegrate things, and absorbing more energy would cause you to bulk up, destabilize and eventually explode unless you vent some of the power.

Hardball (-200 cp, discount Independent, Replacement Avenger) You can create spherical forcefields of varying size within a relatively short range. You could give yourself boxing gloves, or protect you or a few people nearby. You can also create electromagnetic balls that disrupt electronics.

Phasing (-200 cp, discount X-Baby) You can turn intangible, and apply this effect to a couple of people you're touching. In this state you can float. Passing through electrical systems causes them to short out, and you can wipe hard-drives this way.

Love & Fear (-200/400 cp, discount Replacement Avenger, X-Baby) You can show people either what they love, or fear, most of all. Either with an illusion or by physical transformation. For double points, you can manifest both desire *and* terror.

Light & Dark (-200/400 cp, discount Independent) You have a number of abilities relating to “light” or life-force. Within you is either a font of unending light or a bottomless abyss of darkness. If the former, you can gently channel this light into people to heal them, or form blades that when stabbed or thrown into a person stuns them. If the latter, you can transform your body into a hole in existence, where people fall and their light is consumed as they experience terrible nightmares. You can pull yourself and others into and through this space as a form of teleportation.

If you choose Light, you must have a way of venting large amounts of your Light, lest it overpowers and kill you. If Darkness, you must feed on the light of others regularly, lest you be yourself consumed. Or you can pay double points for both, and become totally self-sufficient with the added bonus of being able to protect people from the dark when transporting them.

Gravity (-300 cp, discount Power Pack) You can negate or increase the effects of gravity on yourself and any person or object you’re touching. You can sort-of fly with glider wings by turning the gravity on for a few moments, just mind momentum, or perform quite the acrobatics by managing your weight. By increasing gravity you can pin the strongest of opponents, or by injecting them suddenly via “posi-gee punch” send people flying. With time and practice, you can learn to affect things without touching them.

Thundercat (-300 cp, discount Replacement Avenger) You can control electricity within a fair radius around yourself, cannot be harmed by it, can shock people and even manipulate metal with some effort. At its fullest extent, your electric aura

forms the shape of a great cat around you, and can run, leap and fight with yourself safely ensconced inside.

Powerful (-300 cp, discount Runaway) You're really strong. Strong enough the best comparisons people can make are in relation to Thor or the Hulk, though you're not quite as powerful as either. Yet.

Husk (-300 cp, discount X-Baby) You can turn your base body into just about anything. Sand, magma, steel, diamond. You just have to shed your skin. And when you're done, the skin of your new form peels off revealing you beneath. You can dispense with minor, surface injuries by shedding your skin, along with dirt and sweat and so on.

Prodigy (-300 cp, discount Replacement Avenger, X-Baby) You can either copy the skills and technical or academic knowledge of others telepathically, or learn skills from seeing them performed. The first requires close proximity while the latter can work fine through a TV or recording, but does not come with knowledge, merely physical skill. You do not forget things you learn this way any slower than you would other things you learned.

Spider (-400 cp, discount Independent) You were bitten by a radioactive arachnid, and now have the powers of one of the most famous teen heroes. Proportional strength of a spider, wall-crawling, vastly enhanced reflexes and agility, and a danger sense. There are also various add-ons worth 50 cp each.

- **Organic Webbing** Just like the Raimi films, you can produce webs from spinnerets in your wrists, in case you don't like web-shooters for some reason.

- **Ultimate** Besides the base powers, you can turn invisible on command and deliver an electric “venom-blast” by touch.
- **Spider-Woman** You can glide, are immune to most poisons, create pheromones that may attract people depending on gender and mood, and have ranged venom-blasts.

Embiggen! (-400 cp, discount Independent, Runaway, Replacement Avenger) You are a Shape-shifter able to alter your appearance, stretch your body parts to great lengths, and alter your size, ranging from action-figure to the size of a small building.

Density (-400 cp, discount Power Pack) You can disperse your molecules, becoming a kind of cloud person who cannot be hurt, and can fly and fit through tiny cracks. Or condense to become a tiny person with your full weight. You might transform this way in midair as an attack. You can also affect the density of air or water around you, creating and controlling sponge nets, cushions (perfect for catching falling people) and shields out of air bubbles that compress but do not pop.

Speed (-400 cp, discount Replacement Avenger) You’ve got it, the ability to run at Mach 4 or more, plus the expected incidentals, the reflexes to avoid smashing into things at speed, the toughness to mostly be okay with smashing into things, immunity to heat from air friction, etc.

Wild-Child (-400 cp, discount X-Baby) You know the drill, drastically enhanced senses, healing factor, adamantium sheathed bones and pop-out claws. As long as you have no more than six (Ultimate Sabertooth was lame) I don’t particularly care if they all come out your hands, or wrists, or feet, elbows or knees. Just... try not to hurt yourself, alright?

Majesdanian (-400 cp, discount Runaway) You're an alien who is powered by the sun, no, not that one. You glow with all the colors of the rainbow, able to fly and fire energy blasts, which you can also shape into shields or very basic constructs.

Super-Skrull (-400/800 cp, discount Runaway) You have the powers of the Fantastic Four! Fire! Stretching! Invisibility and forcefields! The strength and resilience of the ever-loving blue-eyed Thing! Just... not all at once, you can only use one power-set at a time.

Alternatively... there were an awful lot of variegated Super-Skrulls in the invasion. For an extra 400 cp, pick any one team from Marvel's publication and media history to gain the powers of. Now, you can't just say 'Avengers' and gain the powers of everyone to even briefly be part of the team, it must be a specific lineup that stuck together for more than... let's say four issues. Nor can you use powers they developed later, the idea after all is to be a one-person version of a superteam. The limitation where you can only use one person's powerset at a time remains, and no pantheons of cosmic entities.

Asgardian (-500 cp, discount Replacement Avenger) You are the offspring of a god. You are ageless after hitting your prime, strong enough to lift 30 tons or more, and can run and fight most of a day before tiring. Most importantly, however, your very being is tied to a concept over which you have dominion. Perhaps you could be a god of Stories or Trickery, gaining power of illusion, or a lord of battle and thus understand tactics instinctively and sense bloodshed.

Green-Thumb (-500 cp, discount Runaway) You talk to plants, though only a few reply. You can make huge trees and whipping vines shoot out of the ground, even in the middle of a desert and plants obey your every command, though they may need rest after too much strenuous movement.

Elixir (-500 cp, discount X-Baby) You control the biology and genetics of all life you touch, including yourself. You can heal anything short of death, and occasionally even that, if you get there quick enough. Your touch can as easily kill as mend.

Nova Prime (-600 cp, discount Independent) A dying alien gifted you their power. Now, you are absurdly tough and strong, with a healing factor in case anything actually manages to hurt you. You can fire energy blasts with great power and accuracy, fly and even create spacegates for casual interstellar travel. Within you also rests the Xanthian Worldmind, a vast database of all Xandar's history, culture and technology that will advise you and answer any questions you might have.

Hulk (-600 cp, discount Replacement Avenger) You're big and green, or at least you can be, transforming back and forth at will between your normal state and a larger one with phenomenal strength, toughness, healing and leaping ability. Don't worry, exactly none of the three teen Hulks have lost their minds when transforming. Still, you do get exponentially stronger the angrier you get.

Genius (-600 cp, discount Replacement Avenger, Runaway) The crazy science and technology of the Marvel Universe actually makes perfect sense to you. You can hold your own in a technical discussion between Tony Stark and Reed Richards, and with time

and materials, do unspeakable things to the laws of physics as understood on Earth 1218.

Mystic (-600 cp, discount Replacement Avenger, Runaway) You have the power of magic, having learned to harness the energies of the universe in their three primary flavors. Energy from within yourself, from your environment, or from pacts with supernatural beings beyond conventional reality. You're no Sorcerer Supreme yet, but there are remarkably few limits to how far you can go. Spells that affect entire nations, time-travel, astral projection, dimensional travel, necromancy, all of these are things you may learn or figure out how to do.

Leech (-600 cp, discount X-Baby) You negate other people's powers nearby, making you a terrible annoyance to your teammates, and an absolute terror to your enemies. If you wish, you can disable this effect.

Magnetic (-600 cp, discount X-Baby) You can control magnetic fields and ferrous metals, even fly by by manipulating your own relationship with Earth's magnetic field. Basically everything you've seen Magneto or his clone Joseph do, with a couple common sense exemptions like flipping the poles or FTL summoning a metal casket from space.

Matriarch (-800 cp, discount Power Pack) Ancient Kymellians were ruled by sorcerer-queens, though one has not been seen in some time. Your powers seem to have triggered some equivalent transformation, with two major effects. First, you become a telepath equivalent to Charles Xavier while using Cerebro. Second, your other powers can affect anyone your mind can connect with, though telepaths or those with strong

anti-telepath defenses can resist. For instance if you can phase, you can phase people on the far side of the planet. If Leech, you can suppress powers at any terrestrial range, barring the aforementioned defenses. If you took Switching, you can lend out your powers over psi-link as well.

Dream (-1600 cp, discount Power Pack) You were born with vast, reality-warping psionic abilities equal to the Power Cosmic, able to create and destroy entire worlds, and may or may not be destined to destroy and remake this universe with Galactus, or become him, or make him your Herald, depending on continuity. At the moment, the vast majority of your powers are locked behind mental screens to let you have a normal childhood, all you have are precognitive dreams, flashes where you see danger to yourself or the people around you, and astral projection. With the latter you can instantly travel anywhere, though you can't interact with objects, and possess people by floating into the same space.

Over the course of the next decade, as you grow up, these blocks will crumble. Slowly at first, but picking up the pace until your final months are spent at full power. Good things come to those who wait.



SCENARIOS

*Pick one, **and only one** traumatic crossover event to take part in. Each gives a bonus +500 cp, and an individual prize, on completion. Preventing a scenario from happening in the first place makes you clever, but does not come with a reward.*

Inferno A year or so into your stay, the New Mutants are making a routine teleport when they are instead diverted to and trapped within Limbo. To escape the tyrannical realm of the demon Sym, they make a deal with N'asthirith where team-member Magik gives in to her demonic side becoming the Darkchylde. She transports the team to New York, but it was all a trick to form a permanent bridge between realms. An army of demons floods into New York City, even as Limbo's corruption starts turning ordinary people and objects into demons. At the same time, Mr. Sinister manipulates Madeline Pryor, clone of Jean Grey and wife of deadbeat dad Scott Summers into becoming the Goblin Queen to Get Her Baby Back. The canon resolutions to these crises will not work, only you can prevent first New York, and then the world from sliding into the Pit.

- Reward: Fight Like Hell You stared into the maw of Hell, and it's the demons who blinked. You become immune to corrupting magics and powers of all stripes, can recognize disguised demons or possessed people at a glance, and can summon a soulsword, an energy blade that cuts immaterial things, spells and especially demonic flesh, with ease. Finally, if you wish, in each Jump your reputation as a mortal who turned back the infernal hordes can precede you.

Acts of Vengeance It started when Loki gathered a group of Prime Movers; the Mandarin, the Wizard, the Red Skull, Kingpin,

Magneto and Doom, with a plan. Step one, stage a mass breakout of the Raft. Step Two, enlist everyone in a deal to essentially share information and switch opponents, promising to get revenge for each others' past defeats, instead of bashing their heads against a wall, trying once again to get personal revenge on someone with a ton of experience fighting them personally. Starting in your third year, a veritable gauntlet of supervillains will come for you, armed with knowledge of your identity and as much of your powers and tactics as you've shown to any villain. This will start with the likes of Bullseye, Mesemero and Typhoid Mary, and escalate all the way to the likes of the Juggernaut, Graviton and Doctor Doom.

- Reward: Divided They Fall Like Karnak you can sense weakness. Not in people or structures, but in alliances, relationships and organizations. Jealousy, resentment, room for misunderstandings. Things you can exploit, like the Holocaust victim working with Hitler's right hand man.

Marvel Zombies It was an ordinary day about a year into your Jump, until a golden figure fell from the sky into Times Square bringing with him the Hunger. Those he feasted on died, but those with powers lived to spread the pathogen as Marvel Zombies! You must escort as many civilians as possible to hidden shelters, while not getting infected yourself. After a time, the Zombies will devour the Silver Surfer and the World Eater himself, and move on to wipe the cosmos free of life. You may then emerge and rebuild but don't get too comfortable, because in a few years, they're coming back to finish what they started.

- Reward: To the Victor Having defeated cosmic entities who lived by the rule of consuming power, you yourself gain

the Power Cosmic, at least to the same extent Norin Radd ever did.

Simply Sublime: There is a parasite infesting everything on Earth, a psychically-linked, sapient virus called Sublime. Well, almost everyone, people with an X-gene are immune. During your stay, people will talk themselves into ever more restrictive laws, ever bigger and more advanced Sentinels until Project Wideawake and Operation Zero Tolerance look downright reasonable by comparison. Even you, if not a mutant and however well-intentioned, will be creeped out by their subtle wrongness and annoyed by their drama and grating calls for equality. You must prevent the genocide of all mutants, expose Sublime and, if not cure it, at least control it to the point no more people have it than Hepatitis.

- **Reward:** Had Doom Become a Doctor in Truth why, then you might have had an *equal*. Treating a sapient virus that directs its host to resist is certainly amongst the most impressive feats of medicine, and you find there is nothing short of death you cannot devise a cure for. Ancient curses, bizarre transformations, possession, nanites, all yield to your medical mastery. Reed Richards labored in vain for decades to reverse the Thing's transformation, as Dr. Banner attempted to rid himself of the Hulk, I give you a week, tops. You also have a pretty good idea when outside parties are stroking hatred for reasons of their own.

The Initiative Less than a month into your stay, the New Warriors brawl with Nitro and a school is destroyed. The US Federal Government rushes through a Superhuman Registration Act, there's a whole superhero Civil War but it does end in a few months and you're left with a new reality and a choice. Either

hide yourself and your powers as best you can, or step out of the shadows, sign the dotted line and be sent to superhero boot camp. Yes, even if you're a mutant, six years old, or both. Either way you're going to have to deal with the events of Secret Invasion, where a quarter to a third of heroes were replaced with Skrull infiltrators, and Dark Reign where Norman Osborn, aka the Green Goblin becomes head of SHIELD, now renamed HAMMER and the direct boss of all government heroes. Get a reward depending on which path you follow.

- Reward: Voice of the Resistance An unjust law is no law at all. For maintaining your freedom when all the world told you to accept servitude, take this prize. Whenever you raise your voice up against laws or practices you find immoral, you inspire other people to reexamine their beliefs and take a stand, becoming the symbol and rallying point for principled resistance. You inspire others and attract supporters at an astonishing rate.
- Reward: Modern Major General We are a nation of walls, and those walls need to be guarded by men with guns. For answering the call to service when your country needed you, and sticking with it through hard times and questionable choices, have a due reward. Like Napoleon mastered Europe through his advanced understanding of artillery and transport, you have become the master in a new form of warfare. War with superpowers. Whether commando raids with truly special forces, or leveling strategic bridges and fortifications with localized quakes, you know how to use the esoteric powers of yourself and your subordinates to quickly and efficiently achieve victory.

Avengers Arena: Oh why do this? You, along with sixteen other kid/teen heroes have been kidnapped by the villain Arcade for

his newest iteration of Murderworld, expected to give your all to survive in a Hunger Games/Battle Royale/Saw ripoff. Your mission is to get at least thirteen of the kids out, and good luck because they're all belligerent, mistrustful, impulsive and worse.

- Reward: Freedom without limits Having escaped the master-work of a guy whose whole *thing* is death traps, you find ordinary ones quite boring. No cage or restraint can hold you, no barrier or forcefield can provide more than a momentary obstacle. Live free, young hero.

Heroes of Tomorrow: Irrespective of your Origin choice, you now live in a timeline where Ultron killed off all the heroes and rebuilt Manhattan as his perfect Ultra City, before expanding to wipe out the populace of Europe and the Americas over the course of the last fifteen years. Less a few lucky or clever enough to hide and adapt. You, along with four children of the Avengers, are among the last superhumans, raised by an elderly Tony Stark while he tinkers and searches for a solution. At least, until the day you start, when an accident causes Tony's Iron Avenger drones to launch before he could proof them against Ultron's ability to usurp any technology, revealing your sanctuary even as the drones are reprogrammed and turned against you. Now, hunted by the Iron Avengers with the other children, you must escape, rescue Tony from Ultron's citadel, probably enlist the aid of a reluctant Bruce Banner and destroy Ultron once and for all. Exactly no step of which will be easy.

- Reward: Rage Against the Machine Scurrying like rats through Ultron's "perfect" city has taught you a lot about the limitations of machine intelligence and imagination. You have a pretty good instinctive understanding of where to hit robots to quickly disable them, the limited arcs of mounted weapons and cameras and how to evade notice or

prediction by such limited beings. More, like Ultron, your contempt for these tools allows you to impose your will on them with a touch, giving them such directives as you see fit. Machine was made to serve man, not the other way around.

DRAWBACKS

Didn't We Meet in an Annual Somewhere? (+0 cp) If you've been to a Marvel Comics Jump before, feel free to keep the changes you made and their consequences.

Marvel Team-Up (+0 cp) Or maybe use this as a supplement for another Marvel Jump?

When I Grow Up... (+0 cp) Upon completion, proceed directly to any Marvel Jump to see how you'll handle adulthood.

Comic Time (+50 cp) How long has Franklin Richards been a child now? Discounting all the times he was aged up. Spend another five years per purchase as a kid here, can be taken up to six times. Naturally, extending your stay will increase the time the blocks from Dream remain active.

But We're Not Like That (+50 cp) You cannot kill. I mean, come on, that's like a baseline expectation for being a superhero, but especially for a kid.

Fear the Mutant (+100 cp, Incompatible with X-Baby) People keep assuming you're a mutant, reacting to and treating you as such. That's really not a good thing here.

Freak (+100 cp) Your powers have altered you in some highly visible way. Maybe your skin turned green, or your head became a flaming skull or your flesh became orange rocks or red steel. In any case, kiss that secret identity goodbye unless you're really good at concealing your differences.

Butterball (+100 cp) You're in frankly awful shape. Obese and physically weak, with the stamina of a 30-year chainsmoker. Which is fine, lots of kids can overcome this. The problem is you're stuck like this, unaging, and not benefiting from exercise. On your last day of this Jump, you'll be in just the same sorry shape as the first, and don't imagine people won't notice.

Nap Time (+100 cp) Using your powers is actually really straining for a developing body, and makes you very tired. A minute or two at most of using your powers has you nodding off, even mid-battle.

Secret (+100/200 cp, incompatible with Runaway) Your guardians are either unaware of your superheroic activities, or have actively forbidden you from fighting crime until you've gotten older and trained up a lot more. You'd best prepare for a lot of sneaking around and lying to them if you want to thwart evil. Take an extra hundred points if this means you have to sneak around behind the backs of the X-Men or Avengers.

Too Short to Ride (+200 cp) You're just a kid, so why would the grown-ups pay any attention to your crazy stories? No matter how reliable you've been, or how often you're proven right. You've got a wild imagination, that's all.

A Very Special Issue (+200 cp) There's a sickening thing that people do. Maybe it's smoking, or drinking, drugs, bullying or public displays of affection. You can't stand it though, fly off the handle whenever you see it, which is often, and need to make sure everyone around you knows, at length, that this kind of behavior is Not Cool.

The Bogeyman (+200 cp) After losing his job as an incidental to some children's superheroics, Douglas M. Carmondy came up with a new idea for a livelihood. Now he kidnaps mutants and other children/teens with powers and sells them to villains, cartels, dictators and worse. To be killed or raised as disposable super-soldiers, he doesn't care, as long as he gets rich disposing of super-brats. Now the Bogeyman has set his sights on you. He starts off as just a fat, middle-aged man with a fancy tranq gun, jet-pack and some tear-resistant garbage bags of "anti-power plastic" but will learn from his defeats and up-tech to the level of a poor man's Iron Man before assuming his final form, that of a misshapen demon that can ooze and slurb through any crack, with the strength of many men. Naturally you can't kill him before his demonic transformation, that would be wrong.

Master Mold (+300 cp) A massive Sentinel, from a future where Mutankind has organized under the leadership of a dozen powerful mutants called the Twelve. Master Mold was sent back in a Terminator-style move to eliminate the Twelve before they could become a threat, but due to corrupted data, has misidentified you as one of them.

Snark Wars (+300 cp) The Z'n^rx, frequently anglicized as Snarks are a warlike lizard people from the far end of the galaxy. Each clan is led by a Queen Mother and her most capable progeny, a

High Snark. And when the Emperor of all Snarks dies, the clans war to see which High Snark will ascend the throne. Well, the Emperor is ailing, the war is coming, and this time it looks to be especially bloody, since the Snarks under Bhadsha's reign have grown an interstellar empire and are importing alien weaponry. One clan in particular has purchased a device for forcibly transferring superpowers, and thinks your powers would look much better on their High Snark. They're coming for you, in various guises, with devices made to easily capture someone despite powers or negate them, and will escalate to the point of sending the High Snark himself.

MGH (+300 cp) It turns out you don't have superpowers after all. Whatever you purchased in the Powers section is merely the result when you shoot up with MGH, Mutant Growth Hormone, a street drug to give people temporary powers, and your particular addiction. Not only must you secure a supply by raiding dealers, or buying their product, you must conceal your drug habit from your Guardians and teammates who would not understand and try to "save" you. A dose lasts roughly an hour, sometimes more or less, it's an imprecise science. Pray that no do-gooder shuts down the supply of MGH for good.

Goeth Before the Fall (+400 cp) The Pride is after you. Either to wipe your memories and restore everything to normal, if you're their child (Runaway) or to destroy you utterly for meddling. Aside from having astounding resources and contacts, the Pride were retconned as the puppet-masters behind the break up of the Champions and Force Works/West Coast Avengers respectively. Tread lightly where lions walk.

Trigger Scent (+400 cp) You've been extensively conditioned, no matter your defenses, to go murderously berserk when exposed to a very particular scent. This will come up *at least* once.

If taken with "**But We're Not Like That**" Your grief and remorse over any resulting deaths will be an order of magnitude greater than it otherwise would have been.

Cosmic Banhammer (+400/600 cp) No crazy powers from outside this universe, the Living Tribunal commands it! You can make do with only what you have from the Marvel Universe and your Body Mod. For an extra 200 cp, this extends to your Warehouse and collected stuff.

THE END

And the Adventure Continues You're all grown-up! Now you can face the world with confidence, as a hero. Specifically, the next world.

And They All Lived Happily Ever After You've made a home here, with a family. Maybe not the one you had the first time, maybe not one you'd have predicted, but even so, you can't leave them.

Abrupt Cancellation Okay, throw together a sappy touching send-off, and make it snappy, because this young hero is going home!

Changelog 1.1 upped price of Dream, added a limit on Companion purchases.

Jump written by Aehriman, thanks to everyone who helped. In particular, special thanks to heridfel, Grimalkin, Dave and matacusa.