



World War Hulk

By FutureMobile4

After deciding that the Hulk was too dangerous the Illuminati decided to exile him to space where he landed on the planet of Sakaar. From slave to gladiator to king the Hulk would find friends in his warbound, love in his wife Caiera, and peace in his heart. However, the shuttle that brought the Hulk to this world exploded and killed over a million people, including his wife and unborn child. Now full of vengeance and madder than he's ever been he takes his warbound and his army to Earth to make the Illuminati pay for their crimes. Whether you choose to aid the Hulk, the Avengers, or stay out of the fight this will be your home for the next 10 years.

Here's **1000cp** to prepare for the Hulk's rampage.

Location

Roll 1d5 to choose your location or pay 100pc to decide freely.

1. **New York:** It is here that the Hulk will make his appearance and issue his ultimatum to the world and here where major battles will take place. From Manhattan to Brooklyn to NYC this place will become a warzone as the Hulk takes down anyone who gets in the way of his revenge. You arrive a few days before the Hulk appears so you have time to prepare.
2. **Xavier's School For Gifted Children (Free for Mutants):** This is the home for the X-Men and a place for mutants to learn and live in safety. However, due to the Scarlet Witch there are fewer mutants staying here than before and it won't be long before their lives are threatened by the Hulk. If you are a mutant then expect a warm welcome. If not then you'd best be on your way.
3. **Blue Moon (Free for Inhumans):** This area of the moon was altered by aliens long ago to provide a full atmosphere similar to Earth allowing people to live there comfortably. It is currently the home of the Inhumans led by Black Bolt and Medusa who will soon be the first target of the Hulk's rage. If you're Inhuman then you have a home here, if not then they will at least help you get to Earth.
4. **Atlantis (Free for Atlanteans):** Unless you can breath underwater like Namor you'd best get to the surface pronto. Named the Jewel of the Sea this fabled land lies underneath the ocean and is home to an advanced society of beings known as Atlanteans. Their king Namor has chosen to stay out of the eventual war the Hulk will bring.
5. **Free Choice:** Lucky you, you get to choose where you want to be.

Origin

Age and Gender can be chosen freely here.

Drop-In: You arrive at your chosen location with no extra memories and nothing but what you've taken with you. Whether you choose to involve yourself with the story is your choice and yours alone.

The Illuminati: Whether you're a part of the Illuminati or not it's obvious that you've chosen to side with Stark and the others. As such, you had better be prepared to make the hard decisions all in the name of the greater good. Just remember that you'll be making enemies of the Hulk and his Warbound.

Renegade: Whether an unregistered hero like Luke Cage or a Hulk sympathizer like Amadeus Cho you don't like how Stark and the others are doing things and want to make your voice heard. You have little if no respect for authority and like to live how you please. Just keep in mind that this might put you on S.H.I.E.L.D.'s bad side.

Bystander: This war between the Hulk and the Illuminati doesn't involve you so you take steps to ensure that you stay out of it. Whether staying far away from the action like Namor or simply staying inside you plan to just ride out the storm and hope it goes away soon.

Races

Choose one of the following races to become. To be a hybrid choose 2 races and pay full price for the most expensive one and half price for the other.

Humanoid - 0: From the imperials of Sakaar to the humans of Earth you are part of the standard race for any world. With physical abilities similar to that of normal humans there is not much special about you. While you might have red skin, pointed ears, or a small amount of feather on your body they only serve to make you look different.

Mutant - 100: Thanks to the actions of the Scarlet Witch there's not that many of you left on Earth. You are now a part of an endangered species, soon to become even more endangered by the arrival of the Hulk. Mutants come in all shapes and sizes from looking completely human to being living stone. Born with a unique genetic trait known as the X-gene their abilities usually manifest at puberty.

Inhuman - 100: An experiment by the Kree Empire, Inhumans were gifted extraordinary abilities and powers. They have a long standing history of isolationism and have only begun to show themselves to the world through their king Black Bolt. Like mutants their appearance can run the gamut from completely human to the bizarre.

Atlantean - 200: Despite their human appearance it would not be wise to underestimate an Atlantean. With the strength to lift 4 tons, breath underwater, out swim motorboats,

and withstand immense pressure it's no wonder why Atlanteans like Namor are respected so much. The only major weakness they have is that they can't survive being without water for long and will eventually die unless hydrated.

Olympian - 300/600: Hailing from Mount Olympus you are one of the many deities that call it home. Albeit a minor one yet still you possess the same divine spark as your siblings. Even a minor Olympian is a threat to be feared; with the strength to lift 30 tons, speed to make most cars seem slow, and durability to withstand most human weaponry it would be foolish to challenge an Olympian. Their lifespan is also eternal along with a powerful healing factor. They also have the ability to understand all languages.

For an extra 300, your physical abilities are increased to similar to that of Hercules. Along with the boosted abilities you now have control over a powerful domain in which you can use your godly powers. For example, Hercules as the God of Strength has the ability to increase his strength infinitely.

Perks

100cp perks are free and other perks are discounted for matching backgrounds.

Drop-In

100cp - Bloody, Bruised, and Beautiful: Somehow despite being caked in blood and dirt you're still good-looking. This perk makes it so that no matter how messy you become you still keep your good looks.

200cp - Safety Net: Somehow despite being in the middle of a warzone you always manage to avoid injury. Bullets miss you by a hair, falling debris lands around you instead of on top of you. And you avoid getting randomly incinerated by a stray laser blast. Just be careful not to push your luck.

300cp - Focused Rage: You know the downside of being a giant green monster? The uncontrollable rage. Well with this perk that is a thing of the past. Now no matter how angry you get you'll always be in control. This will ensure that you avoid harming your allies in a fight and keeps you from being controlled.

400cp - Puny Humans, I've Come to SMASH: You sure know how to make an entrance. Whenever you announce yourself people focus all their attention on you. Whatever you say or do will be stuck in their minds for a long time and will ensure that they get the message you've chosen to deliver.

500cp - And You Should Know Who's To Blame: You know just what to say to make your enemies the villain and you the hero. With your charisma and your words you can turn the public on your enemies and ensure that they will be hated and distrusted for a long time.

The Illuminati

100cp - Sometimes You Have To Make The Hard Choices: And when that day comes you'll be prepared for it. Now you have the ability to make difficult decisions by looking at the logic of them and shutting down your emotions. This will allow you to make decisions you normally wouldn't have made.

200cp - If You Want To Blame Someone, Blame Me: You now have the ability to redirect people's anger towards yourself if needed. This can be useful when trying to keep an enemy from going after others or distract people from something big happening. Just know that this may end up backfiring on you if not careful.

300cp - Everything I've Done, I Do To Protect This Planet: And people will always remember that. No matter how morally questionable your actions were as long as they were done with the best intentions in mind you'll be given a light punishment. However, if this is abused too many times then people will lose patience with you.

400cp - Trust Me, I'm Your Friend: You have experience in psychology on the level of Dr. Leonard Samson. Using this skill you can use any information you gain about a person to subtly manipulate them into doing nearly anything. Just be aware that if what you want them to do goes against their beliefs it will take longer and if they find out that you're manipulating them it won't end well.

500cp - It's Time To Play God: With so many lives on the line how can you be sure that the decision you make is the right one? Now whenever you make decisions that will

affect large groups of people you are able to calculate and predict both the short and long-term effects they'll have.

Renegade

100cp - Under The Radar: When you're being chased by a global spy organization you need to be able to hide safely and effectively. With this perk you are extremely good at keeping yourself hidden. Trackers, drones, cameras, and many more methods of searching for you will fail. You also can make yourself uninteresting and unnoticeable by regular people. Great if you happen to be green and ten feet tall.

200cp - Friends In Mighty Places: When your back's against the wall and you are in need of help it is good to have friends willing to help you. When you need allies you'll be able to find people who are like-minded and willing to help you with your problem. Their skillset will be based around whatever situation you currently find yourself in.

300cp - We're Here To Help: And they'll believe it too. By claiming to someone that you're their friend you can quickly gain their trust. By helping them with their problems you'll be able to build a strong friendship and bond of trust with that person. Useful to keep someone from smashing you. Just make sure that you don't betray them unless you can get away with it.

400cp - Gamma Logic: Are these people seriously trying to kill you for such asinine reasons?! You now have the ability to find and exploit flaws in people's arguments and motivations. This causes the person to reevaluate their life and work to change it. While they may not become your friend they will stop trying to kill you.

500cp - 7th Smartest Person: Your intelligence is now boosted to the level of Amadeus Cho. This kid is able to perform precise calculations in an instant to the point that he could take down a tank with a pebble and set up scenarios that allow him to come out on top. Now so can you. You'll be able to build complex machinery in days and hack into advanced alien systems in minutes. With further training you will be able to grow and advance your skills and intelligence.

Bystander

100cp - Investigative Journalism: It seems you have a knack for finding a good story to write. You have an innate ability to sense where and when something major will happen. From assassinations of leaders to an alien invasion you have a skill when finding news.

200cp - Costume Division: Looks like you have an eye for detective work Jumper. You have impressive skills in crime scene analysis, information gathering, interrogation and any other skill needed to be an effective detective.

300cp - Casual Talk During War: Buildings are crumbling around you, bombs and guns are going off, and a giant green man just landed in front of you. Just another day at the office. You are now able to keep your calm and composure in even the most dangerous situations. You are also highly resistant to any negative effects on your mind like fear and stress.

400cp - Rock Solid Teamwork: You're an interdimensional being from another world and he's a human detective. And yet somehow you're able to work effectively. When you and your ally/allies work together on a mission you'll find your skills growing stronger.

500cp - The True Heroes: People never forget the real heroes, those that fight for them instead of focusing more on politics and money. And they'll never forget you. Now wherever you go you'll be treated with kindness and respect by normal people as they see you as someone they can depend on. Just make sure not to abuse this too much.

Powers

+500cp for Mutants, Inhumans, Atlanteans, and Olympians

0/200/400/800/1000cp - Mutation (Mutant/Mutant Hybrids only): Choose a mutation to be born with. For 0cp this is purely cosmetic with no advantages given. For 200cp your mutation is fairly strong, not enough to take on large groups or major threats but still enough to defend yourself with. For 400cp your mutation is enough to contend with a small group of superpowered beings and hold off more powerful foes for a short time. For 800cp you now have a chance of winning against these powerful forces if you really push your mutation to its limits. And finally for 1000cp your mutation makes you an Omega class mutant capable of taking on an entire army and fighting back against the most powerful opponents with relative ease.

100cp - Man Without Fear: Just like Daredevil your five senses have been boosted greatly. You can smell farther and greater than a bloodhound, hearing that can detect someone's heartbeat a mile away or in a crowd, a sense of taste that can let you remember every ingredient in a food or drink after tasting it once, a sense of touch strong enough to sense the presence of others due to body temperature and many more. You also gain increased reflexes and agility to compensate for the changes.

200cp - Super Soldier: Just like Captain America and T'challa you have been enhanced to the peak of human ability. Your speed, strength, stamina, healing and more have been increased to the point that even olympic level athletes can't keep up. You also gain decades of military training and experiences. But if brute strength is more your style than you can go the Luke Cage route and gain the strength to lift 50 tons and skin strong enough to deflect bullets and explosives. Can be bought twice.

200cp - Arachnid: You get the basic spider man package: superhuman strength, speed, agility, reflexes, durability and more. You gain the ability to crawl up buildings like a spider and shoot webs from your wrist. You also gain a powerful form of precognition called the Spider Sense. Or you can exchange the Spider Sense for the ability to release powerful electric shocks from your hands and emit pheromones to control others like Spider Woman. Can be bought twice.

200cp - Trauma: What's your biggest fear? You now have the ability to shapeshift into your enemy's worst fear. This is perfect for surprising them in the middle of battle to take them down fast. However, it only works if your target is capable of feeling fear and you don't gain any special powers from shapeshifting. For example, turning into a dragon would not give you the power to breath fire.

300cp - Iron Fist: Everybody was Kung-Fu Fighting! Just like Danny Rand you've become a master of martial arts able to fight groups of armed soldiers with nothing but your bare hands. You also have the ability to manipulate chi to enhance yourself in a variety of ways.

300cp - Scorpion: Just like Carmilla Black you've been genetically modified to be immune to all forms of biological, chemical, and nuclear toxins. From tear gas to smoke to gamma radiations nothing toxic affects you anymore. You also possess the ability to

generate a powerful toxin in your left arm strong enough to either stun or kill a human being.

400cp - WOLVERINES!!!: You're the best there is at what you do Jumper and what you do isn't very nice. Your senses have been boosted to that of an animal allowing you to hear and smell objects from miles away. Your regenerative abilities have been boosted exponentially to the point that you can survive being reduced to a skeleton. Speaking of skeletons, you now have an adamantium skeleton which lets you withstand immense damage as well as adamantium claws that can cut through nearly anything.

400/600/800cp - Elemental: You can now bend the very elements to your will. Whether it's lighting, fire, or, wind you can wield this element as if it was a part of you. For 400cp your mastery of your element is equal to that of Storm and the Human Torch. But, for 600cp you can now match the likes of Thor in terms of power and skill. However, for 800cp you don't just wield your element you can become it as well becoming even more powerful and impervious to physical damage.

600cp - Mearest Whisper: Just like Black Bolt your voice has been greatly enhanced. Through the manipulation of particles and electrons you can now unleash destructive concussive blasts through your voice in the form of a quasi-sonic scream. Even a simple whisper is enough to level a city and a shout can destroy a planet. Since you're paying for this you don't have to worry about losing control.

600cp - Simply Marvelous: Like Carol Danvers herself you have been experimented on by Kree scientists and have been given extraordinary powers. You can lift over 100 tons, withstand blows that could destroy buildings, and fly at extreme speeds. You also have the ability to absorb nearly every form of energy to boost your abilities greatly, heal yourself, or sustain you in place of food, air, and water. Should you absorb enough energy at once you'll enter a Binary form that boosts your powers exponentially.

800cp - Spirit Of Vengeance: It seems you have become the host to a powerful and subservient Spirit of Vengeance. You can now take on a flaming skeleton form with a thought and control hellfire in a variety of ways, from enhancing your weapons to deal more damage and enhancing your vehicles to move faster and in more unexpected ways. The greatest weapon in your arsenal however is the Penance Stare. Those who are affected by this stare will feel the weight of all their sins crushing their mind and soul. The more sins committed the greater the damage. The only way to survive is to either

avoid looking at the Rider's eyes or be innocent of sin. If necessary you can temporarily exchange control over your body to the spirit for even greater power.

800cp - Oldstrong: Whether you were born with it or it was bestowed upon you, you now have access to the Old Power. This watered-down version of the Power Cosmic allows you to control and manipulate all forms of earth. From magma to mountains all forms of rock now bends to your will. You can also draw upon energy from the earth itself to enhance your powers. You can even communicate through the earth and resurrect yourself as stone in case you die.

1000cp - Juggernaut: You have become an unstoppable force and everyone better get out of your way. Imbued with the power of Cyttorak your speed, strength, and durability have increased to allow you to match the Green Scar and has the capability to further grow, you also lose the need for both sleep and sustenance enabling you to fight forever. You also possess a powerful forcefield that renders you immune to physical attacks and if somehow broken will regenerate in time. And if by some measure of luck your opponent wounds you then you'll heal nigh-instantly. Your mental defenses have been bolstered by a huge margin to the point that even Omega-level telepaths will have difficulty reading your mind. However, your greatest ability is that you cannot be stopped once you start moving and any fool who tries will find themselves crushed by your might. Let no one stop you Jumper.

800/1000cp - Golden Man: It looks like there was a second vial of that serum lying around for you to drink. You now have all the abilities of the Sentry, one of the most powerful beings in the world. With strength, speed, and durability to challenge the likes of Green Scar Hulk and match him blow for blow you are a force to be reckoned with. You also have the ability to manipulate light allowing you to either glow bright enough to both blind and calm people or unleash it as destructive blasts of energy. Shine brightly and let your light be seen by all. However, if this is too much to pay then you can have it for 800cp if you take **THE VOID** drawback.

800/1000/1200cp - Worldbreaker: You can't have a Hulk jump without this. For 1000cp you not only become a Hulk with all the same abilities as the original but your power is boosted to the level of the Green Scar who was able to take on nearly the entire superhero community and come out on top. With this power alone only the Sentry and the original Hulk pose a threat to you. But for an extra 200cp you can become a Worldbreaker, a being of such strength and power that a mere step can make the world

tremble. Since you're paying for this you can enter and exit this form at will as well as control it perfectly. However, if you want this for 800cp then you must take the **Uncontrollable Rage** drawback.

Items

+500cp for Humanoid

50cp - Coyote Pup: Aww, how adorable. You get a cute coyote pup to have as a pet. This pup is surprisingly smart and will understand you easily. If injured or killed it will come back good as new. Comes with unlimited free food and toys for the pup.

100cp - Super Suit: Honey, where's my super suit? This gives you an outfit that is thematically perfect for you. From a simple suit to armor to regular clothes people will recognize you from this outfit alone. It will always fit you no matter what you become and if destroyed will reappear in your warehouse good as new.

100cp - Home: Hey don't look down on this option, the people of New York won't have a home once the Hulk shows up. You now have a spacious 2-story home completely furnished with furniture and food. This building can be placed wherever you choose to enter this jump and you'll have all the necessary documents needed to live there. You can connect it to your warehouse if you desire and if destroyed will repair itself quickly.

200cp - Fantasti-Car: You get a flying vehicle of any shape and design you want. This car can seat 4 people and flies at amazing speeds. Able to fly at the speed of sound and tank hits from missiles this car will get you to where you're going fast. If lost or destroyed it will return good as new.

200cp - Jumper's School For Extradimensional Beings: Just like Xavier you are now the proud owner of your very own school. This massive estate comes with state of the art educational facilities as well as an underground training room, perfect for teaching students how to calculate fractions and how to get out of an arm lock. It even includes rooms for students to live in if they don't have homes to go to and is fully stocked with food and water.

300cp - Hulkbuster: This suit of armor was built to contend with the Hulk after he returned from space. It didn't end well but maybe you could change that. This suit sacrifices weaponry for strength and durability. It comes with powerful rockets that boost

both its flying and its punches, enough to send the Hulk flying through several buildings. It also has an adamantium tipped injector to inject any substance you desire into a target.

300cp - Adamantium Weaponry: For such a rare metal it seems to show up everywhere. From heavy caliber machine guns to missile launchers to miniguns you now have a large assortment of weapons designed to take down the Hulk. These weapons fire adamantium projectiles that can pierce through nearly anything. Comes with enough weapons and ammo to supply a small army. Will replenish after usage.

400cp - Helicarrier: The very headquarters of S.H.I.E.L.D. this flying fortress comes fitted head to toe in weaponry and defenses. From force fields and EMPs to energy weapons and ballistic missiles as well as a full squad of fighter jets and drones this ship is a sight to behold and a force to be reckoned with. Comes with a full and loyal crew to assist you. Come fully stocked with food and fuel and restocks in a few days.

400cp - Jumper Tower: You are now the proud owner of your very own multi-million dollar skyscraper. This massive building contains floors for a variety of uses to choose from. From weapons construction, finances, medical research and any other idea you can think of you can design an entire floor around it and the more floors you use for that idea the greater things you can invent. The top three floors serve as a base of operations/penthouse for you. Food and furniture fully supplied and will restock in a few days.

500cp - King Jumper: You are now the leader of your very own country with several million citizens. Like Atlantis, Wakanda, and Attilan your country is quite powerful, equal in technology and size to them. It can be obscure and hidden like Atlantis or well-known like Wakanda. The laws, governments, and other aspects of the country are yours to decide and this country can be taken with you and imported to any jump you go to. The location of this country is yours to decide.

500cp - Stone Ship: This massive ship that once belonged to the Shadow People of Sakaar is now yours to command. Made entirely of a strange yet surprisingly durable stonelike substance able to withstand multiple missiles and bombs. Able to fire powerful EMPs and can house several dropships as well as a large army this ship is a force to be reckoned with.

Companions

50-300cp Import: You can now spend 50cp for each companion you want to bring into this jump. Up to 6 companions for 300cp and they each get 800cp to spend on perks and items.

100cp Canon: Want to take the Hulk and his Warbound with you? Or maybe Amadeus Cho and the Defenders are more your style. For 100cp per character you now have a chance to convince them to join you on future jumps.

Drawbacks

No Drawback Limit

+0cp - What If?: What if the heroes lost World War Hulk? Or, what if Thor had appeared in World War Hulk? Now, instead of the main universe you appear in one of these alternate universes.

+100cp - Brainless Brute: Jumper's head hurt much. It seems that your intelligence has diminished greatly. Now you can only speak broken english and will be unable to think properly.

+200cp - Stop Talking And Start Fighting: Violence is never the answer but to you it's always the answer. Every problem you come across you'll be greatly tempted to solve it with violence. Traffic? Violence. Broken Toaster? Violence. Final Exams? You guessed it, violence.

+300cp - Alcoholic: One little sip can't hurt can it? For you it can because now you can't seem to escape from the bottle. Every moment will be spent thinking about getting a drink and you can get drunk despite your constitution.

+400cp - Rampant Destruction: It seems that you are very good at destroying things. This is not a good thing as now you have no control over the level of destruction you cause. Even when you try to prevent it there is a high chance that you will destroy something be it people or buildings.

+400/800cp - Green Scar/Golden Man: WTF did you do?!!! Somehow you have gained the attention/wrath of either the Hulk or the Sentry and they will now be coming after you

with everything they've got. For an extra 400cp both of them will put aside their differences to destroy you. Good luck, you're gonna need it.

+500cp - Out Of Control Power: Choose one of your powers. You now have no control over it and it will activate at the most inopportune time. Training yourself to master it will take a significant amount of time and may require outside assistance.

+1000cp - The Void: This is bad with a capital B A D. You are now in possession of your very own Void, a nightmarish conglomeration of all of your darkest thoughts and dreams. Basically, it is an evil version of you and it will fight for control of your body. Should you give in to your darker temptations or lose control of yourself the Void will assume control of your body and go on a rampage until you regain control. Don't lose hope Jumper.

+1000cp - Uncontrollable Rage: Can't you just calm down?!!! The answer to that question would be a hard NO. Whenever you get angry you find it extremely difficult to calm back down and in this rage fueled state you will rampage and destroy anything and anyone in your path. Hope you have a plan to stop yourself once you lose it.

Scenarios World War Jumper

Whether you choose to replace the Hulk or one of his Warbound your mission is clear: To find the Illuminati and make them answer for their crimes. You will now be dropped into the Stone Ship just one week before they reach Earth. Once there you must find, defeat, and capture Tony Stark, Reed Richards, Black Bolt, and Stephen Strange. You will face opposition at every turn from the Avengers to the U.S. Army to the Sentry himself but you must persevere against these foes. Should you succeed you will be rewarded with the perk **Worldbreaker Plus**. With this perk you no longer need to turn into your hulk form in order to access the power of WBH. But should you choose to transform you'll find that that the World Breaker form is your new base level of power, thus allowing you to gain even greater strength in time.

The Mightest Herald (Must Take "What If?" Drawback)

Instead of the main Marvel Universe you have ended up in the world of Earth-10233 where the Hulk had defeated the Sentry and Tony Stark, full of fear, fired the laser

weapon without narrowing the blast radius and as a result the entire city was wiped out. Everyone with the exception of the Hulk died including the Skrull Queen who had infiltrated the heroes' ranks disguised as Spider Woman. Several months after the fall of New York mankind lies on the brink of annihilation as the Skrulls take control of the planet. It is now up to you to save this world from its eventual fate. You must defeat the Skrulls, save humanity, and restore the Earth back to its former glory. Should you manage to accomplish this monumental task you will be rewarded with the perk **The Mightiest Herald**: For some reason Galactus has given you a fraction of his power and simply forgotten about you. You now have access to the Power Cosmic which makes you equal to the Silver Surfer if you have no other abilities. Should you possess any other abilities and powers you'll find that they have been boosted exponentially by Galactus' power. In addition to the Power Cosmic you also gain access to a silver board that allows you to fly in space at FTL speeds and a weapon of your choice that can channel the Power Cosmic. You are the mightiest herald Jumper and let everyone know it.

The Void Awakens(Must Take “The Void” Drawback)

This is not good Jumper. Not good at all. It seems that the Void has managed to escape your mind and manifest itself into the physical world. You must stop it from wreaking havoc upon the world. This is no small feat as it is your equal in power and will require your full might and attention to defeat it. But if violence is not your way then maybe you can reason with it, appeal to the Void and convince it to halt its rampage. Whether by words or by fists should you succeed the Void will fuse with you granting you the perk **Black Gold**: When the Sentry merged with the Void he gained godly amounts of power and now so have you. Your physical abilities have increased to the point that you could match the Worldbreaker blow for blow but that is the least that you can do. You can now manipulate matter and energy on a massive scale in a variety of ways from shapeshifting and regeneration to forcefields and life creation to the point of resurrection. Just like the Void you can now manipulate darkness to form powerful constructs to use. You also gain immense psionic abilities that could affect the minds of an entire world and stop a blow from Mjolnir. Shine brightly Jumper and let everyone bask in your glow.

Notes

It was quite difficult figuring out how to make this jump due to so much information. It was especially difficult finding the right pricing for everything but in the end this was very fun to make.

Changelog

V1.2: Added new scenario, added a new tier for the Elemental perk, further clarified the Juggernaut power and changed the Golden Man power.

V1.1: Altered and clarified the reward for the World War Jumper scenario.

V1: Jumpchain Created