



X-Men Evolution Jumpchain V 1.0
By MultiverseCrossover

Welcome to a Earth-11052. Unlike most of the other universes this universe focuses solely on the familiar X-Men with a twist. Most of the team is in school and just now are learning to control their powers.

But don't let the high school feel let you become complacent. Espionage, conspiracies, and hatred burn deep underneath the atmosphere and within a few months, the floodgates will open for the world to see.

You begin on the day when a young Nightcrawler joins up with the X-Men along with a meddling toad thrown into the mix.

You might wanna take this if you want to survive.

+1000 Choice Points

Origins

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

Drop-In

No explanation needed. You get dropped straight into your very own apartment located next to the Bayville High School if you so wish. Other than that you got no ties to anything so do whatever you want.

Student

You're the fresh meat in this town and just recently enrolled here. You may or may not have seen a few of the more supernatural things in this high school but do make your years here a memorable one.

Scholar

Whether you're a severely overqualified professor teaching or a teacher making new rounds at the local school one thing is for sure however. Not only do you have the smarts to back up what you teach but you can even make a change in people's lives.

Agent

You work in the field of espionage more specifically the hush hush kind. You know some of the dirtier secrets of the world and work for or against them. You can be a part of SHIELD, HYDRA, or even be your own solo person.

Roll 20+2d8 for your age if you're an Agent or Scholar. Roll 14+1d4 if you're a student. Drop In can be whatever age they want to be. You can keep your current gender or you can change it free of charge for this jump.

You can start in either New York City near Angel's place or in the small town known as Bayville which is where the main cast is typically at in their daily adventures of going to school and training.

General Perk

Beauty Incarnate (100) - You have been blessed with some of the best genes to make one of the most beautiful people here. Whether you are male or female you are just supernaturally attractive to the point of insanity as even supermodels are put to shame. Calling you a twelve out of ten would be the understatement of the century. People fall over just gazing at you and people will do practically anything just to get into your presence as beauty like yours is only told in myths.

Perks

Drop-In

Blending In (100) - When the going gets tough the smart disappear. You have the uncanny ability to act as if you belong someplace. You could hang out in the slums one minute and in the next be a part of a top secret organization. So long as you don't attract attention to yourself people won't notice you unless you make your presence known. Even in the direst of circumstances people will be hard-pressed to find you even if you're the culprit.

Finders Keepers (200) - You have a surprising knack for finding important items of the week that can either save a world or destroy it. Maybe that little ring you stumbled upon is one of the few things that keeps an ancient evil locked away or maybe you stumbled upon some ancient advanced technology. In the end whatever McGuffin you happen to stumble upon will be yours to keep or discard.

I'm Out (400) - Sometimes you just don't want to be a part of something any longer. This is understandable but a lot of organizations won't allow you to leave. But now so long as you declare you want nothing to do with a particular group they'll just be done with you. They will not interfere with you nor try to get you back in.

This even extends to groups that you're not a part of. So long as you declare you want nothing to do with them they will not get you involved directly in anything nor help. You are considered a true neutral who shall not be harmed with direct involvement.

Now this whole thing comes apart the moment that you get back into things but then you'll probably have some sort of plan by then.

Fingers Crossed (600) - No matter what sins you have committed from the lowly jaywalking to the walking genocide on wheels people just seem to give second, third, and quadruple chances. People are downright foolish in how much they're willing to be merciful and forgive you of anything over and over again so long as you appear apologetic. They will always look at you in the best light possible even when you're doing wrong in front of them.

No matter how many times you backstab someone figuratively or literally they'll forgive you and forget about it. They may gently scold you for a bit for stabbing them in the gut but you'll be best buds the next minute. Not like it matters since they conveniently forget whatever it was you did no matter how disgusting or atrocious. Its as if in their eyes you can truly never do anything wrong as no evil deed can seem to tarnish your reputation with people or make them dislike you.

Even the mass public will cheer your name and praise the very ground you walk upon even as you're committing several different war crimes. People can be just so forgiving and kind.

Student

On & Off (100) - Being a student is hard work. Being a student with difficult powers is even harder work. This perk allows you to selectively turn powers or perks off and on with a mental switch so you don't have to worry about causing unnecessary damage to surroundings.

Smoke and Mirrors (200) - People will rationalize anything and everything to fit it inside their worldview. Even when you use your powers in front of eyewitness and cameras while its daytime people simply won't acknowledge the fact that you have powers or that anything is off. They'll rationalize it as magic tricks or something else no matter how outlandish. Even if you transform into a giant kaiju they'll simply say that's a pretty neat costume.

Instinct (400) - Unlike most others who need to practice their powers you have an uncanny knack for mastering new powers in an instant. You have a perfect understanding of your powers from all the little quirks, nuances, strengths, and weaknesses that your powers possess and know how to best utilize them for whatever situation you're in. This can be by combining them, coming up with new uses for them, or even something else entirely as you can get a bigger bang for less buck. This extends to any future powers that you come across in the future.

Power Surge (600) - When your powers just aren't strong enough for a given situation a little more oomph will be a lifesaver. You can now forcibly 'evolve' your powers to make them significantly more stronger than before for a short period of time usually no more than hour. Your powers grow immensely stronger and better in every conceivable way while you're in this surged mode.

Of course this sudden significant and exponential increase in power doesn't come without fault. When you come out from this mode, you will be severely weakened and tired. Resting up is required before you can enter the mode again.

Scholar

The Wise (100) - As a certified professor you surely must have a Phd or two in some select subjects of your choosing. You're overqualified in most respects and would most likely be in the top of your field but teaching is your passion and by god are you good at it. People under your tutelage will learn things at an extraordinarily fast rate and retain that information far better than their peers.

Let's Come Together (200) - A single warrior can accomplish numerous feats but working together has made miracles happen. You have a knack for putting together teams of people that would otherwise never work together in their lives. From criminals all the way to the saints you can convince them to fight or work for a greater cause. These teams that will work for this cause work together like a group of elites even with only a little interaction with one another.

New Age (400) - There's autonomous fighting robots, energy weapons, cloning, and even gene enhancement in this world with only a few of the brightest minds capable of creating such tech. All this and more are now at your grasp as you can not only build these technological marvels but even improve upon them and others at your leisure. You are like a fountain of ever growing technological knowledge in most areas and have the skills to usher in a revolution if you so choose.

Let's Talk (600) - When you talk people hang on to every word you say. Everyone around you might as well be an open book for you to glance over and know how to instinctively get them to dance to your tune. Given time to debate and talk with a person shall allow you to get them into a state of mind where a singular sentence can change their entire outlook on life. After that and they might as well be mind controlled given how short the list of things they won't do for you. A speech broadcasted anywhere will have huge impacts on the lives of anyone who watches it.

Your charisma allows you to convince even the most spiteful and hateful of enemies to have one on one talks with them as long as you show no harm. You could even change the mind of a mutant hell-bent on the destruction of humanity over a coffee break.

Agent

Highly Dangerous (100) - You've got the latest in Super Spy training and are at the human peak of physical capability bordering into superhuman at times if you push yourself. Espionage, CQC and much more are your bread and butter. Your sneaking skills are second to only an actual ninja and your skill at weaponry and fistcuffs are at a level most wouldn't reach within several decades of training.

Secret Access (200) - Like any good agent one of the most valuable things besides resources is information. You have just the right knack to get files on practically anything or anyone that you so choose even if they shouldn't have any info whatsoever. Government secret files, highly valuable information on secret organizations, and much more just seem to float into your lap if you wish to know something.

Resources (400) - It's one thing to have the knowledge to create wonders beyond human imagination. It's another to have the ability to produce said marvels. With this perk, you'll find it easy to gain a following of some of the brightest minds in whatever fields you need. Need top level spies or scientist? Put out an ad and you'll rake them in by the dozens over a lunch break.

This covers things such as finding a base to begin whatever you want and not even wealth is an issue as people are willing to donate a countless number of dollars to your cause.

Mass Production (600) - A common theme in the world of technological marvels is that they are either left to groups of select people or only one of them is left in existence. To you however these seem like silly limitations to have. You have the ability to perfectly understand the inner workings of any technology with a bit of basic studying and a little usage of the tech in question.

This can be tech from the slightly ahead of modern times to the cosmic magitech of the future. Technology in this sense even has a very loose definition as it can range from robots, indestructible metal, swords that grant the power of gods, to even the ultimate of magical Macguffins.

Not only can you completely understand the objects but they can be mass produced with their original properties like a factory in overdrive with vastly fewer resources or even made from a literal box of scraps. They can even be improved with a minute amount of effort on your part.

Mutant Powers

You become a full fledged mutant if you take these. If you don't then you remain human.

It seems that through certain means you've managed to activate the X-Gene that was within you. Whether or not this is a blessing or a curse to haunt you for the rest of your days is entirely up to you. You get 300 CP free to spend only on powers.

Powers are an ever-evolving ability that get stronger and better the more you use them in any situation. Get to training if you wanna make them gains.

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

Phasing (100) - You have the ability to phase through matter organic and inorganic alike at will. This power can be granted to any object or person so long as you touch the object like say a train and phase it through another one.

Toad (100) - As the name implies you now have the abilities of a common toad you disgusting freak. The superhuman jumping abilities are neat though as you can leap over buildings in a single bound. Your tongue can be extended to a maximum length of approximately 25-feet and can even grab objects.

Your mouth also secretes a quick-drying slime that can be spat out at people. It wraps around them and dries instantly, incapacitating them unless they can break free. Finally, your hands and feet can ooze a sticky solution that allows one to stick to and climb up walls and ceilings.

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

Teleportation (200) - You can teleport and spam it like there is no tomorrow. Teleport yourself and the train full of people off to somewhere safe. The only limit at the beginning is a 2-mile radius and having prior knowledge of your location or sight of it.

Training can continuously increase the radius of your teleportation and amount you can carry or maybe you can develop tech to increase it.

Spyke (200) - Congrats on getting a self-replicating exoskeleton. These incredibly-dense bones can be extended, retracted, and fired from nearly any point on your body in a variety of sizes. The body instantaneously seals the wounds and heals the bone projections.

With some training you will gain the ability to heat up the ends of the spikes you produce, increasing their damage potential and allowing them to pierce and cut through steel. In addition, you can form an almost-indestructible exoskeleton on the upper body, which will protect you from high caliber bullets.

Boom Boom (200) - You create orbs of plasma, fiery-like energy which often takes the form of yellow and orange spheres, which range in size from marbles to large beach balls. These spheres can be then detonated within a 2-10 second time period after being created.

These bombs explode with concussive force, but the amount of power depends on the size of the bombs you create, from palm-sized ones creating small pops to larger ones generating massive explosions. You can also reabsorb the bombs if need be and are immune to their explosive effects.

Shapeshifting (200) - You can alter the formation of your cells allowing you to shapeshift into any human, animal, humanoid or semi-humanoid being of either sex. This power can also mimic any kind of clothing, as well as other materials, producing shoes, glasses, watches, etc. You are able to imitate retinas, fingerprints, scent and voice patterns perfectly.

While you won't replicate powers you can mimic the physical capabilities of whatever form you take, gaining the power of flight as a bird, fangs, and claws as a wolf, etc.

With training, you'll gain the ability to split into multiple shapes, such as a swarm of bats, gaggle of snakes, and several scorpions. You could even disguise yourself as a puddle of water, liquify parts of your body to avoid attacks, or form weapons like claws out of your body.

The general rule of thumb is that you can go no smaller than a mouse and no bigger than a fairly large bear.

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

Super Strength (200) - The strength of ten strong men! Kidding of course but you have power that most could only dream of. Picking up buses full of people or monster trucks is something you do in your sleep and your strength is comparable to that of even the unstoppable Juggernaut of this universe who stopped a speeding train with a simple slap. Your durability is similarly enhanced so you don't hurt yourself while doing these activities.

Healing Factor (200) - You possess a high-rate of cellular regeneration with far greater speed and efficiency than an ordinary human. This healing factor allows you to heal and recover from superficial and deep wounds in a matter of seconds or minutes, depending on the degree of the injuries. Missing limbs require about an hour but don't expect to be put out of commission.

Falling from an airplane and landing face first on the ground won't keep you down for more than a minute.

This regeneration also makes you immune to all forms of illness and disease. You are also immune to poisons and drugs unless given in truly massive doses. You are nigh-impervious to age & cellular decay via constant cellular regeneration so expect to live a few centuries in your prime before starting to see any sort of aging.

Molecular Acceleration (200) - You can take the potential energy stored in an object and convert it to pure light, pink-colored, kinetic energy, thus "charging" that item with highly explosive results.

The only real limitation to this ability is the time required to charge the object: The larger it is, the more time it takes to charge. Most charging takes place through direct skin contact. The power of these explosions is dependent on the mass of the object you are charging, for example, a charged playing card explodes with the force of a grenade while a bus will cause a huge explosion.

You can also accelerate an object's kinetic energy instead of converting its potential energy; for example, charging a Bo staff with enough kinetic energy will have enough power to level a house.

Avalanche (200) - You generate powerful seismic waves from your hands which can cause highly destructive effects. These seismic waves can cause any form of inorganic matter to shatter or crumble to dust. When directed at large objects, like a building or the Earth itself, these seismic waves create effects similar to those of an avalanche or an earthquake within localized areas. With enough time spent you could crumble entire skyscrapers with your quakes.

This gives you a limited degree of geokinesis as well. These seismic waves can be used to create thrusting pillars of rock for ranged attacks, create trenches and earthquakes, and even redirect Earth-based substances to an extent.

Leech (400) - When no one has powers everyone is normal. You can release a unique type of energy pulse over a city block at the start or in concentrated blasts. This pulse disrupts all energy fields in the surrounding, shutting down all energy-based systems in the immediate proximity for only a short while although there is no cooldown to how many times you can let loose a blast. A wide range blast last usually around a minute while concentration can extend the blackout duration. This also suppresses even the Mutant X-Gene, temporarily rendering any mutant hit by the pulse powerless.

In other universes, people that have powers due to some genetic mutations will be suppressed. (Aliens don't count.)

Duplication (400) - You can create identical, physical, and living duplicates of yourself with any items on yourself included as well. This process is spontaneous and requires zero effort. The duplicates think, feel, and act independently, though are usually guided by the original. You are telepathically and empathically linked to your duplicates with no regard to distance nor your plane of existence. You can even reabsorb the duplicates to gain their experiences, abilities if they acquired any, and any sort of gains if they became stronger than the original.

Now you can create up to eight clones at the start that are just as powerful as the original. While you won't be able to make more immediately at the start with training and diligence you'll be able to create even more full power clones.

Cryokinesis (400) - Manipulate thermal energy to create extreme cold to freeze anything in your surroundings. You do this by reducing the kinetic energy of atoms in order to make things colder, for various effects and combinations. You are invulnerable to cold weather.

You can create ice or snow to form barriers and bridges of ice that can be slid across. You may also forge a variety of objects, tools, structures, and constructs to even a full-body armor/shell of ice that increases your durability and strength, but still allows free movement.

In addition, you manipulate extremely cold winds capable of freezing anything within seconds. Last but not least, since you freeze anything on the atomic level you can make it fragile.

Magnetism (400) - You can generate and control magnetic fields and various magnetic forces. Metals can be manipulated to levitate or moved in a manner similar to telekinesis and even limited flight can be achieved by using your own magnetism.

As a side effect you generate powerful, electromagnetic pulses capable of shutting down electrical systems around yourself. Manipulating the terrain of a construction site from easily a mile away on the roof of a city skyscraper is mere child's play. Levitating multiple military tanks and jeeps is merely a time passing hobby,

You'll even be able to extend your reach out to the outer edges of the atmosphere to grab hold of satellites. While you won't reach comic's Magneto level of magnetism anytime soon, anything this universe's Magneto can do you can as well.

Telepathy (400) - You can read and control human minds, project your thoughts to others, and even scan locations to find specific mind's if you so wish. Influence both cognitive and motor functions in others to make them do things they wouldn't normally do. Scanning and altering memories from childhood to adulthood is a gift you possess along with creating powerful illusions which trick all five senses. You pick up on physic screams from the opposite side of town and can receive mental distress calls within miles of your location.

At the start you'll be able to alter the minds of dozens of individuals at once. With time you'll be able to erase the memories of an entire sports stadium.

With training your psychic abilities will improve as you'll be able to project your mind outside your body to travel the astral plane, and gain the ability to create psychic energy constructs/weapons, such as a scythe or swords. Anything Xavier or Jean can do with their telepathic abilities so will you.

Telekinesis (400) - Mind over matter as the saying goes. You have the ability to move objects with your mind. Using this you lift objects such as cars, trains, people, and even yourself to fly. You project a great force with your mind which includes such things as powerful shockwaves and force fields (strong enough to hold back the water flow of a broken dam or contain a massive train explosion).

With training, you could juggle helicopters with ease and possibly even alter the shape of inorganic materials on the molecular level.

Organic Steel (400) - You have the ability to transform your entire body into a form of "organic steel". In this armored form, your strength gets around 100 tons added to it as well as superhuman stamina and durability.

While in this state, you require no food, water or even oxygen to sustain yourself, and are extremely resistant to injury. High-impact assaults, large caliber bullets, falling from tremendous heights, extreme temperatures, and electricity no longer phase you.

With training armor can be selectively formed over portions of your body instead of all of your body.

Weather Control (400) - You are able to manipulate and control the weather on both a large and small scale usually no bigger than a city block at the start. You can sustain flight at high speeds and resist greater levels of heat and cold without any ill-effects. Modifying the temperature of the environment, control all forms of precipitation, and hand generating lightning are as easy as breathing. Forming tsunamis and tornados are not even out of the equation if you put your mind to it.

Destiny (600) - You can see into the future! Obligatory reference out the way you indeed now have the power of seeing future events days before they happen. These visions aren't perfect however as they don't get every detail right but merely a semi-accurate guideline for things to come.

These visions can be strengthened by reducing the time that you see into the future. Setting the limit to a singular day will result in you experiencing things as they will always happen if you don't do anything.

Super Speed (600) - When others get moving you wonder why they all seem to be moving in slow motion. You move at speeds of Mach 10 with the reaction speed to match it as to not make you run into something. Anything this world's Quicksilver could do now you can as well such as creating mini tornadoes by spinning your entire body.

With a couple years of training, you'll move so fast that you could empty an entire exploding mansion with the furniture, people, and underground secret equipment while goofing off as well.

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

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

Power Absorption (600 CP) - The mac daddy of the superpowers. Why have one superpower when you can have them all? Temporarily of course though.

Like a certain Rogue, you too gain the memories, skills, and powers of beings that you touch by absorbing their life force and weakening them, possibly into a coma if you aren't careful. Those with strong willpower and/or stronger than you can resist this up to an extent although if they dwarf you in power then there is no absorption.

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

Companions

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

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

Items

Drop In

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

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

Anti-Telepathy Helmet (400) - A metal helmet in a color of your choice that serves a very important function. Thanks to technology wired into the helmet it blocks out telepathy from all but the strongest telepathy attacks while not restricting any of your psionic abilities.

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

Alternatively you can screw this entire thing and make it slam down onto whatever part of the planet it happens to be above at the time. Don't worry it'll be back in the next jump ready for another round. If you somehow have another asteroid or have a place you want on the asteroid it can be imported instead.

Student

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

Image Inducer (200) - This wrist mounted device created by Charles not only is a clock but allows the wearer to form a holographic projection over themselves. As long as its human there's not much that it can't show or change into. Of course it can't hide anything that goes beyond the range of a normal human nor can it replace touch.

Serum (400) - This serum developed by Hank Mccoy was designed to suppress the mutant gene that was contained inside him. You receive a case full of twelve dials of these improved versions and will receive another dozen each year afterwards. This will allow one to inhibit the genetic mutations that they have to allow an inhuman person to be given a human form or to stop one's out of control powers for a period of time.

With a bit of tweaking one might even be able to turn this into an actual cure for those who wish to not have their genetic powers.

Gem of Cyttorak (600) - This rather unique gem besides its humongous size and possible price for a pretty penny has a strange effect on those with mutant powers. In future jumps this'll mean someone with mutated genetics. There powers permanently evolve and enhance themselves for lack of a better word evolve into something better than they could've ever something hoped for.

Whether it does it by removing limitations, expanding and strengthening already there abilities, or even granting new things entirely is up to the individual's power. This happens when a person bask in the radiation from the gem for about a minute. This gem never runs out no matter how many people it enhances. Should this valuable gem be destroyed another one will reappear in your warehouse a year later.

Scholar

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

Adamantium (200) - You receive a case of liquid adamantium, the hardest material in the world here. This nigh-indestructible once solidified in anything you want won't be melted and is practically impossible to destroy. You contain more than enough to do something like Weapon X and have some left over to do side projects. You'll of course receive more adamantium after a year happens.

Operation Rebirth (400) - This is some dangerous material that you're working with. These are the plans on the WW2 early gene enhancement that made Captain America. Included are detailed notes on how to create the rebirthing chamber and everything needed to create a super soldier like Captain America on the level of the MCU Version. The notes even contain a way to not allow humans to decay on a cellular level.

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

Agent

Shield Badge (100) - This badge with the shield logo on it is your ticket to anywhere and everywhere that requires top level classification. Need into a heavily guarded facility housing inhuman experiments. Just flash this in front of the guards face and you'll be let through. This badge changes to match the top level classification towards whatever area you go to.

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

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

Secret Base (600) - A fully stocked base of yours in a secret location that changes every single jump. It is stocked with the latest up to date technology that you have available and several room for secret needs. Science labs, training rooms, and everything a secret organizational base needs is here for your leisure.

Comes with an optional self destruct system in case you wanna blow it to kingdom come.

Drawbacks

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

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

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

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

Emotional Control (+200) - Your powers are directly tied to your emotional state. Anger or feeling terrified will have your powers spiral out of control aiming at anything and everything. Depression will cause you to lose your powers until you pick yourself back up.

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

There are 5 groups to choose from.

X-Men, Shield, Hydra, The Brotherhood, and Acolytes

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

Expect these attacks to happen a few times a year.

Split Personality (+400) - Well I don't know how this happened but there are now two more of you out there in the world. Now before you get any ideas this is not a positive. Your power has been split three different ways between the three of you guys and the other two have varying different personalities but let's just say they are dicks and don't care about you in the slightest. Unlike Legion, you don't need to be alive for them to exist.

Like Legion, however, both of them wish to be the only one in existence and have all the power. Expect many attempts on your life to bring you under their control and ultimately kill you.

If you ever want your full power back again better learn how to kill yourself.

Cloning Blues (+400) - Somehow someway a piece of your very own DNA got taken by a secret conspiracy group in order to create the ultimate weapon. Oh man, did they get it horribly right and now a rogue, younger semi-clone of you is on the loose. (Opposite Gender Optional You Pervs)

Good news is that they're not set out to burn the world. The bad news is that the source of all their burning hatred is directed at you and they would love nothing more than your head above the fireplace. To make matter worse is that in addition to being highly trained and dangerous they have all your biological and magical abilities along with those ever so helpful perks of yours.

Maybe and this is a very strong end of the world just maybe, if you smack some sense into them they may change their ways although this process will be much, much harder than when Logan did it to X-23. Expect many many fights to happen before even the slimmest of progress is made.

Hunted (+400) (Cannot be taken with Hated) - Remember what I said about the groups not wanting to kill you? Well take that off the table and up the murder factor to 12 and beyond. The groups despise you with a passion few could match and will use every single last resource at their disposal to end your existence.

Taking this multiple times will make the groups work together in perfect unison for the sole purpose of eradicating you from the face of the earth.

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

Good Luck.

Well you know what they say all good times must come to an end and your ten years are up. You have the choice to push forward no matter the challenge and continue on with your chain. Perhaps something caught your eye here that no other jump did so you can choose to stay here. Maybe you're feeling homesick and just want to return home. Whatever the case you keep everything you've gained and your drawbacks go away.

Notes

- Power Absorption lets you cancel other similar power absorption methods. Go give someone a much needed hug.
- Obviously your clones can't use the duplication power again....
- Look up the amazing Quicksilver mansion scene for what speed you'll have if you train the power. Triple to High Quadruple Mach Speeds is the baseline that you can use.
- If you're curious about the Gem here are two general rules. The stronger the power the better the upgrade will be. The second rule is that there are so many powers of varying levels that it is impossible to tell what an upgraded version would look like for everything. Just fanwank until the friction undergoes nuclear fusion.

Here's an example of what it could do here.

Teleportation would remove the limit to allow for a global teleportation span and would allow for dimensional travel to and from places.

Shapeshifting gets the aforementioned liquid body and splitting into multiple different body parts in addition to attaching limbs back onto themselves or growing new ones.

Healing Factor would be an unaging immortal that could live from a single drop of blood.

Super Strength could play skyscraper toss across the city and not so much as have a single cowlick in their hair be in the aftermath of the city.

Telepathy gets better psionic control, astral projection, psychic weapons, along with a edielec mind.

Organic Steel would allow a person to turn into a different type of metal provided they have consumed it or have studied it completely. So they could turn into stronkest nippon steel, adamantium, or whatever.

But once again just fanwank guys.