



Hello Jumper. Welcome to the Marvel Cinematic Universe, a comic book universe featuring modernized versions of Marvel heroes, villains, and their supporting cast (Earth-199999).

You will appear in your chosen location a day before the Avengers raid the Hydra base in the Eastern European country of Sokovia.

After that, unless you interfere, Tony Stark and Bruce Banner will work on Loki's Scepter and create a murderous AI called Ultron. He will be working towards the goal of 'peace in our time', which translates to genocide in murderous AI.

But that's not all.

Inhumans are out and large, magical threats are a constant threat, and a purple simp is trying to complete his rock collection.

Anyway jumper, I wish you well for the next 10 years, oh- and before I forget, here is your:

+1000 CP

ORIGINS

Mysterious: Your background is one of mystery. No one truly knows who you are, which means you don't have any friends, or enemies in this world. If you want, you may take this option as Drop-In.

Spy: You have been recruited by an organization such as FBI, Shield or Hydra (depending on your choice). You have become a field operative, and have been relatively successful and loyal to the cause, although that may change soon.

Tinkerer: You may be working on Stark Industries, Professor at University of London, or just a tech enthusiast, regardless, you have always enjoyed science and gaining knowledge.

Experiment: You have undergone an experiment. Depending on your choices in this jump, this could range from being a test subject for a Super Soldier formula, a Hydra test subject, or even a poor chap who endured the same Gamma Radiation as Banner did all those years ago.

Physical Age: Roll a 2d8+18 to determine your age

Gender: Keep your previous gender.

Or pay 100cp to determine either of these yourself

RACES

Human [Free]: You are an ordinary human or a humanoid alien that only has minor cosmetic variations to humans.

Asgardian [200cp/600cp]: You are from Asgard. You are an average citizen, but even then, you are capable of comfortably living for a few millennia, possess the strength to bend steel as if paper and durability that makes most human weapons ineffective.

For an additional **400cp** you are a son or daughter of Odin Borson. As a Royal Asgardian you can live for over 5000 years and have the strength and the durability to fight the likes of an enraged Hulk barehanded, although winning is another matter entirely. Additionally, you hold power over a single fundamental domain. This could be thunder, like Thor, a generic element, or even a concept such as death, like Hela. Although your current mastery is on par with Thor, meaning you can only access it with a special weaponry, or in bouts of great stress, you may need years to master this power.

AI [200cp/400cp/600cp]: You are now an artificial intelligence comparable to the Just A Rather Very Intelligent System (J.A.R.V.I.S.), capable of even impressing Ultron, and being seen as a threat by him. You currently possess the body of a single stark drone, but can easily connect to the world wide web.

For an additional **200cp** you are now a far more advanced AI, comparable to Ultron. You possess a physical body comparable to him, capable of firing repulsor beams from your hands, fly, and possess the same physical attributes to his robot body, you can design the body as you wish.

For a further **200cp** you are now in the body of Ultron's ideal body, Vision. Possessing all the powers and skills of Vision, with the exception of a stone in your forehead. You possess a vibranium body that grants you superhuman strength and durability. In addition, you can also fly, phase through objects, and unleash blasts from your eyes capable of injuring even the likes of fully upgraded Asgardian. You can design the body as you wish.

LOCATIONS

Roll 1d6 or pay 100 CP to choose

1. **Hydra Base:** The research base where Baron Strucker kept Loki's scepter, and where Maximoff Twins, Wanda and Pietro were experimented on to gain their newfound powers. Experiment Origin may start here freely.
2. **Avengers Tower:** A high rise building towering over Manhattan located at 200 Park Avenue. The Tower was the location Loki opened a portal to summon a Chitauri Army, and if nothing changes, Avengers are about to throw a party in here. Mysterious Origin may start here freely.
3. **Salvage Yard:** A location in South Africa on the African Coast where Ulysses Klaue holds a ship full of stolen vibranium from Wakanda. Spy Origin may start here freely.
4. **University of London:** One of the highest ranked Universities in the world, located in London, obviously. Erik Selvig, Thor's longtime friend, is a professor here. Tinkerer Origin may start here freely.
5. **Wakanda:** The most advanced Nation in the world, presenting itself as a third world nation. They have hoarded technological marvels and the incredibly valuable vibranium in the fear of others taking it from them.
6. **Free Choice:** Lucky you! You get to decide where your story starts. Choose one of the locations mentioned above.

PERKS

Perks trees are discounted to the origin, General Perks are non-discounted, 100 cp perks are free to the origin.

General Perks

TVA Approved [Free For This Jump]: Any changes you make to the timeline has been pre approved by the TVA and/or any other timeline-watching individuals or organizations, and not only that, you are unaffected to the changes to the timeline, and if there is a large scale effect, you keep your personality, memories, and gain any additional memories you would be expected to have.

For an additional **200cp** you get to keep this perk in future jumps.

A-List [100cp]: Well you may not be an A-List Hollywood actor, but you certainly look like one. You are easily 8/10, and anyone who sees you agrees that you are attractive, even if you are not their type.

For an additional **100cp**, you are 10/10, even the likes Thor, Captain America, and Black Widow pale in comparison to how good you look.

No Strings On Me [200cp]: Wanda could manipulate the minds of humans and even gods, but you... you are something unique. Maybe it is due to a mystic protection, or the fact you are an AI, regardless, your mind is impervious to mental/psychic intrusions, mental/psychic control and even the Mind Stone enhanced Scepter cannot affect you unless you allow it.

Worthy [400cp]: What makes one worthy to lift Mjolnir? That is a difficult question to answer. After all, there are many factors to take into account. One has to have unshakable will, charisma of a legendary military leader, wisdom of a true king, and more. Luckily for you, you are one of the few in this Universe, who has all the qualities necessary to lift the picky hammer.



Mysterious Perks

Mystic Arts Lore [100cp]: You have knowledge of most Mystic Lore, allowing you to recognize most demons, gods, magic items, rituals, and various other things related to the mystic arts. This knowledge updates itself in future jumps.

Beneath Notice [200cp]: There are countless gods, demons, and nosy watchers in this Universe. You go unnoticed by these entities unless you are directly meddling with their affairs, then, they may take notice of you, but even then they will be unaware of your nature as a Jumper.

Student of Mystic Arts [400cp]: You possess above average talent for mystic arts, and not only that, you spent the last two years studying under the Ancient One, or at least the skills knowledge expected to have done so. You are still no Master of Mystic Arts, however, given right guidance, it is possible for you to reach that level provided by the end of the decade.

Without a special perk, your mystical talent would be comparable to an average civilian, making learning even the basic portal spell a daunting task.

Strange Talent [600cp]: Your talent for mystic arts are comparable to one Steven Strange, who was foreseen by the Ancient One to become the most powerful Sorcerer Supreme this world has ever seen. With a decade of dedicated training, even the Ancient One's power earned through centuries would seem like child's play for you.

- Note 1: If purchased with Student of Mystic Arts, you start on par with Doctor Strange from Infinity War (Against Thanos).



Spy Perks

S.H.I.E.L.D. Training [100cp]: Were you a former shield field operative? Because you certainly have the skills to be one. You have now undergone the training expected of a Level 1 Field Operative.

Hawk's Eyesight [200cp]: Your eyesight and accuracy has improved to near superhuman levels, while playing darts, or with a gun/bow, even the Hawkeye would find you to be a worthy challenge.

Widow's Charms [400cp]: Black Widow is- or more specifically was- arguably the most valuable human asset of SHIELD. Despite being a regular human she is capable of taking down a large group of highly trained Soldiers, infiltrating almost any organization, seduce most men and women, speak 7 languages fluently, and interrogate even the toughest men, and even a god successfully. You now possess skills on par with her.

Get Killed? [600cp]: Walk it off. Once per jump, or once per every 10 years, whichever comes first, you are capable of walking it off. Meaning upon your death, you will appear completely healed in your original starting location or the location you were killed, depending on your preference.



Tinkerer Perks

Robotic Memory [100cp - Free for AI]: Your memory retention skills enhanced greatly, comparable to a machine, essentially giving you photographic and eidetic memory.

Doctor's in the House [200cp]: A scientist without a degree is worthless. With this perk, you not only have TWO doctorates of your choice, but you also finished at the top of your class. You also get all the knowledge and involved skill that requires one to have these degrees. You may repurchase this perk in order to acquire expertise in more fields.

Avenger's Ally or Ultron's Enemy [400cp]: You are a master in the field of computer science, demonstrating a super genius-level aptitude for programming, hacking, modifying, and diagnosing almost any computer system: even those of unfamiliar human and extraterrestrial origin. Even the most advanced AI of this world can't break into a site you are trying to protect.

Genius Level Intellect [600cp - Free for Upgraded Version of AI]: Without a doubt, you are a genius. You have one of the greatest scientific minds in the world. If you specialize in a particular area, your mastery of the subject impresses even the likes of Tony Stark and Bruce Banner, although they are still notably more intelligent than you are.

- Note 2: If purchased with Doctor's in the House Perk, you start on par with Helen Cho in your chosen field, a person who Ultron chose to spare.
- Note 3: If purchased together with Super Soldier Perk, you possess an IQ of 270, and in terms of raw intelligence, you are a true rival of Tony Stark, and with a Doctor's in the House Perk, you start out with comparable knowledge to him.



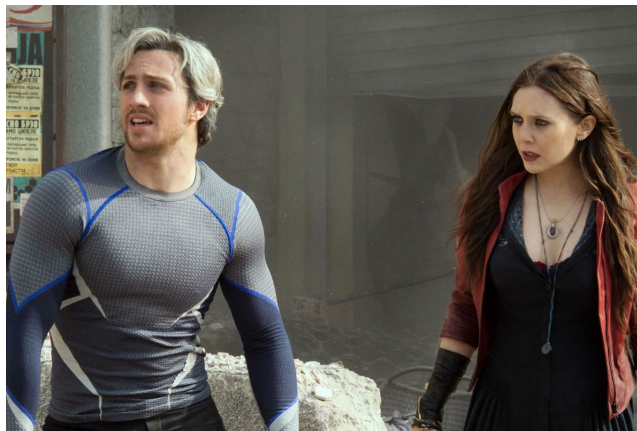
Experiment Perks

Second Chance [100cp]: Wanda and Pietro Maximoff were terrorists, Bruce Banner was a fugitive, and Steve Rogers was the skinniest man in Brooklyn. They all needed a second chance to make something out of themselves. Once per jump, if you genuinely wish for a second chance, to change yourself or your ways, people around you, and people at large will give you that chance.

Super Soldier [200cp]: Like Steve Rogers, you have undergone an experimental procedure that has enhanced you to the peak of your species. A regular human would be comparable to Steve Rogers, an Asgardian would now be comparable to Lady Sif, and a son or daughter of Odin would start mastering his or her innate powers. AIs will not be seeing a physical improvement, however, they will be noticeably more intelligent.

Infinity Infused [400cp/800cp]: You have been infused with the powers of an infinity stone of your choice. This could be the Space stone, granting you the ability to open portals anywhere in the Universe. The Mind Stone, granting you either super speed or telepathy and telekinesis (Wanda's powers without Chaos Magic). The Time Stone, granting you the power to view different timelines. The Reality Stone, granting you the ability to turn inanimate objects to bubbles. The Power Stone, allowing you to unleash mountain destroying blasts from your eyes and hands. Or the Soul Stone, allowing you to separate your soul, as well as others you are touching from your/their body into the astral realm. This can be purchased more than once.

For an additional **400cp** (undiscounted) you possess the powers of Captain Marvel. You are physically comparable to a Royal Asgardian, capable of flying in outer space unaided, traveling between galaxies, destroying alien armadas, releasing extremely powerful blasts and even taking on Thanos with the Infinity Gauntlet for a short moment.



Code Green [600cp/1200cp]: You have been exposed to Gamma Radiation, but rather than killing you, it gives you incredible power to turn into an alternative Hulk form (color of your choice). You seem to start out physically comparable to Thor and get stronger the angrier you get. Unlike Bruce Banner, however, you are in complete control of yourself.

Let's be honest, Hulk has not been THE Hulk in the recent MCU. He has been a punching bag to show how tough and great the new characters are. Luckily for you, for an additional **600cp** (undiscounted) you possess the powers of THE Hulk, the green behemoth from Earth-616 (The REAL 616). This includes his potential for seemingly limitless strength, durability and borderline immortality.

ITEMS

Item trees are discounted to the origin, General Items are non-discounted, and 100 cp items are free to the origin.

General Items

Debit Card [100cp]: You are in possession of a debit card. There is a deposit of 10,000 USD every month. Just don't ask where the money is coming from. Finance is... so weird.

Sentries [200cp]: You are in possession of a dozen Ultron Sentries, each of them are capable of posing a challenge to a Super Soldier, and are completely under your control. If any of the fiat-backed ones are destroyed, they will be replaced a month later. You also have the schematics to make more.

Vibranium [200cp/400cp]: Stronger than steel, a third of its weight and used to power a whole lot of technology. That is Vibranium. This resource is one of, if not *the* most valuable resource on Earth. Try not to show any to the Wakandans, they are *touchy* about the subject to say the least. You get a steady supply of 50 ounces per month.

For an additional **200cp** you instead gain 100 kilo per month. This is a very big target for anyone, so be careful who you show it to.

Mjolnir [400cp - Discounted With 'Worthy']: "Whosoever holds this hammer, if he be worthy, shall possess the power of Thor." Well Jumper, you may or may not be worthy, but you are capable of lifting this hammer. This is either the original Mjolnir or an exact replica depending on your choice. But regardless, while holding it (and a minute after), you possess the powers of Thor. This hammer is also an excellent weapon to channel any magic power you may possess.



Mysterious Items

Kamar Taj Robes [100cp]: These robes are given to the students of Kamar Taj. You may or may not be a student depending on your purchases on this jump, however, you somehow are in possession of them. These robes are enchanted to passively improve the learning abilities of the wearer (roughly 5%).

Sling Ring [200cp]: A small two-finger ring imbued with the power to open and sustain dimensional portals between any two points within the universe, and even create mirror dimensions. Only usable by those well versed in the mystic arts.

Cloak of Levitation [400cp/600cp]: A cloak that allows its wearer to fly at subsonic speeds for indeterminate lengths of time and responds to the user's thoughts. It can be used as a "third set of hands" to attack a foe when the user's body has been incapacitated. The Cloak of Levitation is nearly indestructible and fairly powerful. The cloak is capable of independent action.

For an additional 200cp (discounted if this was), you may select to have any other mystic relic present in Kamar Taj, with the exception of the Eye of Agamotto.

Eye of Agamotto [600cp]: Perhaps the greatest and most dangerous mystic relic on Earth. There are only a few objects in this Universe that can rival its powers. Its full capabilities are dependent on the mystic skills of the user, however, Dr. Strange was capable of turning back time, creating time loops, fast forwarding time, stopping time, and even viewing over 14 million futures. There seems to be a strange stone inside the Eye, but I am sure that thing is useless.



Spy Items

Bow and Arrow [100cp]: Not necessarily a bow and arrow, however, you are in possession of a single hand held weapon of your choice that can be expected for a Shield Agent or Hydra Operative to possess. This cannot be more advanced than Hawkeye's bow and arrow.

Farm House [200cp]: A rather large farm in a remote location of your choice. Perfect place to raise your family, away from the prying eyes, and keep them safe from your enemies, and even your friends.

Helicarrier [400cp]: You are in possession of a Helicarrier, an advanced flying command center that doubles as aircraft carriers. Specifically, Helicarriers were designed to be capable of sustained, independently powered flight, via four, massive turbine engines that provide the lift needed to keep them in the air, though they are able to retain seaborne capabilities.

S.H.I.E.L.D. Files [600cp]: You are now in possession of a copy of every file Shield has had in its possession. Shield has been known to keep an eye on almost every important person, groups, and items in the world. In future jumps, these files are updated to have information appropriate to the local setting.



Tinkerer Items

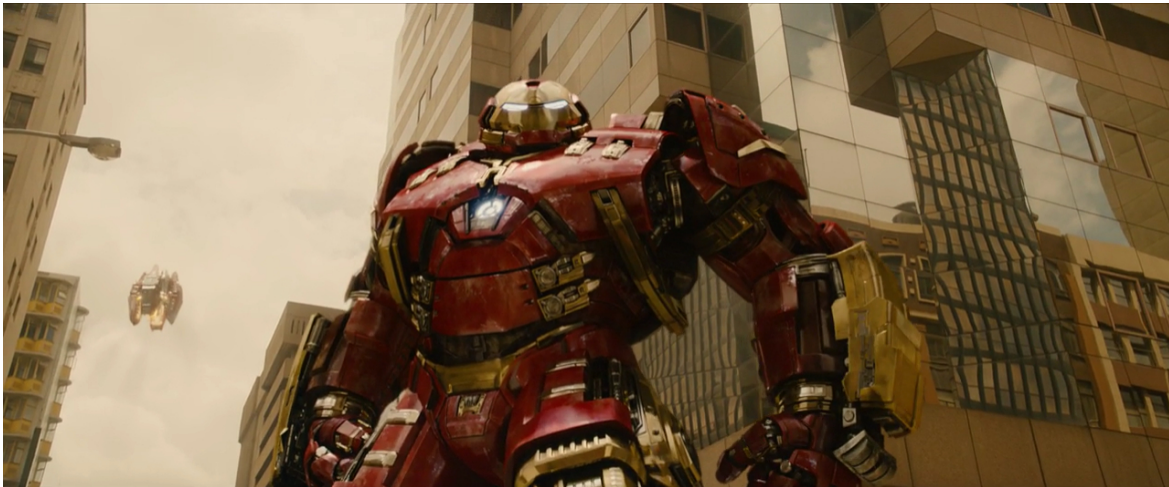
Holo Desk [100cp]: A table shaped device that can create holographic models perfect for study, analysis and reconstruction of a vast array of items, weapons and events. Come in any design and color of your choice.

Private Lab [200cp]: You have a state-of-the-art lab, hidden in a warehouse of your choosing. You own this warehouse, and for some reason, it continuously gets resources and utilities without you ever paying.

Power Armor [400cp]: You are in possession of armor with similar capabilities as Mark XLIII Iron Man Armor, although you can change the physical design as you see fit. You also possess schematics to make more, and an arc reactor to power the suit.

For an additional **100cp** (undiscounted), you are also in possession of a Hulk Buster armor, and schematics to make more.

Jumper Industries [600cp]: You are now the proud founder and owner of one of the largest companies in the world. You may choose which field the company focuses on, but regardless of your choice, it has a market value of 1 Billion USD. In future jumps, you may insert this company to the setting as you fit, however, the market value would be equivalent to 1 Billion USD of local currency.



Experiment Items

Cool Outfit [100cp]: Captain America has his star and stripes costume, Quicksilver his lighting track suit, Wanda her gothic outfit, and Banner... his invincible pants. Like them, you possess an outfit of your choice. This outfit does not inhibit the usage of your powers, and furthermore, it repairs itself overnight if it is ever damaged, although it does not provide much protection.

Quinjet [200cp]: The small jet capable of transferring the group of Avengers in relative comfort over long distances in a short amount of time. You are now in possession of one of these jets.

Vibranium Shield [400cp]: You have a melee weapon of your choice made entirely out of Vibranium. This weapon is nearly impervious, and in the right hands is capable of hurting or even killing the likes of Thor, Hulk, and even that guy who shows up at end credits.

Loki's Scepter [600cp]: One of the most dangerous objects in the known Universe. The Scepter itself is capable of bending the will of others to you with a simple touch. Even those with great will power are affected, and only those who possess more power than the Scepter itself, or incredible mental defenses could resist its effects. There seems to be a strange stone inside the Scepter, but I am sure that thing is useless.



COMPANIONS

Companion Import [100cp]: Import one companion from your previous jumps. They gain an origin of their own and 500cp. Or you can pay 400cp to import up to 8 companions. (Companions may not take Drawbacks but they get an additional 100cp for every 200cp you gain with Drawbacks)

Canon Companion [100cp]: Throughout your time here, you are likely to make some friends. With this option, you may bring one canon character with you, provided you share with them about your jumper nature, and they agree to follow you along your journey. You cannot choose anyone more powerful than unleashed Wanda Maximoff, aka the Scarlet Witch.



DRAWBACKS

AU World [+0cp - Cannot Be Taken With 'Comic World']: Would you like Fantastic Four to make an appearance? Mutants to exist before Ms. Marvel? Or maybe you want Spider-Man to be the Goat, Tobey Maguire. Regardless, now you can make changes to the MCU World, however, these changes cannot directly affect the events of Age of Ultron or used to cheese out of other Drawbacks.

Comic World [+0cp - Cannot Be Taken With 'AU World']: You may start in any Universe of your choice in which the event Comic Book Event Age of Ultron took place. You will arrive a day before the start of the event. The options include Earth-61112, and Earth-616. Your perks and items purchased in this jump have been adjusted to comic book levels. Non-updated 'Code Green' perk now grants you the powers of She-Hulk, and upgraded grants you the full power of the Hulk. Remember, you will be staying here for 10 years, whatever that means in comic time.

Extended Stay [+100cp]: You get an additional 10 years for your Jump duration. While you only get cp for the first time you pick this, you can use this extender as many times as you want.

Why Is This Guy In the MCU? [+100cp]: You have a face that should not be on the big screen. You are repulsive to look at. Trying to change your appearance with powers, magic, or technology will fail at most inopportune times.

Hydra's Enemy [+100cp]: Hydra, while severely weakened, are still present on this Earth. They view you as someone who should be 'removed', on the same priority as Captain America. Expect occasional assassins, who are possibly inhumans and/or super soldiers.

No Cameo [+100cp]: Why- Why would you take this? Are- are the points really that important? Don't you care about your own bloody story!!! *Deep Breath* I suppose to each their own... For the rest of your time in this Universe, there will be no cameo from Stan Lee, the greatest Watcher. *sigh* I just wanna say, I am disappointed with you Jumper.

Starting Late [+200cp]: Rather than starting a day before the Avengers storm the Hydra Base, you start after Ultron has already recruited Maximoff Twins, and has just murdered Baron Strucker.

Hazed Memory [+200cp]: Your memory of Marvel is hazy at best. You still remember the faces and names of the original Avengers, and the stars of solo movies, but the events, key items, locations, and supporting characters are clouded to you now. You still have the memories you would gain from your origin.

What's Jumper? [+200cp]: Your warehouse, as well as the abilities, skills, perks, powers, and items you bought out of this jump, will be locked until your ten years are up. If this is your first jump, you may not purchase this drawback.

Where's Jumper [+200cp]: Somehow you seem to have bad luck whenever it comes to the plot. If you want to join in, then fate conspires with random encounters and accidents to keep you away or as irrelevant as possible to the plot. If you want to stay away on the other hand, destiny will change to keep you as much in the crossfire and/or involved in the canon plot as possible.

Split Personality [+300cp]: You suffer from Dissociative Identity Disorder (DID). Your other personality is everything you despise, and it will be in charge of your body for 8 hours every day. During this time they might commit terrible crimes (rape, murder, genocide) with your powers. You have no control over this. Or, if you are an evil asshole, it might help people in need (solve world hunger, give all your money to charity, adopt two dozen children, etc.).

Public Enemy Number 1 [+300cp - Cannot be taken with 'What If...?']: You are now the public enemy number 1. The US Government and the Avengers will now be dropping everything to take you down, for good. Even if a world ending event was going on, if you showed your face, they would drop everything and go after you.

What If...? [+300cp - Cannot be taken with 'Public Enemy Number 1?']: Rather than starting on Earth-199999, you start on the Earth where Ultron took down the Avengers, and even Thanos to get the full Infinity Gauntlet. Normally, the Watcher would intervene, however, he seems to believe you have things under control.

The Most Wanted Jumper [+300cp]: For some reason all the cinematic villains seem to think that you are the primary target, obstacle or aid they need to succeed with their plan. Not only will this mess with the 'canon' plot but your enemies also will somehow have the additional divisions to pose a bit of a challenge. Regardless of whether you can convince them to back off or you decide to help these villains, you will have to deal with a whole lot of fighting and escalations, one way or another.

ENDINGS

Well, you survived your 10 years here. All drawbacks are revoked. And there's just one choice left now.

Return: It's been fun, but this universe has reminded you of the importance of family... It's time to go home.

Stay: Go home? This is your home now, and so you'll stick around here. Besides, With the resurgence of Superheroics in full swing, it's bound to be exciting.

Move On: You've had your fun here, but now it's time to move on. There's other worlds to see, explore, and perhaps even save. Good luck.