

Marvel:

Universe-80085 Jump

Or (Into the Milfyverse of Madness)

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(Based on art by Saturnxart)

After Vision was killed in this universe, Wanda snapped and decided that men were the reason for her husband's death, since she was the sorceress supreme of this universe, she had enough power to cast a reality altering spell that turned all the heroes, villains and people in power into extremely busty older women, in a misguided attempt to change the world.

Every person who gets or uses their powers or knowledge to become heroes and villains slowly but inevitably gets turned into milfs retroactively.

The world is mostly the same as before, but with more women committing crimes (super powered or not) instead of men, so it's still a case of Wanda being an idiot who can't look beyond her grief.

[Due to the nature of the setting, there aren't any male heroes or villains(most of the male criminals are underlings), so expect to be targeted by Wanda if you show off your powers. The 600 CP man capstone usually saves you but if you use your powers publicly, you'd be attacked by Wanda.]

Have these 1000 Comic Points (CP) and have fun during your stay.

Milf Perks:

Your sex/gender is set as female, age is more than 30.

Milf Looks(100 CP): You have the looks of a stereotypical milf. Big boobs, ass, etc along with an utterly gorgeous face. You'd be a 11/10 in a

mundane world but in this one, you're just one of the beautiful heroines. Additionally, your assets won't impede your super heroics in any way.

Milf Personality(200 CP): *Most of the heroes shown have their same personality but overlayed by a warm milfy one. So, they're all warm and caring towards those they love. Similarly your personality is mostly the same but you know just how to take care of someone so that they'd love their experience with you and want to stay with you forever.*

Milf Science(400 CP): *You're one of the smartest people in the world. You're as smart as Tonya Stark when it comes to science. Pick 3 fields of your choice, you're the world's preeminent expert in those fields, capable of making inventions in these fields that are decades to centuries more advanced than the technological or knowledge level of the world. Additionally you're also an expert in social engineering, able to guide the world to think in a way you want.*

Milf Magic(600 CP): *You've the talent and knowledge to be the next sorceress supreme. You're the peer to Wanda and Stephanie Strange when it comes to magical knowledge and skill. Additionally you seem to have the ability to use chaos magic, it seems to be only useful for small changes right now but eventually (after a decade or two of training) you can make changes as vast as Wanda (like rewriting a world or universe, etc) Your chaos magic seems to work more powerfully if you're trying to make a setting brighter or people better.*

Man Perks:

Your sex/gender is set as male, your age is above 21.

Hey There, Handsome(100 CP): *You're handsome/cute or anything else but you'd be a 11/10 in this world. You can have a big dick. This won't impede any of your day to day life.*

Black Widower(200 CP): In this world, the red room probably had a male division. You are a secret agent level fighter, infiltrator and manipulator. Since this setting is a matriarchy, you know how to act to appear harmless and cute. You also have a great amount of training and skills in seducing your targets and extensive knowledge in sexual matters. You also have enough training and experience in creating different personas and the skill to never confuse between your dozens of different backstories.

One Dick to Rule Them All (400 CP): Obligatory harem protagonist perk. You seem to be an anime harem protagonist who seems to be dropped in this universe. What this means is that your relationships are easier to form and maintain, you're a veritable sex god in the sheets, etc; Your lovers don't mind sharing you and they might even fall in love with each other and help you in forming more relationships. This perk lets you learn any and all learnable skills ten times faster as long as your lover's teaching you. Events happen to bring you closer to plot relevant characters in your strike zone and people who can teach you things you want to learn, like your biology professor secretly being spider woman, her wife the drama professor, the old lady who helped get home is secretly a witch specialising in illusions and is thinking of making you her apprentice, etc.

You subconsciously know just what to say to make someone like or love you. You've a universal appeal, anyone would fall in love with you after two or three interactions with you. You can toggle any and all aspects of this perk.

I'm a Nobody(600 CP): You're beneath the notice of world-modifying powers and technology that targets you as long as they aren't specifically targeting you. (Spells wash off your back, technology is unable to target you, etc.) You'd also know if your actions are touching the criteria necessary for the power or technology to start targeting you. But if you're getting targeted specifically, the spells, powers or technology have a habit of failing 9 times out of ten. You'd have a premonition if the spell/tech/power is going to be successful. This perk has a habit of using

loopholes to get you into or out of stuff you like or need, without making the powers or technology wise to the shenanigans you're getting up to.

Maybe this perk can help you be the first male president of the USA.

Powers:

Milfs get 600 CP to spend in this section only.

Super Soldier Serum(200 CP): You're one of the people who have been given a super soldier serum, just like Stephanie Rogers. You're stronger, faster and tougher than a normal human. You also heal faster.

Heart Herb(200 CP): You've somehow consumed the heart shaped herb found in Wakanda. This offers you all the benefits shown by the user of this herb.

Spidermilk(300 CP): You've been bitten by a radioactive spider and got spider powers now(enhanced strength, reaction speed, dexterity, stick to surfaces, etc). You can do everything a spider can. You have two scars below your palms that can launch webs.

Venom(300 CP): A symbiote that has bonded with you. They usually have edgy names like Venom or Riot or Toxin. They give powers almost exactly like those given by the radioactive spider bite. And the symbiote can form into various shapes as befitting a cosmic sludge alien.

Hulk Out(400-800 CP): For 400 CP you're one of the weaker variants of the hulk (MCU, probably) while the 800 CP is one of, if not, the strongest showing of Hulk.

Asgardian(400-800 CP): For 400 CP, you're a normal asgardian while the 800 CP option is a royal Asgardian on par with Thora, the goddess of Lightning. Pick an element (like lightning, death, etc) you can manipulate it because it's your godly power.

Mutant(100-800 CP):

Roll a random power on the power listing wiki, that is your power. Depending on its power level, spend 100 to 800 CP on it. 100 is power that is barely useful while 800 is something comparable with an omega level or beyond mutant power. (You can have two rerolls but you need to pick the power you rerolled the final time.)

<https://powerlisting.fandom.com/wiki/Special:Random/main>

Random Power(100-1000 CP):

Don't want to be a mutant, you can click on any of the below three links and pay the price to get these powers. 100 CP is a power with barely any use cases but 1000 CP is for really powerful or omnipotent powers. You can use this option multiple times. You get three rerolls but you need to pick whatever you rolled the final time. Truly omnipotent powers are nerfed to universe level until you get your spark.

<https://powerlisting.fandom.com/wiki/Special:Random/main>

<https://powerlisting.fandom.com/wiki/Special:Random/Archetype>

<https://powerlisting.fandom.com/wiki/Special:Random/Trait>

Don't like any of the powers on offer, pay 800 CP to access the generic superpowers supplement and make your own super power. You get 1000 PP (power points) to spend on the supplement.

https://drive.google.com/file/d/1ZwX9Juja8PE80BqA-Olhvhj5_UShOsEI/view?usp=drivesdk

Items:

Men get 600 CP to spend here.

Job(Free): You've a well paying but otherwise ordinary job. You can pick where and what you're employed as.

Super Suit (free): Something to protect you and hide your identity while you do your heroics or villainy. It offers some amount of protection but its true benefit is that it won't tear or reveal your identity.

Persona Kit(100 CP/free for man origin): A room filled with different items to change your appearance temporarily (wigs, clothes, voice changers, holographic projectors, etc)

Tokens(Free/100 CP): Since we don't have many items on offer, take these 4 tokens. By sticking one of these on an item in the

setting, it can be fiatbacked. You get 4 tokens for free but you can buy them at a rate of 100 CP per token.

Shiny Rock (100 CP): A shiny rock that feels important, somehow. It doesn't have any powers but it feels that it used to have some power and there's a strong echo of it remaining in it.

Ok, fine. This is an infinity stone from a different universe. It's absolutely useless here but you could use it to make a machine that can harness the echoes of power in it to make a device that is as strong as a 200 CP mutant power. A watch that can reverse 12 seconds, a ring that can control around 12 unpowered humans or 30 animals, etc;

Mansion(200 CP): A huge building in a classy area. Fully furnished and supplied with all the things necessary to live in luxury. It always has enough rooms for any number of people you bring to the mansion.

Gizmo (200 CP): Something like the falcon's wings but better. Maybe the vibranium suit of the black panther.

Power Armour(200-400 CP): Something comparable to an Ironmilf suit. The cheaper option is on par with one of the standard suits used by Ironmilf while the costlier option is like one of the specialised suits used by Tonya Stark for a specific threat. (The cheaper one is a jack of all trades while the costlier one is a master of one).

Political Power(200 CP): Senator or something similar, maybe a famous men's rights activist? If you could leverage your position,

you can even become an important political figure in your country or the world.

Company(300 CP): A multinational company with a profit in the billions every year. You're the owner of this company but it's managed by loyal directors so you don't need to work much.

Batman's Secret Power(400 CP): You're the richest dude in the world. Mostly because your mommy was a smartypants. Or you could be smart enough to make this much money by yourself but the main point is that you're filthy rich and can field your own private army of superhumans.

Companions:

Import or create 8 companions for free. They each get 800 CP plus the origin specific stipends, depending on their origin.

For 200 CP, you can insert all your companions. They each get 600 CP plus half the origin specific stipend, depending on their origin.

If you can convince anyone to come with you on the chain, you can take anyone from this universe with you.

Here are some companion options: (still tentative) You get 600 CP to spend on this part of the companion section only. You can select two companion options for free and you get four discounts that can be used on the below companions' CP cost.

Grapplers:

Henchboys: Followers.

RepliKate: Kate Winslow, a master thief, found the ring of an ancient mage that lets her split into multiple clones she can control like a hive mind. As long as one clone is alive, that counts as the real body. She keeps one clone in a highly secret base known only to you and her. Now she works sometimes as a hero, sometimes as a thief, with no set end goal.

Supergirl expy:

Tech genius kid who helps make you super gadgets.

Shaper: Panacea expy but she can modify herself.

Cougar: One day you came across some weird goop that was shifting around. You were too curious and went near it, suddenly the goop reached towards you and entered your body. It introduced itself as Envy, a symbiote. After a few days with you, she suddenly left you one day and even though you were sad, you moved on with your life.

A week later, you saw your next door neighbour, a beautiful older woman called Stacey near your door. She told you that she wants to speak with you and you entered the house with her. She then revealed that she always had a crush on you since you moved in but was too scared to make a move. A few days ago, she came across envy and both of them came to a decision to share you. Now Envy is bonded to Stacey and both of them are your lovers. Life is fun and the bedroom is even more fun.

Thinkpink: This shockingly pink young woman fell in love with you at first sight, or so she says. After a brief stint of dating her, you ended up becoming lovers. She then revealed her power to you. She can, at will, release pheromones that can make a target do whatever she asks them to. She didn't use it on you (or did, depending on your preferences).

Her goal right now is to earn enough money so that her darling (you) can live like a king. She's a genius biochemist but due to various reasons she's currently unemployed. She works as an influencer (e-thot) these days and has a huge number of fans (simps) who fund her lavish lifestyle. Additionally she has created chemicals that temporarily modify her Pheromones to cause different effects on people instead of the usual mind control effect. She'd be happy to find new test subjects to use those chemicals on or to find new mistresses for her darling.

Starheart: Samaranean prince (basically a Starfire expy but male)

8 companions from different universes: Basically thinking of using the companions I've created for the jump as a test build.

Daredevil (Free): Matilda Murdock is a blind pro bono lawyer by day and the masked vigilante Daredevil by night. She had approached you for some help with a case and you soon became friends, trying to help the little guy.

A grandchild of Jean Grey/Wolverine on one side and Cyclops/Emma Frost on the other, travelled back in time to stop them all from breeding because she is SO FREAKING TIRED of all the family drama.

Powers are healing factor, the ability to turn into living adamantium and eye beams that hypnotize the target.

Alakazam: A sporty young lady who has been selected by the goddesses to receive their power. By shouting Alakazam, she turns into a sexy older woman and receives all the blessings of the goddesses to fight crime and save people. She seems to have a crush on you when you saved her from some trouble (before she received the blessing). She's new to this entire hero thing and needs your help in managing her alter ego and saving people. She can temporarily grant you some of her super powers (pick one or two of her strength, speed, endurance, elemental manipulation, flight powers).

Metrowoman: An alien from a now long destroyed planet, she was found by a loving family and raised as their own. They instilled a great moral compass in her and she's the nicest woman you'd ever meet. After the death of her parents, she moved to the city to work as a reporter at a TV channel and seems to have fallen in love with you. With speed, endurance and strength of arms that beggars belief, she's like a goddess in the flesh. You could say she's a true "super" woman. She can fly, travel through vacuum, etc; she even has powers like an ice vision and fire breath. With no noticeable weaknesses, she's a premier hero of metro city and even helps out the avengers whenever they need her. However she met you, she seems to have fallen in love with you and now she has one weakness, 'you'. The thought of losing you makes her scared and she goes out of her way to make sure you stay safe. She doesn't want you to know that she's the super heroine Metrowoman so it leads to weird antics like her superheroine alter ego giving you a lift to your office because of the recent traffic accidents near your work, her cooking all your meals because Metrowoman warned her that someone's trying to poison you, etc; Her excuses may drive you mad, but know that she only wants to protect you. If she has to face a dangerous enemy who might target you, she would probably end her relationship with you, to protect you, but you can always find her because her disguises are always flimsy enough to look through, even if no one seems to connect her superhero alter ego to her when the only change is her removing her glasses and going with a straight hair instead of her ponytail. (Tl,dr: She's female superman).

The hulk from hell: All her life she was sickly and weak, until she learnt about magic and began researching spells that help her better her health. Her research led her to gamma ray experiments which she replicated with her magic and ended up with the form and powers of a hulk. She now stays in that form at all times (by default she's green but you can pick any colour), she's an expert at converting technology into magitech or a completely magical equivalent. She has contracts with hundreds of extra dimensional entities who gave her various benefits. She prefers staying in her hulk form which is nearly 8 feet tall and quite attractive. She doesn't like showing her normal appearance to others but years of applying magical spells and modifications made her normal appearance quite exotic but cute. In her normal appearance she's around 5 feet tall and is really cute but she doesn't like how she looks like a school kid.

The family: Your mom, aunts, grandma, etc along with your elder sisters, cousins, little sisters, etc; basically a low to mid level hero group of around three dozen people.

Other group companion ideas:

Magic school for milfs: Kamar Taj but filled with sexy mages or sex mages (troy style cum witches?)

Mountain school for martial arts: Some kind of monk school like the dragon fist dimension.

Stepford Skrulls: An idyllic town that looks as if it's in the 1950s or 60s. They use their weird tech to make everything look like that and keep up with modern stuff. All the residents except you are Skrulls completely loyal to you. It has some technology and some magic stuff to make people ignore the town.

Castle Transylvania: A huge castle in Transylvania, ruled by Contessa Dracula with an iron fist, helped by the council of twelve, a group of thousand year old vampires sired by her. She has hundreds of lesser

vampire servants and a similar amount of ghostly slaves and other monsters that prefer the night to hunt their prey. You seem to have made this undead lady's heart beat once more so she decided that you will be her king. You'd get a free Marvel style vampire altform post jump, able to destroy a city if you go all out and your powers increase with age, with no known limit. (Due to the nature of this jump, the vampires probably suck your dick instead of your blood, but you may change this if you want).

Krakathoom Island: A group of mutants didn't want to get involved with Xavier's or Magneta's group so they escaped to this pleasant tropical island. Due to your extra dimensional nature, they don't mind you hanging around here. Most of them are quite weak as far as mutants go but there are around 3 dozen or so of them that are middlingly powerful with a half dozen or so heavy hitters on par with the major X-Milfs members.

Nova corps?:

Fur moms?: Hmm, what's this? It seems to be a group of experiments discarded by the High Evolutionary, but these ladies seem a bit too furry. What you have here is a group (about a 100 or so) of uplifted and modified humanoid animals who wouldn't look out of place in furry porn. Maybe she had a furry fetish all along. They've decided to throw their lot with a handsome human like you and would help you out however they can.

Gamma gals: Members of a university sports team, these girls and their coach got caught up in an accident involving gamma rays. Most of them were moderately changed by the gamma rays but the coach got a heavy dosage while she was trying to save all her girls. All 15 of the girls are somewhere north of Captain America in their physical prowess and some of them are quite smarter than they were previously, giving scientists a run for their money. The coach was heavily affected by the rays, being capable of undergoing a hulk like transformation when stressed. Even without that transformation, she's a fair bit stronger and smarter than the rest of the girls.

Drawbacks:

Dilfverse(+0 CP): Now every hero or villain is a hot oldman.

Art Style Shift (+0 CP): Don't like the art style used in the comic, you can pick another art style to change the way the people look in this setting.

Continuity Toggle (+0 CP): Comics are a mess of timelines and events. Since we don't have much information on the background events in this setting, you can edit the setting however you want as long as it doesn't change the core theme of the jump and whatever has been shown in the comic by saturnxart so far.

Extended Stay (+100 CP): 100 CP per ten years of stay extension in this world.

In the line of Duty(+200 CP): You lost a body part or bodily function. You can take this multiple times, one per each limb or function you lost.

Fresh Start (+600 CP/+400 CP/+200 CP): You don't have any of your perks, items or companions from previous jumps and would be dropped down to just your bodymod. Alternatively you can pick only one or two among these lockouts (no perks but have items and companions, no perks and items but you have companions, etc) to gain 200 or 400 CP.

Wanda's Notice(+300 CP): She noticed you and is doing all she can to make your life worse.

Milfed Up(+300 CP/only for milf origin): You got hit by the background spell really badly and now act like the most stereotypical sex crazed milf from a hentai.

Dude in Distress (+300 CP/only for male origin): You always seem to be kidnapped or caught by the criminal types as part of a plot or just because you're nearby and can be used as a hostage.

Transformation Sequence (+200 CP) (only for male origin): Now all your powers (from this jump and other jumps) and out of setting perks are hidden behind a transformation sequence that turns you into a hot milf. You can decide how you access the transformation sequence (maybe by calling a name, etc) but you can't use your powers outside it. Post jump, this can become an alt-form that boosts your powers by half.

*Rising Star.....Spider Gal who is *very* much into bondage particularly with her Webbing, both for the doing and being tied up.*

Avatar esque Bender of the four classical elements and as she becomes more skilled and powerful starts getting more abilities with her refined bending capabilities.

Paragon:

Super Gal expy, can absorb and emit radiation in various ways but usually relies on her super strength, speed and senses to deal with most problems and enemies.

2nd: ??

Vigilante: "Volt" Victor Vadderung. This muscular twink controls lightning and has learned how to create various items with their powers that usually have some lightning flavor to them. By day operating as a Financial Consulant, by night using lightning and storm powers to fight crime in his way.

Rogue:

The Lewd Lizard: This woman had been experimented on and has since learned how to transform into an enormous lizard/crocodilian creature.....but while in her lizard form her inhibitions go out the window as she craves violence or incredibly rough sex. Able to regenerate the most

grievous wounds in mere moments...her stamina is near limitless...you're only hope to defeat her is to give her lizard form a good enough fight or fucking to satisfy her from a rampage. Ironically her human self craves softer and more intimate love making but sometimes the lizard wants to play.

MasterMind:

Sorceress Supreme: Master of the Mystical Arts and overall super nerd.....has begun using her formidable array of powers and expertise in all things supernatural to begin creating her own illuminati/Cult network across the world.....she proclaims to those who are aware of her power and status that she protects the world...but her hedonistic succubus orgies she makes for her followers and lovers show a much more raunchy and unpredictable side to her.

An elastimilf and a shapechanger who's yandere for you (in a stalker ish way), trying to stay close to you by coming across you in different forms, etc;

Bonus points if you can instantly recognise her

Hmm, an elastic hero and a shapeshifting villain?

I'd probably go against type and have the shapeshifter be a hero but shapeshifting is super useful for shady things

Yup. Instantly started thinking of a Mastermind gal who uses her elastic/shapeshifting powers for evil and corporate gains.

Most facilities would have an EXTREMELY difficult time keeping her out, super human strength and agility.....and the shapeshifting let's make moves against people left and right.

Yeah, I too started thinking of evil™ ways to use shapeshifting when it can be used for good too

I'd probably give her an ability to rapidly gain insight into the person she's impersonating

Hmm, Danielle Phantom:

This woman was in an accident involving some dimensional technology and a magic artifact, leading to her soul leaving her body temporarily. Now she has returned to her body but she has the ability to leave her body and travel the world as a spirit, most of her rogues gallery involves ghosts and spirits of various types but she's growing in power with each encounter, who knows how far she can go. As for her powers, she can fly at high speeds as a spirit and use some kind of soul energy like a laser. Her powers are still developing so who knows in what ways she would develop.