

Logan The Wolf Gauntlet Version 1.0 by Atma-Stand/Wandering Shadow



Forward

Throughout the multiverse, there are two major sub-verses related to those individuals that may be considered superheroes. One of the sub-verses is Marvel. Now Marvel has a massive number of universes dedicated to it. One of these universes was just recently revealed to the wider multiverse. While it doesn't have a number assigned to it, I can see that it centers around a more Nordic and Viking version of the X-Men. Specifically, it seems to focus on this world's version of Wolverine. Known as Logan the Wolf, this mutant has made a name for himself as a fierce warrior who is now hunted on the orders of a lord named Ottar.

You will enter this world around the time that Lord Ottar's bounty hunters encounter Logan. However, there is a catch here. As this is a far newer world, I am designating it, not as a Jump, but as a Gauntlet. As such, all non-Bodymod perks, powers, and items will be stripped from you, and you will begin with **+0 Wolf Points or WP**.

Perks

- **Comic Viking Standards (FREE)** – As this universe is based off of a variant of a comic book timeline, certain standards will be given to you. Your physical appearance has taken a bit of a glow, putting you at a solid 7 to 8 out of 10 in attractiveness. Any scars you

gain will appear more attractive than they normally should. Your hair is more easily styled into the various braids and styles indicative of Viking culture without having to worry about it getting in your way. Nails and teeth maintain themselves without your attention, and parasites never seem to be able to get a foothold in or on your body. Considering these standards have made you more attractive, you might want to benefit from one more thing. As such, you will gain complete control over your own fertility/virility and various related cycles. This final aspect of this perk is toggleable.

- **Survivalism (FREE)** – Despite what many might think of this age, Norse culture wasn't entirely dedicated to fighting. Survival skills were also pretty important and as such, you have a very comprehensive grasp of survival skills indicative of this culture. This includes the making of fires, the making and use of bows and arrows, woodworking, and the navigating of land and water.
- **Pain Doesn't Hurt (-100 WP)** – This is a harsh world you're entering into, Jumper. No two ways about that. In such a place, a moment of hesitation or perhaps better yet, a reaction to injuries sustained in combat may very well be the difference between life and death. Now though, while you may experience the sensation of pain, it will never bother, allowing you to fight through it and ensure you live to see another day.
- **The Raider (-100 WP)** – In one way or another violence was an ordinary part of Viking culture. As you have for all intents and purposes become a part of that culture, you too have grown up with it. Because of this, you have been trained to use weapons such as carolingian swords, falcatas, dane axes, skeggox axes, large round shields, and spears. While you may not be a master without peers, you'll find that having a comprehensive understanding of these multiple types of weapons may serve you very well in these lands.
- **Misdirection (-200 WP)** – They say combat should be an honorable thing, but you just don't see that as being possible when facing an overwhelming force of warriors or a single warrior with skills and strengths far surpassing your own. Because of this, you've learned how to fight dirty, and do so through the use of sounds, visual distractions such as feints to get even the slightest edge over your opponents. This can go as far as playing dead to draw someone in closer for that killing blow.
- **All About Money (-200 WP)** – In this land, where reputation can carry so much, people will always wish for some form of retribution for crimes. That's where you come in. Over your formative years you showed a talent for tracking down criminals and other malcontents that local leaders would hound after, going as far as to be able to track them well after their trail should have gone cold. Due to your skills, your talents are not always in high demand, but you will also always be paid the full amount for your services.

- **Coordinated Tactics (-400 WP)** – In this land, there's always someone bigger, always someone stronger, and always someone better than you. Instead of trying to prove your worth in a one-on-one battle, you choose to use your head and handle those kinds of fights with allies. As such, you are now a capable leader of small warbands, able to coordinate your subordinates into following your various tactics and cues without so much as saying a word.
- **Fenrir's Fury (-400 WP)** – Your years of fighting, raiding, and hunting have allowed you to enter into a controlled berserker state. This state floods your body with adrenaline granting you a hysterical strength and speed. This will allow you to viciously tear through your opponents with monstrous ease. You may exit it at any time you wish but do be aware that you will feel somewhat winded for a few moments afterwards.
- **The Wolf (-600 WP)** – You were born a different Jumper, much different. This was discovered early on in your life and the reactions were not pleasant. Cast out from your village of birth, you wandered the lands making a name for yourself. Because of the nature of your birth some have taken to calling you a wolf in the skin of a man and perhaps your powers are proof of that. Your senses are as sharp as an animal allowing you to see, hear, and smell far better than your fellow men. Your reflexes are faster too, allowing you to react more readily and quickly to attacks. The most telling ability is the ability to produce a set of bone claws from your knuckles. Whether these claws come as three from each hand or two claws from each hand and one from your feet, know that they cut clear flesh and bone as though they didn't exist. The last power your nature offers is a healing factor. While not as fast as other incarnations, it can heal you from taking a spear to the heart, rapidly replaces any broken claws within a few moments, makes you practically immune to most known diseases, and increases your lifespan tremendously.
- **The Magnus (-600 WP)** – Logan the Wolf was not the only person who was born with special gifts. Another was the unnamed man that confronted him after Logan dispatched the bounty hunters sent by Gunnar. You now share this same ability which grants you a comprehensive understanding and control over metallic magnetism. This will allow you to manipulate all forms of metal around you to do whatever you wish them to do. Rip a weapon from an enemy's hand? Done. Levitate discarded weapons around you and use them as both sword and shield? Also done. There are many more applications to this power, though be aware, the greater the use the more strain you seem to accrue.

Items

- **Leather and Chain (FREE)** – Considering how violent this universe seems to be, a degree of protection is a welcome thing. As such, you will receive a personalized set of leather and chainmail armor in Nordic/Viking style. This set will reshape and resize itself to your current size and should be damaged or destroyed, you will receive a new set within three days.
- **Falcata/Carolingian and Skeggøx (FREE)** – During your early days of battle, you managed to get your hands on a set of short weapons that worked well with your ferocious fighting. These being a Greek Falcata sword, or a Carolingian sword, and a Viking Skeggøx axe. This weapon set will always come as a pair, and should they be lost or broken, they will return in a day's time.
- **Honeyed Jug (-100 WP)** – Considered a sign of high status and celebration, mead was a drink that was gleefully adopted by Viking culture. So, we think it would be nice to have some on hand, right? So, I am giving you a stopped horn of high-quality mead that never runs and can be easily tied to your belt for easy reach.
- **Gokstad Pack (-100 WP)** – Viking and Nordic used what were known as Gokstad packs for carrying their goods, and equipment during long travels. This pack is an oval collection birch and leather attached solid wood base which can be worn on your back. Because you have purchased this option, this pack can contain double the number of items than its dimensions suggest.
- **Hewing-Spear (-200 WP)** – A typical Viking spear of the time. Its spearhead is designed to not only be extremely useful in thrusting attack, but also be useful in cutting attacks and parries. As such, this spear can easily pierce through bone and muscle as much as it can slash through them.
- **Shielded Red (-200 WP)** – This red and white Viking shield consists of thin wood planking formed into circular shape with a metal dome, known as boss, in place in the center to protect the wielder hand. While this shield will eventually break under enough strain, you can easily summon forth another shield should this happen.
- **Black Iron Helm (-400 WP)** – A curiously designed helmet that seems to be made of blackened iron shaped into odd but distinctive form. This helmet offers good physical protection, but it has an additional effect. Due to its creator's trauma, this helmet also has the ability to quiet the whispers of despair that he suffered from. In your case, this helmet will keep any form of mental influence and scanning out of your mind while wearing it.

- **Wooden Blade (-400 WP)** – An unbreakable wooden blade of your design that is just as effective as steel weapons. Curious as to why you might want this, how it was created, and why it was created, but it is useful all the same. On a whim you can choose to have it cut or smash your enemies.
- **A Falling Star (-600 WP)** – Sometime in the past, a falling star crashed upon the land. Those who discovered it found a metal that, when properly melted down and forged, weapons produced were lighter, and far, far sharper and more durable than those made from steel. Now, I am not giving you a specific weapon forged from this star metal. Instead, this item option will act as an upgrade to any weapon purchased here with a non-magnetic variant of this star metal. You need only buy this item once for it to apply to any weapons purchased in this Gauntlet.
 - **Falcata/Carolingian and Skeggox** – This paired set of weapons are now as sharp and as durable as adamantium and more importantly, they can be summoned to hands as soon as you need them.
 - **Hewing Spear** – This spear is now as sharp and as durable as adamantium and more importantly, its weight has reduced, allowing for greater speed and maneuverability.
 - **Shielded Red** – The wooden planks and metal boss of this shield have become far stronger, able to take all manner of punishment. Interestingly, the metal band around the shield has also been improved, allowing you to use it as an impromptu bludgeon.
 - **Wooden Sword** – The cutting and smashing capabilities of this wooden sword have been improved to match the capabilities of adamantium while also infusing the wood with two special properties. The first is that the weight is reduced to allow for more maneuverability. The second prevents the wood from being harmed by flames.
 - **The Wolf** – If you have taken the perk known as “The Wolf,” you will find that your skeletal structure has been infused with a large amount of adamantium. This massively improves your claws’ cutting capabilities and your skeleton’s durability. More importantly, this version of adamantium will not cause you poisoning or other such internal issues that other universe variants may cause.
- **The Bloody Grove (-600 WP)** – Every warrior needs a place that they can use for rest, and planning. That is what this seemingly ordinary forest grove is for. It contains high rocks and trees, can be used as a place of temporary rest, but it can also be used as a place to call forth those hunting you. You might wonder why this is the case, and in truth, this grove will allow you an easier time in hunting down the hunters.

Companions

- **The Warband (-50 WP to -400 WP)** – Have you been traveling to other universes prior to this Gauntlet? If you have, you may have picked up some companions along the way. If you wish to bring them with you, you can with this option. They will automatically receive the FREE perks and items. In addition, they can make their own personal choices with HALF the WP you receive from taking drawbacks, or CP bonuses from received from supplements like the Universal Drawback Supplement or instances where CP is permanently rewarded to you. Each companion is worth 50 WP.
- **Logan the Wolf (-400 WP)** – Stories are told of a ferocious wolf in the skin of a warrior who slaughters men, women, and children. They say he even slaughtered twenty of Gunnar's men, alone. These could be fairy tales to scare children. Regardless of whether these stories are true, you have found yourself traveling with the Eponymous Logan the Wolf. While he is of short stature, there's no denying his ferocious skill in battle. Logan the Wolf will come with the following perks and items.
 - Perks
 - Comic Viking Standards
 - Survivalism
 - Pain Doesn't Hurt
 - The Raider
 - Fenrir's Fury
 - The Wolf
 - Items
 - Falcata/Carolingian and Skeggox
 - The Bloody Grove
- **Erik the Magnus (-400 WP)** – This mysterious man is not nearly as well-known as Logan the Wolf. That being said, you can immediately tell there's something threatening about him. A brief display of his power shows that he can manipulate any form of metal around himself. As he has taken interest in you, he has decided to travel with you in order to convince you to join his nebulous cause. He comes with the following perks and items.
 - Perks
 - Comic Viking Standards
 - Survivalism
 - Pain Doesn't Hurt
 - The Raider
 - Misdirection
 - The Magnus
 - Items

- Falcatta/Carolingian and Skeggox
- Black Iron Helm

Drawbacks

- **Extended Run (+50 WP, Can Be Purchased Multiple Times)** – Normally I'd ask that you only spend five years in this cold land. But, like any comic series, popular interest has caused the creators to add more and more to it. As such, each purchase will add an additional Five years to your time in this universe.
- **Odin's Due (+100 WP)** – During a fight in your past, you were wounded in one of your eyes. While you survived, you were blinded in that eye from then on. This will cause you two issues. The first being, that you will lose a degree of your depth perception. The second is that this will act as a natural blind spot for you.
- **Short Energy (+100 WP)** – Whether it was a result of your genetics, or a poor diet growing up, you stand a head shorter than most fully grown people in this universe. While normally this isn't a problem, you find yourself particularly vulnerable to comments about your height.
- **More Than Realized (+200 WP)** – This is a universe where life is cheap, and battles are fast. Unfortunately for you, you are often so caught up in the rhythm of battle that you at first fail to realize that the number of foes is greater than you first thought. Over time you will come to understand, but be aware that from now until the completion of this Gauntlet, you will face double the enemies of any fight you get involved in.
- **One May Walk (+200 WP)** – Tales of your prowess and glory are an important part of this land and you feel it best to ensure that these tales are spread far and wide. Because of this, you will always spare one survivor of any fight you are involved in. While this may seem altruistic, this will cause information about you to be more easily spread.
- **I've Heard Stories (+400 WP)** – Many people say that you are a ferocious beast that masquerades as a human. That you murder men, women, and children. Whether this is true or not is entirely dependent on you. However, to the peoples of this land and their lords, they believe it's true. As such, you will find that you are never well liked in any community that you may find yourself.
- **A Greater Cast (+400 WP)** – This fan film really only shows the Nordic equivalents to two classic X-Men characters, Wolverine and Magneto. Now though, you will find other mutants from that series scattered throughout your journey, both helpful and antagonistic.

- **Death Isn't My Concern (+600 WP)** – I made a reference in an earlier drawback about how life is cheap in this universe. This is even more true for you now than ever before. You see, for whatever reason you treat your life with little to no concern. Maybe you believe you've got a surefire pass into the halls of Valhalla. Regardless, you will be throwing yourself into situations where violence is the only answer.
- **Repugnant Animals (+600 WP)** – In most if not all Marvel universes, understandings are not common, especially here. Regardless of whether you are a mutant or a regular, you will always be treated by society as an 'other.' An individual not accepted by those around you. Expect to receive virulent mistrust and disdain from regular humans during your time here.

Afterwards

- **A New God Walks** – You have taken what you wanted from this land and decided that it's time to move on to your next Jump or Gauntlet.
- **A Mortal Settles** – Something about this land calls to you in a way that no other universe has before. As such, your time Jumping is over. Welcome to your new home.
- **A Warrior Returns** – It's been a long time, hasn't it? You've decided that it's time to return to your true home, once and for all.

Changelog and Notes

- **5/30/2024** – Version .9 Created.
 - Due to how recently and new the fan film this is based on came out, I won't be putting any scenarios or special rewards into this Gauntlet. If the creators do more with this concept, this may change.
- **6/2/2024** – Version 1.0 Created
 - Minor grammatical and spacing errors fixed.
 - Added the companion option, "The Warband."