

Ultimate Spider-Man TV-series Jump

Welcome Jumper to another amazing world located in the Marvel Multiverse, Earth-1204. Here many of the characters you have come to expect from Marvel exist, but in some ways, very different forms. The Avengers having spent some time together originally before deciding to go their separate ways only to reform after the Red Skull reappeared and captured Captain America, and eventually the Hulk will become smarter and make his own team of gamma mutated beings. More important to you jumper is that 15-year-old Peter Parker, having spent a year as the amazing spider-man, has been approached by Nick Fury to learn how to be the best superhero he can be. Taking on this challenge as a quest to become “the Ultimate Spider-Man”, Peter has joined a team of young superhero trainees under S.H.I.E.L.D.’s tutelage. Which, if history unfolds as it should, will result in him being a central force in the creation of the S.H.I.E.L.D. Academy for young superheroes, and Spider-Man will eventually come to be leading both the Academy and S.H.I.E.L.D. itself. However, there is time for that to change, as you are now ready to enter this familiar if somewhat different world.

You have 1000cp to make your choices.

Locations: Roll 1d8 or pay 100cp to choose.

1. New York City: The home of both the Avengers and S.H.I.E.L.D. a thriving city full of danger and adventure. One that is rapidly getting use to alien invasions and other bizarre events.
2. S.H.I.E.L.D. Helicarrier: S.H.I.E.L.D.s flying fortress, this is the showcase of S.H.I.E.L.D.s military might. Normally patrolling the skies over NYC, this mighty craft can see deployment anywhere, even outside the earth’s orbit in later seasons. However, the Helicarrier is a dangerous post, as it has been taken over and scrapped more than once.
3. S.H.I.E.L.D. Triskelion: The island headquarters of S.H.I.E.L.D. located off the coast of NYC. The Triskelion also serves as the location of S.H.I.E.L.D. Academy. S.H.I.E.L.D.s program to train a new generation of super humans to use their powers responsibly.
4. Midtown High School: Peter Parker’s hometown school. On the surface, it seems to be a normal New York school, but in fact has more than its fair share of weird events and it is rumored that the amazing spider-man even goes to school here, what else explains the reoccurring supervillain attacks?
5. Boston: A seemly peaceful counterpoint to NYC in regards to superhuman activities, the city has something of a positive impression on the friendly neighborhood wall-crawler.
6. K'un-Lun: A hidden city located in the largest mountain range in Asia, it is a place of mysticism and is home to the legendary line of martial artists known as the Iron Fists. Also, home to the dragon Shao-Lao.
7. Atarog: A cloaked abandoned inhuman city a perfect place to hide and discover ancient secrets, take care however, the city has its fair share of traps and guardians to threaten the unawares.
8. Free Choice: Lucky you, you may choose any place in this list, or anyplace on this earth you wish to start for that matter.

Age and Gender: Either use 1d5+13 for a teenager and must use this as either Academy Student or Web-Warrior, or may roll 1d8+21 for the others, although you could use the first one for them as well, or just pay 50cp to pick your age and gender.

Backgrounds

Drop-In (free): You have no pesky memories of this world and are a stranger to it. Welcome to Earth-1204 traveler.

S.H.I.E.L.D. Academy Student (free): You are one of the teenage superheroes discovered by S.H.I.E.L.D. and placed on a team to learn how to use your powers. You may choose to start at the Triskelion or the helicarrier and may change the time of your arrival to about the time that the school was formally founded (which would be season 2), or join the first team with Spider-Man.

Web-Warrior (free): Having gained the powers of a spider you have become one of hallmark heroes of this reality, and will bring out the interest of the original Spider-Man to have you join his team and learn how to use your powers responsibly (even more so if he learns you are misusing your powers in his eyes).

Super Crook (free): From a young age, you know the only way you were going to succeed in this world was crime, and have spent most of your young adult years learning how to accomplish this. As such you are promising crook, and that is even before you gained superpowers.

Sinister Six 100cp: You genius knows no bounds, the millions of people in this city exist for only one purpose, to lift the few exceptional people onto their shoulders. The few who would play heroes waste their talents in futile efforts to appease a near mindless mass of ingrates and sheep. But you know better, and you will teach them. Especially that wall-crawling menace, Spider-Man!

Skills and Perks

Cloudcuckoolander 100cp (free with discount from drop-in)

People think you are crazy, and maybe their right. You have an odd way of looking at the world and your every action seems to confuse and at times seems outright nonsensical. However, there is a method to your madness, your insights into situations and people are often uncannily accurate. Your solutions to problems may seem bizarre but always appear to work. Certainly working out far more times than they have any right to.

S.H.I.E.L.D. Training 100cp (free with discount from S.H.I.E.L.D. Academy Student)

As a student of one of the world's most prominent law enforcement and counter terrorism agencies, students are trained in all manner of skills and abilities. On top of having excellent schooling for your age you have been taught all manner of skills for combat, survival, and stealth. While you are still being taught and are not a master in all categories you possess an amazing level of skill in many fields already, and by the end of your time as a student at the Academy can expect to be considered a top expert in many fields.

Natural Web-Head 100cp (free with discount from Web-Warrior)

You are a naturally agile and amazing at high speed combat in the air. You are very resistant to nausea and vertigo, and have little trouble with blood flow when upside down. You are quite agile and your reflexes are razor sharp able to move your full body nearly as fast as some people throw a punch. You are naturally gifted at parkour and would make for one hell of a pilot with just brief experience with the controls.

Professional Curtesy 100cp (free with discount from Super Crook)

You have learned most of what you know on the streets, learning from a young age the skills to be a professional thief and overall crook. You know how to scout out a target, what tools or people with skills you will need and in general an experienced thief. You also happen to know a lot of contacts among the criminal underworld of this and future jumps.

Master Manipulator 100cp (free with discount from Sinister Six)

You know what you want from people and how to get it. You have an uncanny sense of how to manipulate people to your own ends. Weave plots and plans to ensnare foes or learn more about them. Manipulate foes into helping your own goals. By hook or by crook you will get what you want.

Time for our crossover! 200cp (discount for Drop-in)

You seem to have a subtle influence on fate, bring you into contact with the movers and shakers of destiny around you. You appear to cross paths with others of significance and power at apparently random times. Fate bringing you together on temporary but reoccurring times. The exact relationship between you and these individuals is entirely up to your interaction with them.

Power Training 200cp (discount for S.H.I.E.L.D. Academy Student)

In addition to the more common forms of combat and training S.H.I.E.L.D. provides they also teach their students how to fully utilize their powers and abilities. In both combat and more pedestrian uses. You have gained an intense understanding of your abilities and how to use them. The techniques taught to you also gives you an insight into how to train with new powers, allowing for quicker mastery than what would otherwise possible. This control also teaches you how to perfectly control the strength of your abilities, allowing you to combat normal people and not seriously harm them.

Gadgeteering 200cp (discount for Web-Warrior)

Gifted at the sciences you are capable of developing all sorts of useful devices. Such as web-fluid, web-shooters, trackers and other inventions. You are quite capable of achieving all As in classes and can with time and effort understand truly amazing technology. Your scientific knowledge may be underestimated to most of your peers, but only to their detriment.

The Hunter 200cp (discount for Super Crook)

You are trained in the ways of the hunt. Able to track, observe, and kill the most lethal targets imaginable. You are also quite skilled in finding the necessary weapons and tools needed for any expedition. Able to track down and even make what you need either low tech or high. Your abilities lend

themselves well to battling super humans as well as the bizarre creatures that sometimes appear. Setting up traps with the latest technology.

I am a genius! 200cp (discount for Sinister Six)

You are gifted with a keen mind and overflowing intellect. You already have a handle on many leading edge sciences such as robotics, advanced weaponry, and power generation, but with time and research you can learn how to take use and create all sorts of spectacular items and devices. Note it will take time to understand the truly amazing technologies that can be located here and some minds may be considered smarter by the public. But even casual study can lead to some truly useful rewards.

Unpredictability 400cp (discount for Drop-in)

Your body flows as it wills, seemingly bereft of reason and purpose, although the effect is still much the same as a martial art or combat training. In sort you naturally fight in a way that is efficient and as good as many others, but is unpredictable to any sort of ability or power to predict your next move. This perk also applies to your actions in general, giving you protection from most forms of predicting your actions.

Super Team Tactics 400cp (discount for S.H.I.E.L.D. Academy Student)

S.H.I.E.L.D. Academy is not just about individuals training but the creation of the next generation of Avengers. Heroes that work together to save the world when unknown threats endanger it. You have been trained to work together with a team, knowing each other's strengths and weaknesses, able to communicate mid battle and seem to have a spectacular sense of where they are in battle. This perk translates to any new team you are on, allowing you are to get in sync with each other in an incredible short period of time.

I'm summoning the Spiders 400cp (discount for Web-Warrior)

You have the natural ability to know just what to say in any situation. More than that you just seem effect people more with your words than normal. Your enemies always find your words annoying and infuriating. It is easy for you to enrage an opponent into a foolish action, scaring them into surrendering, sowing dissent between allies, or revealing their plans in a desperate attempt to one up you. Conversely you are able to make allies out of conflicted opponents or wayward allies incredibly easy. Getting even the most suspicious neutral to open to you and begin to trust you at an incredibly fast past. This ability is not perfect however, some people are just too strong willed or distrustful for this to work on. And sometimes can lead to an unexpected outcome although fortunately very rarely.

I need a team 400cp (discount for Super Crook)

Your innate superiority to your foes is just as obvious to them as it is to you. As such they seek to defeat your greatness with force of numbers, but that is a tactic you yourself can emulate. You have the ability to bring together a team under your leadership of some of the seemingly most distant and contradictory personalities as long as they have some goal or personality trait you can manipulate. You can entice lost souls, the worst of the worst, or even honest individual who are unsure of who to trust or join. These team ups tend to be temporary unless hard work and dedication is put into the team and even then

some individuals are just too unaligned or self-centered to stay in a team for good. You can get some to rejoin you after a break up, but it will be dependent on how you treat them.

Goblinization and Animal Hybrid Specialist 400cp (discount for Sinister Six)

In the wake of the arrival of Spider-Man the mad genius of Doctor Octavius and the greed of Norman Osborn has been birthed a whole new field of genetic engineering. Combining the DNA of human beings with the DNA of other animals to give them superpowers. This research culminated into the serum Norman Osborn used to become the super human green goblin. You also have an in-depth understanding into this new art. Learning how to make serums to combine human beings with animal DNA to give them super powers or mutated forms. You also can recreate the OZ serum and with experimentation even improve these formulas. Making goblins and goblin soldiers. However, research, resources, and experimentation will always be a factor in your progress.

Little Angel on your shoulder 600cp (discount for Drop-in)

During your travels it seems you have gained the unique quality of a consciousness that has split into semi-independent sub-sections. They are fully part of the whole but at the same time are capable of conversing with you, making observations, and giving advice. These compartmentalized selves usually appear as an angelic being of some sort and a demonic one. Although the choices they represent are less “good” and “evil”, and instead different courses of actions based on their merits from opposing moral perspectives. One angel may advice solutions that are more pragmatic and work towards your personal goals, while the other may argue for harder to achieve courses of actions that benefit others as well as yourself. Although in the mind of the individual jumper who knows what could be represented? In terms of usefulness these state of being makes mind control and manipulation much harder and they can even exert control on you when your personality is being effected by something, making it much less likely to break your moral code. Also, the courses of action given tend to work out an usually number of times, as if luck itself was on your side. This perk can be turned off and on at any time.

Mistakes 600cp (discount for S.H.I.E.L.D. Academy Student)

Your relationship with S.H.I.E.L.D. is not a normal one, as one of many super human’s found and trained by the organization you are not one of the rank and file and considerable more valuable. There is also the pragmatic factor that a flunked student of today may become the super villain of tomorrow. As such S.H.I.E.L.D. takes great care in handling you when you make mistakes, trying to use suitable punishments while letting you get away with something that the rank and file would not get a second chance on. As such after this jump any organization comes to rely on keeping you seemingly in the face of numerous joyrides with the super jet and accidentally unleashing an age old super villain. However, you must truly be aligned with that organizations goals at least in spirit if not the details, and must face some punishment, even if really a slap on the wrist comparatively speaking.

With great power comes great responsibility 600cp (discount for Web-Warrior)

Your charisma and wisdom on the path of responsibility makes you even more special than simply a person gifted with amazing super powers. You inspire others and instill in them a sense of the righteousness of your cause. You find yourself becoming the leader of people incredibly easy.

Experienced leaders and people in positions of authority recognize that spark that can lead to great things, and are likely to take you under their wing and give you responsibilities. You have an easy time convincing people of your goals and have all that it takes to accomplish them.

task master 600cp (discount for Super Crook)

You possess photographic memory and reflexes, able to remember everything you have ever seen and copy the techniques and training of anyone you have watched for a period of time. This allows you to predict your opponents both on a combat level and a personal one, allowing you to foresee enemy actions with startling accuracy as long as you take time to study that person. You can also learn new skills and abilities as long as you take some time to observe it, the level of skill being limited by the time you have taken to observe it. Other means of training can only help this process. Some enemies may be totally unpredictable, not observed long enough, or drastically change their tactics if aware of your ability. Never the less you can often find yourself fighting being's way out of your metaphoric weight class with this power.

Symbiology 600cp (discount for Sinister Six)

Among the darker breakthroughs of the movers and shakers of this version of NYC is the creation of a terrible new form of biological weaponry. Created from the darker aspects of Spider-Man himself, symbiotes are a biological weapon capable of bonding with a host and increasing their attributes to superhuman levels. Even more so they often come with unique powers and abilities. Worst yet these creatures can often take over their host, to follow the imperatives imprinted on them. You have an in-depth understanding of this new terrible science. Capable of growing and controlling symbiotes of all types. In time with study and experimentation you can learn to make new types of symbiotes, even forge them from different types of DNA to make weirder and more terrible forms of symbiote. You could make an army of venoms, a plague of carnages, or even hybrid symbiote technological spider soldiers. However, these creations will take extensive time, research, and resources.

Super Powers

The good stuff, you gain an extra 400cp to spend here and in the various sub-builders provided for super powers.

Superhuman Attributes 200-300cp

Rather straight forward, you gain superhuman strength, durability, and agility. You can lift over 20 tons, and have similar durability. For an extra 100cp you can lift over 35 tons and have superhuman attributes on that level as well. You cannot take this power multiple times.

Flight 100cp

You possess the power of flight, either by forming wings or simply levitating in the air. This speed is has a maximum of 100mph.

Healing Factor 200cp

You have a healing factor able to heal in a few hours or even regrow limbs in a few days. This also gives you immunity to conventional diseases, toxins, and so forth.

Symboite Perfect Host 300cp (discounts for Web-Warrior)

You have gained a new friend; you have found a symbiote that is on its own for some reason and has found you to be their perfect host. As such you are in control of the merging and has increased powers. Use the symbiote builder to build your new pal or form.

Goblinoid 300cp (discount sinister six)

You have taken the goblin serum and have become a goblin yourself. You may take the standard powers below or may spend more CP for either the Ultimate Goblin form or Spider-Goblin. You can only take one form. All three forms come with the ability to mimic voices.

- This form is incredible powerful able to lift 35 tons and is just as durable. You have a low grade healing factor and superhuman senses. You are also quite agile for your size, although not as fast as Spider-man.

- Ultimate Goblin form 200cp (discount sinister six)

Even stronger and tougher than the base form it also comes with wings that allow flight and has prokinetic abilities. Allowing you to generate fire in a variety of different ways.

- Spider Goblin 400cp (discount sinister six)

Similar in strength to Ultimate Goblin it comes with the agility and speed of spider-man. This form has additional spider arms, can camouflage itself, spit acid, and has venom blast and has its own spider-sense.

Empathic Sound Control and Generation 400cp

You have a psionic based ability to manipulate sound and emotions. You can generate concussive blasts, shields, and even fly if somewhat slowly. You can also psionically bring out the worst in people, causing riots and fighting.

Molten Form 500cp

You are bounded with a metallic golden alloy of unknown origin, superhumanly strong and durable you can lift 30 tons and can generate extreme heat and radiation. You can even learn to fire blasts of flame from your hands.

Light Energy Generation 400cp

You can generate a light-based energy that can be formed into dagger like shapes and perhaps other shapes with training and skill. This energy can also be used to purify mind control effects, heal, and remove physiological conditions like drug addiction or insanity.

Phasing movement 400cp

This power is a combination of intangibility and teleportation power, allowing you to phase through matter and teleport at visual distances. You can teleport to any place you can see and yes pictures and video can work. And can phase through normal matter in what appears to be a fast-moving cloud of particles. This can be used offensively to hurt living beings. As moving through them is painful, although this has been shown to not be fatal as one would think.

Animal Control 200-400cp

You possess the ability to control animals. You can control their actions, sense their locations, and even observe through their senses some distance from yourself. The 200cp version is for one species, the 400cp allows you to control one genus of animal such as mammals or reptiles, this power has no effect on humans.

Iron Fist 400cp

You have gained the power of the Iron Fist, the ability to direct and control your chi as well as limited control over others. With this power your attributes are peak human, and can generate a fist covered in energy that has superhuman hitting power, and can harm and disrupt the abilities of supernatural creatures. Even those of great mystical power can be effected by your fist. You also have limited biokinesis, able to align the chi of others to help heal them or purge them of diseases or toxins, slow down the heart, or other effects.

Elemental 600cp (discount with super crook)

You can transform into a form of matter such as sand, water, or something like plant life. In this form, you can control your element, shapeshift, and use it to increase your size among other tricks. You have weaknesses based on your form of matter, water can be mixed with cement to trap you solid, sand melted into glass, etc. You also possess an obscure weakness in that your consciousness is still centered somewhere within your form, and enough physical damage could knock you unconscious and revert to human form. This weakness is rather unknown, and takes a lot of damage to successfully accomplish.

Energy Conversion 600cp (discount with super crook)

You can transform into an energy form of your choosing (canon examples are light and electricity). In this form, you can generate and control your chosen energy type, and possess abilities based on your energy type (electricity could control electronic equipment). In this form the limits of this energy form can hurt you and contain you. For example, water, can cause you pain in an electrical form, and mirrors can reflect a living laser.

Web-Warrior 300cp (discount with web-warrior)

Congratulations, you have somehow gained the powers of a spider and now are truly one of the web-warriors. Go to the Web-Warrior builders to build your powers and abilities.

Nova Corp 600cp (discount with S.H.I.E.L.D. Academy Student)

You are a member of the Nova Corps, an intergalactic police force given superhuman powers and abilities through the cosmic energies of the Nova Force that are focused through your brand-new Nova helmet. You possess superhuman strength and durability on the level of the 400cp level of superhuman attributes, can fly at high speeds, and generate powerful energy blasts and heat.

Animal Hybrid 300cp (discount with S.H.I.E.L.D. Academy Student)

You have been subjected to one of the various formulas developed by Oscorp and Doctor Octopus. Merging your genetic structure with that of an animal to give you superhuman powers. Look to the Animal Hybrid builder at the end of this jump for more options.

Mentalism 600cp

You have the power to control human minds, putting them into a hypnotic state where they will follow your commands. It is harder to do so in combat and stronger wills can resist, but with time and growth you can control entire mobs of people, and even pull consciousness out of their bodies and switch them.

Vampirism 600cp

You are a vampire along the lines and powers of Dracula. You have superhuman attributes equal to the 300cp perk. You also have immunity to aging, conventional disease, sickness and most forms of injury. You cannot be killed or permanently injured by conventional means. Are unaffected by most assaults and, due to a healing factor, can rapidly regenerate damaged tissue. You can command animals to your will, such as rodents, bats, and wolves. You also can mentally control victims you have bitten, and can temporarily hypnotize anyone with his gaze. He is capable of shapeshifting into a bat – normal or human size – or a wolf, and into a fog or mist – partially or fully – and has the ability of weather control, such as summoning electrical storms. You can also make minions called shadow vampires that are magical drones that were never alive, and control vampires you have created. You are also hurt by the sun and UV light, repelled by crosses held by person with belief, and are hurt by garlic, wooden stakes, and silver. You must regularly ingest blood to survive.

Living Vampirism 600cp

Mixing with bat DNA and other mutagenic process have turned you into a living vampire bat hybrid. You possess the ability to absorb life force through touch or by "breathing" in their energies at melee range. You also has a superhuman regeneration if you have ample life force, and have strength at the 200cp level of attributes perk. You can fly either through levitation or can create wings. You can hypnotize beings by absorbing their life force and staring into your eyes, although strong wills can resist although this also depends on skill with this power and how much life force you have absorbed. You can make others by absorbing their life forces, although they possess only a fraction of your superhuman powers and are under your control.

Speedball Effect 600cp (discount with Drop-in)

You have a connection to an unknown dimension of kinetic energy, allow you to produce a field of energy that absorbs kinetic energy around you into a field of bubble like energy forms. You can use this ability to harmlessly bounce around surfaces and move at superhuman speed and directions. You can also throw these bubbles as explosives or extend your field to push objects and people away, or even focus it to increase the force of your blows. You are highly immune to kinetic attacks in this form and other forms of attack, but not totally invulnerable.

Darkforce control 600cp (discount with Drop-in)

You have a connection to the semi-mystical dimension of pure darkness known as the Darkforce. You can either generate a portal to this dimension in a cloak you wear, allow you to drag things and people into your dimension, there they can be drained of light and released back stunned, or teleport yourself across vast distances. You could also generate this power as blasts or shapes if you wish.

Items

Costume (free)

A superhero costume made to your aesthetic choices. All costumes in this world also come with a weird feature where they tend to move and act like an actual part of your body, allowing facial expressions to somewhat show. May be turned off or on.

Costume import 50cp

You may import or redesign a previous costume, this import will gain the same facial expression ability the free option gets if you wish it to.

Armored Costume 50cp

You may add additional armor and support to your costume, allowing it to protect you from abuse.

Small Equipment Cache 50cp (may be taken multiple times)

Being a superhero (or villain) is a big job, and you need the right tools for the job. These small caches come with some of the basic needs for the inexplicable situations you may find yourself in. These caches refill periodically and may be stored in your warehouse. You may purchase as many as you wish.

- Tracking and surveillance equipment
 - A small cache of items used for tracking and surveillance. Small tracers, homing devices, advanced wire-taps and electronic bugs and code breakers
- Concealment and Investigation Equipment
 - A small cache of items used for concealment and investigation. Smoke bombs, devices to evade and circumvent security measures. Advanced finger printing devices, ect.
- Weapons
 - A small cache of weapons and defensive devices. Paralytic gas bombs, tasers, a few high-quality melee weapons and a few energy weapons.
- Resources
 - A small cache filled with 50,000 thousand dollars' worth of local to your current jump currency.
- Identification
 - A small cache of papers used of an identity of your choice, able to start a new life in your current area.

Webshooters 50cp (free with web-warrior)

A copy of the original webshooters used by peter parker with a copy of the formula used to make webbing.

S.H.I.E.L.D. Next Generation Webshooters 100 (discount with web-warrior)

An advanced version of webshooters made by S.H.I.E.L.D. They come with an increased web cartridges, holo targeting, and the ability to generate electricity along the webbing, allowing these electro-webs to be used as Tasers or dealing with powerful opponents. Cartridges refill periodically.

S.H.I.E.L.D. wrist communicator 100 (discount with S.H.I.E.L.D. Academy Student)

Standard S.H.I.E.L.D. communicator, advanced wrist attached device that functions like an watch meets an iphone, and capable of scrambling signals and can be upgraded with sensor information.

Environmental Suit collection 400cp (discount with Drop-in)

Advanced versions of your costume that comes with various upgrades for different environments. You may have a suit that can extend underwater protection and movement, or a glider with decent speed and mini missiles. They come with useful crime fighting (or doing) gadgets and devices.

S.H.I.E.L.D. Arsenal 400 cp (discount with S.H.I.E.L.D. Academy Student)

Access to an arsenal of S.H.I.E.L.D. weapons and gadgets. Also, comes with a advanced S.H.I.E.L.D. power bike and S.H.I.E.L.D. troop transport craft. Perfect for unsanctioned joy rides. Outside of this jump this arsenal can be found in your warehouse.

Stealth suit 300cp (discount with S.H.I.E.L.D. Academy Student)

An upgrade to your normal costume. It can mimic the surrounding area giving an effect much like invisibility.

Octo-armor 200cp

A copy of the life support armor with mechanical arms designed by Otto Octavius. Offers incredible protection and your limbs can carry up to 20 tons. Comes with the plans to repair and build further iterations of Ock's suit.

Octo-Armor Vehicles 400cp

The one-man hover vehicle made by Doc Ock as further weapons to fight spider-man, be a menace to society all while sitting in a comfortable chair.

Goblin Glider and Arsenal 400cp (discount sinister six)

A copy of the Goblin Glider and an arsenal of goblin designed weapons and equipment. The glider is capable of flight up to 90 mph, autonomous piloting, and comes with energy blasters and mini-missiles. You also have electro-gloves capable of firing electricity, and a collection of razor bats and pumpkin bombs capable of emitting all sorts of gas and different explosive effects.

Beetle Armor 400cp (discount super crook)

A copy of the mercenary Beetle's high tech power armor. Capable of flight and granting superhuman strength and durability to the wearer, it also comes with a frankly ridiculous amount of firepower and a small amount of beetle shaped drones capable of being remotely controlled.

Vulture Armor 400cp

A power armor made for advanced flight capabilities and combat. Reminiscent of a humanoid vulture, this armor grants high speed flight of up to 200mph and razor wings that could be used in combat. The suit provides near spider-man level strength and claws that can tear metal.

ESP-box robot body and hydra files 600cp (discount sinister six)

This is a robotic body technically identical to the one possessed by Armin Zola, it uses an incredible device known as an ESP-box to mechanically create psionic abilities, that can be used to transfer your consciousness to the body. In addition, it will give you access to a host of physic abilities, such as telepathy, technopathy, and telekinesis. The box itself is an obvious weak point. You may choose to either enter your consciousness remotely and thereby have your own body to come back to, or choose it as your body for this jump, with powers and abilities chosen going to this body and it being treated as an alt-form afterwards. Being trapped in your armor for ten years, or some other piece of technology counts as a lost.

This also comes with a computer file on all of Armin Zola's devices and technology, giving you a wealth of designs and technology to play with. From technology created psionic powers to Synthezoids and other technology. However, this wealth of technology is encrypted with the best programs Zola could create, and will take study and experimentation even after said encryption is broken.

The body's aesthetics can be decided by you at purchase.

Iron-Spider Armor 400cp (discount Web-warrior)

A suit of powered armor with spider like extension arms. It was original made by Tony Stark for Spider-Man but he eventually gave it to S.H.I.E.L.D. You now have a copy of it, it is capable of flight, has energy blasters and amps your speed and strength to near spider-man levels. It comes with an extensive electronics suite and can be used to surf online or hack computer networks.

Digital Spider-Sense 400cp (discount Web-warrior)

A program developed by Amadeus Cho to artificially replace the effects of Spider-Sense based on study of Agent Venom's brain. This incredible program allows for prescience defense action. If bought with a power armor in this section, you gain it pre-installed and adapted to said armor. You also gain a data chip with this information, perhaps with study and experimentation the key to programs that predict the future is within your grasp.

Siege Perilous (600cp)

A mystical artifact capable of opening portals to other alternate universes. The Siege Perilous can be used to open portals to nearby dimensions, although cannot be used to visit previous jumps or universes out of the local multiversal area. Post-spark can be used to go anywhere. Your version of the Siege

Perilous is without the negative effects of possibly endangering the universe if broken, but lack many of the weirder dimensional powers the real one lacks. You cannot take the “real” Siege Perilous with you.

Spider-cycle 600cp (discount web-warrior)

A rather absurd vehicle developed by shield. It is capable of insane transformations, able to slide underneath cars and dodge civilians. It also can shoot webs that it can drive on and has flight capabilities....But then why would it need webs if it could just fly? Oh, hell, just run with it.

Taskmaster suit and gear 600cp (discount super crook)

Taskmaster’s suit is a top of the line combat outfit with electronics suites, jetpack, and protection from extreme force. It also comes with an arsenal of gadgets and weapons, including a laser sword and high tech shield. Comes with a serviceable jet craft and other high tech gadgets.

Jumper-Cave and vehicles 600cp (discount for Drop-in)

Collect the whole set! It seems you have an underground liar with jumper themed advanced vehicles. These machines are rather advanced and come with weapons and equipment that one would expect from a superhero

Iron Patrioteer Armor 600cp (discount with S.H.I.E.L.D. Academy Student)

A high-tech suit of power armor based on a hybrid of Iron Man and Oscorp technologies, pretty much in the same range of power as true Iron Man armor. Comes with replusor blasts and mini-missiles. In range of sheer power, it’s the most advanced suit offered here.

Companion Options

Companion import 50-200cp: You may import or create up to eight companions individually for 50cp each, or 200cp for all eight. They receive a free background of your choosing and each come with 800cp to spend.

Canon Companion 100-600cp: You may choose a canon character to somehow become entangled in your destiny. This will mean that either you two know each other well from your origin, or meet shortly after your appearance in this world. A lot of your adventures will involve the two of you and with a little work a friendship may ensure. If you manage to convince them to go with you they may be taken as a companion. Pay 100cp for any non-powered character, although you may spend an extra 100cp to give them the 800cp options like an imported companion, 200cp for any character spider-man in power or a little higher. 400cp for someone mid-tier such as say Colossus or Iron Man, and 600cp for a high tier character such as the hulk, or Doctor Doom. This can NOT be used to get anyone more powerful such as Galactus or Odin.

Drawbacks: Need more choice points? Feel free to add some hardship to your life to the maximum cp limit of +800cp. At the end of ten years your drawbacks fade.

Secret Identity problems +100cp: You have the obligation of keeping your personal life and your super powered life separate for one reason or another. Whether it's to protect your love ones from your enemies or their disapproval to your alter ego. This drawback also has a way of bringing those two lives together into a mess for you to clean up. With either a friend being in the same building a supervillain is attacking or perhaps the same place at the same time you planned your robbery.

He's a menace! +100cp: Something about you has set off J. Jonah Jameson's ire, leading you to be a constant mentioned on his big screen in NYC and his news show in general. Expect to constantly hear how bad you are, and on top of that this drawback tends to lead you to situations where you must protect him or work for him for some reason. With going against this makes the situation far worse.

Amnesia +200 or 400cp: There is a gap in your memories that you are desperate to reclaim, and the quest to reclaim it centers around Doctor Octopus, leading you to do battle with him or serve him for some time. The 200cp version of this is about your origin's background missing or in the case of a drop-in some portion of your journeys. The 400cp version is a complete memory wipe, leaving you without any memory of your past. This effect also effects companions.

Great Responsibility +200cp: You are either inflicted with a deep sense of responsibility, or as a villain find yourself on Spider-Man's radar for some reason as someone who needs to learn responsibility. In the first scenario, this drawback makes the situation a painful choice, as protecting people and saving the day can greatly hinder your personal life. Expect situations to usually show a deep conflict of interest for you. In the second scenario expect Spider-Man to constantly try to show you the error of your ways, and for the situation to usually reflect that as well. Spider-man is also quite well at stopping whatever schemes you have, and seems to always pull out on top, no matter the power difference between the two of you.

Bad Bosses +300cp: You find yourself constantly indebted to or under the control of some of the worst villains in NYC. Whether Osborn or Doctor Octopus have something you desperately want or have you convinced you need them. While its entirely likely that you will overcome, and overthrow your current bad boss, expect the situation to stay the same with someone else coming in to fill their shoes. Sure you might of made Osborn look like a fool, but what convinced you to think allying with hydra was a good idea?

Lab Accident +300cp: At some point a lab accident has left you dependent on artificial means to survive, your body is crippled and weak, and even powers such as regeneration don't seem to help at all. This scenario comes with some means of keeping yourself alive, with either your costume coming with a life support system or a high-tech hover chair, but it does leave you in pain and discomfort, and reduces the quality of life for the next ten years considerable.

Spider-verse troubles +400cp: Your arrival has somehow warped the boundaries between dimensions and universes, making you an instability in the fabric of this current multiverse. As such expect to find yourself dropping into alternate universes, or have things from another universe drop in on you. At some point your presence with disrupt the original Siege Perilous, causing it to explode and fling shards

of itself though-out nearby universes, causing a potentially terrible catastrophe if not reclaimed by you. These shards will be difficult to require, and will grant opponents powers that can challenge a jumper, the stronger you are, the stronger these powers are.

Symbiotic Blues +400cp: At some point, early on Doctor Octopus will acquire a sample of your blood and use it to make the original venom symbiote. This symbiote will have powers based on yours and its nature is somewhat resistant to your jumper powers. This will impact the series as most of the symbiotes will come from this line and will be difficult to deal with for you. Eventually it will conclude in a Carnage symbiote that infects the entire city, with powers based on you and resistant to your attacks, this carnage army will seek to consume you to fully give itself your powers.

Ending

Ten years go by, fast doesn't it? Well I hope you have enjoyed your experiences, because time has come for a decision.

Home: Perhaps it is time to go home? With all the powers and technology, you may have gathered, things would be interesting.

Stay: For as crazy as this world gets its fun and perhaps you have made a life you desire here. You can stay with all you have gathered.

Move on: The next adventure awaits! Good luck and may you find happiness out there jumper!

Symbiote Builder

(Discounts for Web-Warrior background, bought powers in this section cannot be reduced below 50cp)

All symbiotes come are strong enough to lift 20 tons, have superhuman agility and dexterity with the ability to climb on walls, and are highly durable. They also can form tendrils or weapons out of their substance as well as shapeshift, and come with a spider-sense exactly like Spider-Man. Also as a perfect bonding partner the Symbiote is naturally resistant to its weaknesses, but not completely so. Normally the symbiote is a new entity that reacts to you and is bonded to you. For an extra 50cp it could be made from an already existing uniform or clothing, and for an extra 100 could be an existing companion or even turn yourself into the symbiote. After this jump your symbiote acts much like an Alt-form that you can switch to wearing at will, or is a companion's alt-form, or treated as an item and kept in your warehouse until needed. The smarter and more sapient your symbiote is the more towards companion status it rates.

Note: A bonded symbiote is naturally resilient to electricity and sonic attacks (fire doesn't appear to be a weakness in this version), and these weaknesses will disappear completely after the ten years of the jump.

You may also take powers from the super powers category and place them under the symbiote, essentially giving the symbiote the power payed for. This does mean theoretically that if separated or injured you may lose access to the chosen power.

Web Shooter (50cp): On top of tendrils for combat and movement. Your symbiote can produce nearly an inexhaustible store of webbing and spray it into lines or other shapes.

Regeneration (100cp-300cp): Your symbiote can repair you as well as itself, allowing it to give you a descent healing factor. Able to repair most wounds you can survive in a few hours. This ability will be impaired if your symbiote itself is significantly damaged. If you pay 300cp for this power your symbiote can regenerate you as fast as it can normally regenerate itself, able to regenerate limbs and organs in minutes. Keep in mind the symbiote still needs a large portion of your flesh existing to repair you, so while you could regrow a limb or even your head, losing most of your body will be too much for the symbiote. The symbiote can control the body if you are mentally incapacitated either due to pain or missing a head, but what the symbiote does doing this time will reflect your relationship with it. A longer bond with the symbiote will have it doing what you probably would wish it to, although perhaps more barbaric than you would like.

Spider-Sense immunity 200cp: While all symbiotes have a version of Spider-Man's spider sense, you also have the ability of being invisible to other's spider-sense as well. Giving you an edge in combat. This also generally inhibits most forms of battle pre-cognition, and makes you somewhat harder to see in precognition in general and effect with mental powers, but not impossible to do so.

Enhanced strength (300cp): All symbiotes are as strong as spider-man, yours is a bit stronger however, you can lift a maximum of 35 tons and have a similar increase in durability.

Independence (300cp): Your symbiote can support itself without a host, forming a humanoid shape and acting independently. It still follows your commands and has somewhat an increase of intelligence as it can follow most orders and take initiative on its own to protect you.

Budding (300cp): Your symbiote can make up to five short lived clones of itself than can operate independently and mind control hosts to do what you wish (taken with independence these buds would not need a host). Buds only have the standard powers of a symbiote and only live for 24 hours away from the central mass. You can make another after one is killed or dies naturally. Note: This power does not restrict the normal spawning of a symbiote by growing pieces away from the main mass. However, this process requires a host, weeks of time, and the Symbiote itself find this process somewhat painful and disconcerting, preferring to remain whole.

Technology Assimilation & Morphing (400cp): Your symbiote can assimilate technology and then alter itself into using that technology as you will it to. The weapons are powered by the symbiote itself so overuse can render the symbiote weakened for a while. Conversely your symbiote can alter vehicles and improve them in extraordinary ways. However, you must be piloting the vehicle and when you and the symbiote leave the changes leave with it.

Anti-Venom (400cp): Your symbiote possess a biology that is toxic to other symbiotes. Making your attacks weaken and poison other symbiotes you fight. After this jump your symbiote can acclimatize its biology to one biological life form allowing it have the same ability against them as it does against symbiote. You must expose your symbiote to your target and it must be at least somewhat biological. This effect is not instantly fatal to the target, but will severely weaken and hurt them.

Camouflage capabilities (400cp): Even standard symbiotes can hide by entering its host, but your symbiote has superior ability to camouflage both you and itself. It can appear as normal clothing even mimicking texture, can give you an altered appearance to make you look like someone else, or even mimic its surroundings for a form of invisibility.

Web-Warrior Builder

(Discounts for Web-Warrior background, bought powers in this section cannot be reduced below 50cp)

Congratulations, you have been exposed to Doc Octopus's hybrid formula and have become a Spider. You gain many abilities off the bat, and can pick a few extras.

Every web-warrior starts with the strength to lift about 20 tons, incredible agility, and the ability to stick and climb just about any surface. Your body has been changed so it's almost impossible for you to get dizziness or motion sickness from being upside down. You also have a low-key healing factor and one of Spider-Man's most famous powers, a spider-sense, a sensation that alerts you to incoming danger to a precognitive degree.

Powers

Organic web-shooters 100cp

The ability to generate and fire out streams or bursts of webbing out of spinnerets in your arms. Can also be used to fire web bolas with practice.

Retractable Stinger/Claws 100cp

You have either claws or two large stringers coming out of your arms. These are sharp enough to cut through steel. You may only have one or the other, but may take this purchase a second time.

Paralyzing Venom 200cp

A non-toxic paralyzing agent you can now generate from either a pair of fangs that come with this perk, or can choose to either have it coating stingers, claws, or even organic webbing. This venom leaves your foes paralyzed for a brief time. This effect can be affected by the nature of your enemies, as healing factors or similar abilities can reduce its effectiveness. You can choose when to produce this venom at will.

Venom blast 200cp

Stun blasts you can generate from your hands. You can control the output of the blast to stun most opponents or even fry several shadow vampires at once. This blast can be conducted through different materials such as water, artificial or organic webbing, and steel.

Bio-Organic Spider Arms 300cp

Twin pairs of spider-like arms can sprout out of your back at will. These arms are surprisingly strong and durable, capable of holding and restraining a fellow web-warrior and can easily carry your own weight.

Camouflage 300cp

You can change your appearance to match your surroundings and appear invisible. Somehow this works with whatever you are wearing as well. Fast moving may produce a blurring effect that can be seen by the trained eye, and other means of detecting you still work.

Probability forecasting 300cp

A potent mutation of your spider sense has granted you the rather curious ability. You can forecast the probability of future events. Forever seeing possible actions and events before they occur. This forms a percentage of how likely something is in occurring. Keep in mind even a high probability can be wrong, and seeing so many multiple futures makes this outcome inevitable on occasion.

Savage Spider Form 600cp

You can transform into a monstrous hybrid of man and spider. With six arms, spider hair, and a monstrous face, this form is more than twice as powerful as a normal web-warrior, comes with both venom and organic web-shooters. This form is the personification of the power of a wall-crawler. Although in this form you are often more feral and prone to anger, it is possible to control it.

Web of Infinity 600cp

A rather mysterious mystical phenomenon that implies greater significance to Spider-Man and his various incarnations place in this particular multiverse. The Web of Infinity is a spatial phenomenon that allows one connected to it the ability to perceive the goings on all over the world and in nearby dimensions and even possible futures. More so by empowering the Web with energy the user can make wormholes between locations and other dimensions. Such empowerment takes quite a bit of energy mystical or not to complete.

Animal Hybrid Builder

Thought the miracle of modern marvel science you have found your DNA merged with that of an animal. Due to the free form of this merging

You may choose any conventional animal for your hybrid DNA. While it is somewhat possible for Doctor Octopus or someone else to have discovered weirder animals in this weird world, they never actually did get their hands on such wonderful DNA. So, you are restricted to any mundane animal.

At the base level this gives you powers without changing your form in any noticeable way you gain the following abilities.

- Super strength up to the ability to lift 20 tons, with a similar increase to durability and speed.
- You can heal faster than normal and have less complications from injuries and are highly resistant to diseases and toxins.
- You have superhuman senses based on the animal you are merged with. Perhaps you have increased sense of smell and eye sight from a wolf, or the ability to essentially see body heat from a snake.
- One minor superhuman ability based on the animal of your choice. Minor in this case means something along the lines of Spider-Man's ability to stick to walls. Perhaps your fingers can act like the claws of your chosen animal, or being merged with Snake DNA means you are a super human contortionist and can move through spaces way too small for you and wrap around opponents for a superhuman grip.
- A movement power based on the type of animal you have chosen. Perhaps you have superhuman leaping abilities based on a grasshopper or a frog, can grow wings to fly or burrow through the earth at superhuman speed.

For an extra 200cp you gain the ability to transform at will into a hybrid form of human and your chosen animal. This form could be simply some new body parts like wings or a scorpion's tail, or essentially an anthromorphic animal. Such forms gain the following abilities.

- Increase in strength to lift an extra ten tons. You may pay an extra 100cp to increase this to 30 tons instead, but your animal form becomes larger and much slower.
- You gain a few moderate powers based on the type of animal you have chosen. A scorpion hybrid might have a tail weapon capable of breaking through steel walls and a toxin to paralyze foes. A vulture might have claws and the ability to fire a short distance sonic attack.

Notes

-After the jump if your symbiote is bonded to you it becomes capable of adapting to any new alt-form you wish it to. It may also be treated as an alt-form that you can summon at will if you wish.

- Gadgeteering is somewhat different when compared to the "I am a Genius Perk" the Gadgeteering perks comes with being underestimated by your foes and peers. While the Sinister Six perk comes with boarder built in fields of study.

-Web of Infinity can be bought for 600cp outside of the builder. Other powers in builders however need to be purchased as part of the package of powers you pay for.

-Jumpercave can show up as either part of your warehouse or can be summoned near your starting locations in future jumps.

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