Greeny / Ver.1.2

SPIDER-VERSE

JUMPCHAIN

Welcome to the Marvel multiverse, jumper. You've come at a bad time. Across thousands of different universes, Spider-men and women are being slaughtered by a mysterious family known as the Inheritors. These immensely powerful beings feed off the life force of these so-called 'Spider Totems', and seek to rid the multiverse of them entirely. A group of tenacious Spiders now plan to take the war to them, but their victory is far from assured. Whether you intend on joining the Spiders in their fight for survival or teaming up with the Inheritors in their plans for multiversal genocide, you won't be having an easy time in this world.

But hey, at least you won't be going in empty-handed. You've been given:

1000 Spider Points.

This is a war, jumper, and there are no spectators. Which side are you on?

Spider Totems

There are plenty of Spider-People across the multiverse, jumper. Most are heroes, some are villains, and a few are something else entirely. Two things bind this misfit group together: their innate connections with the Spider Totem, and their collective desire to avoid an early end at the hands of the Inheritors. As one of these Totems, you may either take the place of an existing universe's Spider (with the exception of Earth-616) or have a new universe created to which you belong. Either way, you won't have long to take in the sights before your fellow Spiders find you and recruit you to their cause. And of course, on their heels are the hungry Inheritors. You best get moving, jumper.

Inheritors

Welcome to the family, jumper. Situated in Earth-001, the Inheritors are a interrelated group of totemic hunters that seek to use their dimensional shifting devices to hunt every single Spider Totem across the multiverse. Whether you're a loyalist or a forgotten exile from the family, you cannot escape the urge to consume the life essence of Spiders, and giving in to that craving will be all too easy during your time here. Happy hunting!

Spider Perks

First up, some benefits of your new role. Spider Totems receive a 50% discount on this section, and get the 100SP perk free.

Team Ups (100SP)

Don't you hate having to take the time to explain yourself to every new hero you meet? You have to give them your name, show off your powers, give the rundown of your origin and maybe even get into a brief tussle before they believe you. Now, you can skip all that boring stuff, and get right to the team ups. People no longer need to converse with you to find out your intentions or morality, getting the general gist of your character from a brief glance. This power can be used selectively, in case you want to hide your true intentions to some.

With great power... (200SP)

Speechmaking is an art. Anyone can spout off lines from a script, but to deliver a truly moving monologue takes heart. Like the Peter Parker of Earth-616, you know just what to say to inspire those around you and push them past their limits. Whenever you begin one of these masterful speeches, you attract the attention of all around you, who suddenly feel compelled to at least hear you out, and if you truly mean what you are saying, your words become all the more powerful.

Great Minds (400SP)

There are many great minds among the Spiders - Peter Parker, Otto Octavius, and Pavitr Prabhakar, to name but a few. Like them, you have genius-level intelligence, specialising in scientific pursuits. With this level of intelligence, even the concepts behind technology as complex as Dimensional Bracelets could be understood by you simply dismantling and examining the parts, and that would be enough for you to give recreating these concepts a shot, perhaps even adding a few improvements where you see potential. Just be wary, as while building Spider-Bots and improving web fluid formulas might be harmless, transdimensional tech often comes with its own unforeseeable consequences.

Into the Jumperverse (600SP)

The Spider-Verse provides a great support line for the Spider Totems, and now you have your own version of this. Once per jump, you may call upon the Jumperverse, causing alternate universe versions of your jumper to appear from portals to assist you for up to 24 hours before returning to their own chains. These alt-jumpers will have differing personalities, aesthetics and power sets (although they will be around the same strength as you), and not all may be eager to help you, but they can generally be relied upon to come round eventually, especially if you’re fighting for a cause they can agree with.

Inheritor Perks

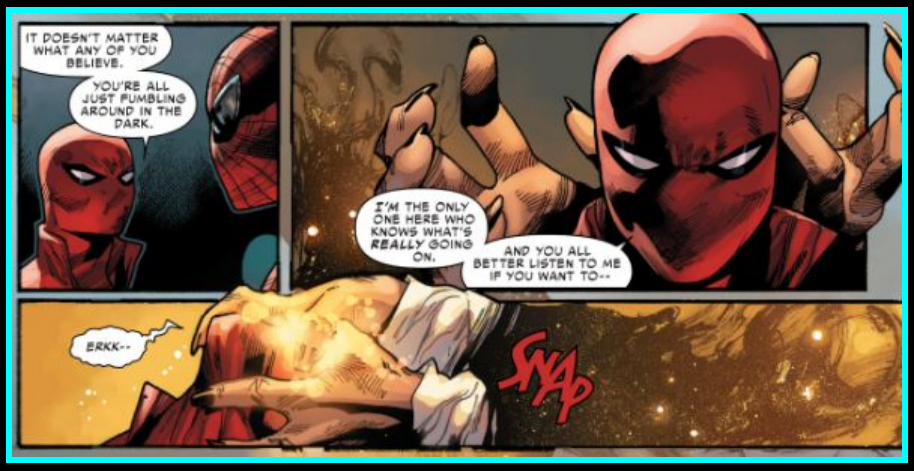
Of course, being a member of the family has its benefits too. Inheritors receive a 50% discount on this section, and get the 100SP perk free.

Aura of Danger (100SP)

Like all Inheritors, you are innately terrifying. Lesser men would run at the sight of you, and even the strongest feel a chill run up their spine in your presence. Gadgets or powers like Spidey Sense which inform people of danger levels will always spike when used on you, presenting you as the biggest threat possible and no doubt adding to your enemies' trepidation. In case you don't want people running at the sight of you at all times, this power can be toggled off at will.

Always Interrupting (200SP)

You have a tendency to show up at the most inconvenient time for your enemies, in those moments when they would be least prepared for your arrival. Your appearances will now catch your enemies by surprise far more often, but this power isn't always consistent and even when it works, it will be up to you to make the most of the tactical advantage it provides.



Ancient Prophecies (400SP)

The Inheritors often relied on ancient prophecies written on scrolls to foretell how they should go about their hunts. Now, you're able to produce these words of wisdom yourself, occasionally pulling forth prophecies from the recesses of your mind to give you advice on what to do to lead to certain outcomes. If you follow this advice correctly, the result it foretells will invariably come true; however, the advice provided is often cryptic and open to interpretation, so it'll be up to you to decipher the layers of hidden meanings.

Call in the Family (600SP)

Once per jump, you've gained the ability to call the Inheritors from their home on Earth-001 to join you in a great hunt of your choice. When the family appears before you, you may identify a person or small group in the world you are currently in. Going off the information you have given them, the Inheritors (who will not need to feed during this time) will dedicate themselves to tracking down and hunting your target(s), making full use of their supernatural abilities to do so. When either their assigned job is complete or the Inheritors have been put out of action, they will return to their homeworld. Regardless of if any are slain, they will all be able to return to continue the hunt the next time they are summoned.

Spider Powers

Every Spider Totem was affected differently when it came to their powers. Whilst most held a similar powerset, each came with their own variations and oddities which made them distinct. Now you may customise these powers you'll be receiving, to create your own unique Spider-Jumper.

Spider Totems gain a 400SP stipend for this section.

Basic Spider Package

(0SP, Spider Totem only)

This is the basic set of powers shared by (almost) all the Spider-people across the multiverse. Enhanced strength, speed and reflexes along with the ability to cling to walls and heal from injuries at a quickened rate. All this comes alongside a connection to the Web of Life and Destiny, from which both fellow Spider Totems and Inheritors alike will be able to track you.

Spidey Sense (100SP)

Origin: Earth-616 / Peter Parker

Whilst not universal to all Spider Totems, this precognition comes as a result of a connection to the Web of Life and Destiny. By feeling along the strands, your unconscious perceives vague details of the future and warns you of impending danger. As well as giving you a chance to avoid direct threats, this sixth sense also tells you when you're being observed, keeping you from being caught off guard by hidden enemies. For an additional 100SP, your Spidey Sense can be replaced with Silk Sense, with superior range, faster reactions and the ability to identify your attackers.

Venom Blast (100SP)

Origin: Earth-1610 / Miles Morales

By sending a bio-electric shock through your body, you can produce sparks from your hands. The shock brought about from contact with these sparks is capable of incapacitating a normal human or destroying most technology, and can be released with a punch to enhance the strength of the impact.

Spider-Camouflage (100SP)

Origin: Earth-1610 / Miles Morales

At will, you may focus in order to produce a camouflage which conceals you within your environment. This ability works even with clothing (no need for nudity), and leaves you close to invisible when standing still. Only while moving or hiding from a foe with abnormally acute eyesight do you stand a significant risk of being spotted.

Natural Webbing (100SP)

Origin: Earth-616 / Cindy Moon

Not every webhead has to rely on tech to get around. Some, like Silk, naturally produce biological webbing from glands in their forearms which can then be expelled from their fingertips to swing around the city with. Of course, to a creative jumper, this can be used for other purposes, like wrapping up criminals or making costumes which don't need to be carried around everywhere when you're not in hero mode.

Pheromones (100SP)

Origin: Earth-616 / Jessica Drew

As part of your spider biology, you can release special pheromones from your body which impact the emotional state of those who inhale them. These can induce fear, elicit attraction or even repulsion, but you will need training to fully control their release, which is otherwise based on your mood and emotional state.

Exoskeleton (100SP)

Origin: Earth-616 / Anya Corazon

You've developed an insectile exoskeleton which can be summoned from your body at will to defend yourself from injury. It won't make you invulnerable, but the thick chitin is highly resistant to damage and cannot be removed from you without great difficulty.

Spider-Moon-Man (100SP)

Origin: Earth-449 / Peter Parker

Just like the citizens of New Lunar York, your body is now capable of surviving in the vacuum of space. You can breathe without air and no longer experience any ill effects from living somewhere which lacks an atmosphere.

Mark of Jumper (100SP)

Origin: Earth-616 / Kaine Parker

Your hands now have a deformity which forms a shape or symbol of your choice across your palms. By channeling your energy through your hands, you can heat your palms up to very high temperatures. As well as providing you with your own internal heating, this ability can be used to brand others with the symbol on your hands, giving them a permanent reminder of the time they dared to go up against you.

Six-Armed Marvel (100SP)

Origin: Earth-92100 / Peter Parker

Like the Peter Parker of Earth-92100, your mutation has come with the added side effect of four extra appendages, each of which have the full functionality of arms. Whilst not the most glamorous power, having six arms can certainly come in useful, and post-jump you'll be able to retract them into your body if they get in the way.

Spider Clan (100SP)

Origin: Earth-2301 / Peter Parker

Like the Spider-Man of the Mangaverse, you have been trained in the ways of the ancient Spider Clan. You are a master of their unique form of martial arts, which have been integrated seamlessly with your existing powerset to make you a deadly foe.

Fangs and Talons (100SP)

Origin: Earth-928 / Miguel O'Hara

A pair of elongated canine teeth have grown within your mouth, capable of secreting a paralyzing toxin. You've also evolved short, retractable talons at the tips of your fingers and toes, allowing you to dig into surfaces and crawl along them. These talons are, of course, razor sharp, and make fine weapons when facing down durable enemies.

Anthropomorphic (0SP)

Origin: Earth-8311 / Peter Porker

I never said you had to be human, jumper. In taking this option, you'll be like Spider-Monkey or Spider-Ham - part spider, part sapient animal of your choice. For the duration of this jump you'll be stuck with this as your true form, but in future worlds it will become an alt. form for you to access at will.

Spider-Monster (200SP)

Origin: Earth-51412 / Patton Parnel

It seems you've gone the way of the sociopathic Spider-Man of Earth-51412. Rather than having relatively subtle spider powers, you've turned into a horrific crossbreed of man and arachnid, capable of eating people and terrifying all who see your monstrous appearance. This comes complete with eight eyes and limbs along with venomous fangs which can implant spider eggs inside a person upon a successful bite.

Lycanthrope (200SP)

Origin: Earth-13989/ Peter Parker

As a Spider-Wolf, you have the ability to transform into a werewolf form at will. This enhances your spider-powers considerably, but with great power there must also come great responsibility, and this feral form will noticeably reduce your self control alongside the standard lycanthropic weaknesses.

Spider-Cyborg (200SP)

Origin: Earth-2818 / Peter Parker

Your body is no longer fully organic. You've gained a variety of cybernetic components which have been integrated with the biological parts of your body to grant a variety of features. Among these are an increased durability, strength and speed, infrared vision and integrated weaponry. Further improvements can be made by those gifted in technology, and there will be no risk of future cybernetic parts being rejected by your body.

Perfect Combo (200SP)

Origin: Earth-30847/ Peter Parker

FINISH HIM! Like the arcade-themed Spider-Man of Earth-30847, your powers now work like a fighting game moveset. Your primary combat techniques can now be performed in the form of preset attacks which play out the same way, frame by frame, each time you execute them, and by repeatedly performing these moves without interruption, you're able to build up a combo which increases your power with each successive hit.

Cartoon Physics (200SP)

Origin: Earth-8311 / Peter Porker

Not all worlds operate off the same internal logic as others, and the denizens of some universes have been found to react unusually to damage. As a member of one of these 'cartoon' worlds, you'll find that injuries are far less lethal and far more amusing, with blunt force trauma as severe as an anvil falling on your head doing little more than leaving you dazed with a comically large bump, and even after being flattened you'll only need to be stretched back into shape before you're ready to fight again. This damage reduction is significant, but not enough to keep you alive against foes like the Inheritors on its own.

Inheritor Abilities

The Inheritors also have powers, but theirs are focused around countering those of Spider Totems. To kill large numbers of such formidable foes requires a great deal of strength and prowess, which every Inheritor has in some form. Now you can choose your own powers to maximise your spider-slaying potential.

Inheritors gain a 400SP stipend for this section.

Basic Inheritor Package

(0SP, Inheritor only)

The Inheritors all share some abilities as part of their biology. Each member of the family is capable of absorbing the life force of Spider Totems, and possess superhuman strength, speed, stamina and durability, more than enough to make them a match for even several Spiders. Of course, this power is not without its drawbacks, and for the duration of the jump, you will find yourself weakening gradually for each day that passes without you consuming Spider Totems. With that said, each Spider you consume will bring you back up to full power, and feasting on several in succession may even allow you to surpass your usual limits, becoming incredibly strong for a short period of time.

Flight (100SP)

Origin: Morlun

The Spiders may need to web sling to get around, but you have a far more dignified means of travel. With a moderate level of exertion, you can lift yourself up off the ground and float through the sky at up to your maximum running speed. Just be careful of getting caught off balance, as it is remarkably difficult to stabilize yourself in mid-air.

The Stuff of Nightmares (100SP)

Origin: Naamurah

A monstrous Inheritor who would kidnap people in their sleep, Naamurah was only identified due to the fact that all in the proximity of her attacks would have the same nightmare. You too have this power over dreams, and you may force others to have horrific nightmares about you simply by standing in their presence while they sleep and willing it to happen. For an average person, these nightmares are enough that they will likely wake up shortly afterwards with a rapid heart rate and trepidation at the thought of going back to sleep. However, those with experience in psychic attacks may have less severe reactions, and might even seek out their tormenter.

Weapon of War (100SP)

Origin: Daemos

As an Inheritor, it is perfectly feasible for you to rely solely on your bare hands in combat. However, if you'd instead prefer to wield a weapon of some kind, this ability will make it so any weapon you wield is imbued with your physical power in addition to its own strength. Of course, in order to ensure these weapons are capable of containing their newfound power, they are guaranteed to never break from the power of the additional impact provided by your own energy flowing through them.

The Game is Afoot (200SP)

Origin: Inheritors

When it comes to hunting, you are unmatched in your skill. After having spent time around somebody and having made a conscious decision to keep track of their life force, you will always know their exact location for as long as you do not allow yourself to become distracted and lose their trail. Whilst you remain focused on the movements of their energy, it is almost impossible for you to lose sight of your prey, as you are capable of tracking them even between universes and across timelines.

Call the Hounds (200SP)

Origin: Verna

Like Verna, you do not hunt alone. Instead, you use your talents to bring powerful enemies to heel, and turn them into your Hounds. Once an enemy has been completely broken both physically and mentally (a process which you now have a moderate level of training in), you may convert them into Hounds, feral beasts which retain their original powers but now possess enhanced brute strength at the cost of their intellect. These new foot soldiers are completely loyal to you, and only death will stop them from fighting to complete your orders.

Animal Totems (200SP)

Origin: Inheritors

Whilst all Inheritors may consume the energies of the Spider Totems in this world, future worlds will lack similar opportunities for feasting. With this ability, this has changed. Humans in future jumps who either have powers based on an animal (like the Lizard or Squirrel Girl) or are deeply associated with a certain animal (such as Doctor Octopus or Rhino) will now be classified as Totems of that animal, and by consuming their life force, you gain a small but permanent buff to your powers as an Inheritor. Perhaps you'll want to hunt Scott Lang, the Ant Totem, or Felicia Hardy, the Cat Totem. Whoever you choose as your prey, they must be permanently killed for you to reap the benefits of their Totem. Happy hunting!

Special Projects (200SP)

Origin: Jennix

Ah, not just an inventor, but a magician too. You have come to possess Jennix's talent for the creation of enchanted objects, and using a forge and spellbook, you can make your own magical tools and weapons to use or gift to others. Possible creations include chains which can seal away powerful enemies, weapons which channel the power of their wielder, and crystals which can store life force, along with many more powerful combinations which can be discovered with enough time and effort.

Master Weaver (300SP)

Origin: Karn

From this day forth, you are the second of the Master Weavers. You may produce a special form of silk from your body at will, and by weaving this into an enormous web, each strand will come to create a portal to alternate universes, dimensions or timelines, as appropriate for the current setting. For now, you have little control of which world each strand will take you to, but eventually you will learn to craft them with purpose and direct their destinations. Be careful though, if a strand is destroyed, you (and others) may never access that dimension again through the Web of Life and Destiny, and must resort to alternative means if you wish to return.

Spider Items

Now it is time for you to gear up for the upcoming fight. Spider Totems receive a 50% discount on this section, and get the 100SP item free.

Spidey Suit (100SP)

Origin: Spider Totems

Every Spider Totem, without fail, has their own costume. As simplistic or as complex as you like, you may now design your own Spidey Suit to wear as you travel the multiverse. This costume will come equipped with its own set of web shooters, a supernatural resistance to rips and tears, and the ability to automatically recover from any significant damage over time. If you would prefer, you may import an existing piece of clothing into this role to convert into a spider-themed outfit, which becomes an alternate form for the costume which you can swap to and from at will.

Mechanical Appendages (200SP)

Origin: Earth-10919 / Peter Parker

You have gained a set of up to four mechanical appendages which can be attached to your costume and controlled through a neural link with your mind. The design of these appendages is up to you, but you may choose to have them resemble the spider-arms of the Iron Spider suit, the claws of the Superior Mk.III, or the tentacles of the Superior Octopus. Regardless of how you design your new limbs, they must have a similar level of utility and combat potential as the examples above.

Dimensional Bracelets (400SP)

Origin: Earth-001 / Web Warriors

With vast amounts of tinkering and careful construction, you have managed to create a handheld device which is capable of traversing dimensions. This wrist-mounted computer is not as powerful as the Web of Life and Destiny - you must be aware of a dimension and know its designation to travel to it specifically - but works instantaneously rather than requiring hours of weaving and can be replicated in order to pass on your secrets of trans-dimensional travel to others. In addition, you may activate the device without a destination in mind to go to a random dimension, being given the designation as you do so in order that you may find it again in the future. For an extra 100SP (undiscounted), this can come with a 2099-era AI with a personality and appearance of your choice, which can also integrate itself with any other tech you may own.

Spider-Mech (600SP)

Origin: Earth-14512 / Peni Parker

A mech? It's not as unusual as you might think. Numerous Spider Totems rely on robots to fight their battles, and now you are no different. This option will purchase you a spider-themed robot or vehicle of your own design, up to the size of a building and chock-full of nifty features and combat abilities. If you need inspiration, look towards Leopardon, the robot of Supaidāman, SP//dr, the mech suit piloted by Peni Parker, or even the Spider-Mobiles developed by Parker Industries in the mainline universe. You may use this option to import a vehicle or robot to give it an alternate spider-form.

Inheritor Items

You would not want to enter the hunt unarmed. Inheritors receive a 50% discount on this section, and get the 100SP item free.

Master Weaver's Mask (100SP)

Origin: Karn

You now own a giant metal mask which changes shape to fit the head of its wearer. When you secure this mask upon someone's head, they become entirely unrecognisable, even to their closest friends and allies. This would not prevent others from drawing a connection between you and the masked man through context clues, but your identity will never be slipped through similarities with your appearance. If you'd prefer, you may import an existing item of clothing to gain this power instead.

Trophies (200SP)

Origin: Inheritors

For each being you are directly responsible for slaying, you may now choose to have a trophy of their body appear in your warehouse. This can take the form of a fully taxidermied corpse, or their head mounted on the wall. These trophies have no use other than as cosmetic decorations, but are a great way to liven up your decor and provide evidence of your past conquests. In addition, you receive a trophy room warehouse attachment to store these, which grows in proportion to the trophies that are added to it. Trophies may be added retroactively for previous jumps.

Loomworld (400SP)

Origin: Earth-001

Loomworld is an enormous planet frankensteined together from pieces of worlds conquered by the Inheritors. Now, you have your own miniature version of this world as a pocket dimension accessible through your warehouse, with aspects of each of the jumps you have been to previously. It will start small, but grow with each world which is added to it. Expect to see landmarks and key locations from each setting represented in this mishmash land, and the chunks are filled with generic citizens from the previous jumps. Changes made to this world will be retained between jumps, and inactive companions can stay here.

Cloning Facility (600SP)

Origin: Jennix

Located on Earth-001 is a machine capable of cloning the DNA of the Inheritors upon their deaths. During your time in this jump, you will have your own version of this machine within the Inheritor facility, which will clone you upon your death and prevent your chain from ending for as long as it remains intact and active. Post-jump, this machine will be moved to your warehouse, and will now work once before needing to recharge for a

year between uses, granting a maximum of 10 respawns per typical jump if you manage to time your suicide missions wisely.

Companions

We don't expect you to fight a war alone, jumper. If you want to bring allies into the mix, the following options are for you.

Secondary Spider
(50SP each, Spider Totems only)

For each purchase of this option, you may do one of the following:

1) you may choose a single canon Spider Totem. You will be given several favorable meetings with this character, and if they survive the war and choose to do so, they may join you as a companion in future jumps.
2) You may import an existing companion to become a fellow Spider Totem. They must select that origin, but receive 600SP to spend as they like in other sections, with a 200SP stipend for Spider Totem abilities.
3) Same as above, but rather than an existing companion, you may create an OC companion to spend these points on. They too may have an existing history in your starting world, and it will be up to them if they continue on as your companion after the end of this jump.

Familial Bond
(50SP each, Inheritors only)

For each purchase of this option, you may do one of the following:

1) you may choose a single canon Inheritor. They will be predisposed to like you even above their other family members, and if they survive the war and choose to do so, they may join you as a companion in future jumps.
2) You may import an existing companion to become a fellow Inheritor. They must select that origin, but receive 600SP to spend as they like in other sections, with a 200SP stipend for Inheritor abilities.
3) Same as above, but rather than an existing companion, you may create an OC companion to spend these points on. They too may have an existing history within the family, and it will be up to them if they continue on as your companion after the end of this jump.

Drawbacks

You may now take up to +800SP of drawbacks.

Crossover Continuity (+0SP)

It's a big multiverse out there. Who's to say you haven't met any of these Spider folks before? For any previous Marvel jumps you've been to featuring one of Spider-Man's many incarnations, that world's Spider will come from their home universe to join this conflict, and you'll get opportunities to see them once more, either fighting together or meeting on opposite ends of the battlefield. In addition, your starting universe as a Spider Totem can be an existing Marvel universe which you have visited before, although no significant events will happen in that world during your time here.

Overtime (+0SP)

Usually you would be leaving at the conclusion of the Spider-Verse event, when the action ceases and one side is left victorious. However, if you would prefer to stay longer, you may choose to do so here, for up to a decade. By taking this option, you will be drawn towards involvement in all future Spider-Verse related events which occur during your additional time, such as the Spider-Verse story which occurred during Secret Wars, the Web Warriors miniseries, and the Spider-Geddon event.

Parker Luck (+100SP)

The Parker Luck is a terrible curse. Its influence is subtle, but pervasive. On the day of any big meeting, you can bet you'll be late to work because your alarm didn't go off, and whenever you have a big date, you just know it'll coincide with a series of crimes across the city. This constant bad luck can't be said to be too dangerous, all things considered, but it'll certainly be frustrating during your time here, and will likely result in a frayed social life and a string of minor inconveniences interrupting your attempts to deal with multiversal threats.

Killing's not the answer (+100SP/+200SP)

Whilst there are certainly many exceptions to the rule, it's fair to say that the majority of Spider Totems abhor the idea of killing, however necessary it may be in the circumstances. Now, you've gone one step further. You are completely incapable of bringing yourself to let another person die, by action or inaction, and would risk your own life even to save an Inheritor from their well-deserved death. This drawback is worth 100SP when taken as a Spider Totem, but 200SP as an Inheritor, as you will be unable to maintain your powerset without the life force of Spiders.

Superior Jumper (+200SP)

You have one hell of an ego, jumper. Like the Superior Spider-Man, you are absolutely certain that you can do no wrong. Unfortunately, this is far from the case, and you'll more than likely find yourself constantly getting into problems both as a result of your hubris and your inability to own up to your mistakes. Let's hope you can be as good as you say you are.

Splinter Groups (+200SP)

Why is it always so difficult to keep your team on the same page? Whether it's the Spider Totems disagreeing on whether the Inheritors deserve death or the Inheritors themselves getting into familial squabbles, the team you support will constantly find itself fractured and falling prey to internal conflicts. To make matters worse, these disagreements will often escalate to violence between your allies, and you'll have to deal with your unified front fracturing into smaller splinter groups which are often at each other's throats as much as the real enemies.

Great Responsibility (+200SP, Spider Totems only)

Some Spiders have the luxury of being able to pack everything up and jump into the midst of a pan-dimensional war. Not you though. You have a family back home, loved ones who are in serious danger of either being killed by the Inheritors for their close proximity to a Totem or taken by them as bargaining chips to bring you to heel. Be warned, not only will this drawback give you a deep emotional attachment to your family, you will be unable to place them in your warehouse or similarly secure location to negate your responsibilities, and if any of them are killed then your chain will be lost. If you chose to create an OC companion and took this drawback, you may make your new companion a member of this family.

Tone Shift (+200SP)

You'll be seeing a lot of different genres in this jump. Whether they be animated cartoons, black-and-white noirs, punk rock dystopias, westerns, high fantasies or more, you'll have to get used to mood whiplash very quickly during your time here. Unfortunately with this drawback, you'll never be able to get used to this constant jumping between dimensions, and you'll constantly find yourself freezing in shock at each change, and spending far longer than others to adapt to each new circumstance (by which time you may already be moving on). Let's hope you can still make a difference while two steps behind the curve.

Venomverse (+300SP)

There's something different about the Spider Totems. They seem… angrier, and their colour schemes are distinctly more gothic. That's right, each and every Spider from every conceivable dimension has been infected with a version of the Venom symbiote. If you plan to help the Spider Totems, expect to have great difficulties trying to arrange any kind of organised resistance, with the impulsivity and violent tendencies of the symbiotes rubbing off on their hosts and leading them to fight more amongst themselves than with the enemy. If you're on the side of the Inheritors, they will not have this problem, and you'll instead have to deal with far more powerful Spider Totems, as their symbiotic relationships boost their powers and make them a far more deadly fighting force.

Crossing your own timestream (+300SP)

It seems that the disorientating effects of travelling across the Web of Life and Destiny have impacted you more than usual. Your brain has been chronically addled and you have lost all memories of jumping. Without any knowledge of your status as a jumper, you are now unable to access your warehouse or interact with previous companions for the duration of the jump, and you will have to manually relearn how to use your powers.

Background Character (+400SP)

It seems that whatever external forces are in control of this multiverse do not like you jumper. Or more accurately, they don't care about you, seeing you as an expendable background character with little value outside of cannon fodder. You may be lucky enough to get your own minor arc with no bearing on the wider story, but expect to be sidelined by other, more important Spider Totems or Inheritors during every serious discussion, and to be the first one in the line of fire when your opponents start taking down members of your side. It's a hard life for a background character, and your chances of surviving this event are very, very slim.

Notes

- You may take on either origin as a Drop-In.
- You are also under no obligation to side with whichever group you chose as your origin. There's already one example of an Inheritor working for the Spiders, and joining the Inheritors as a Totem may be possible, even if their insular natures and hunger make it a challenge.
- When it comes to creating a universe to come from as a Spider Totem, you have a lot of options. It could be a typical modern world, a cartoon land, a gritty noir, a futuristic dystopia, or anything else you can think of. The only restriction is that this world will have its own set of internal physics which means that nothing brought from this world will function properly in future jumps, so you cannot benefit unduly from your choice of setting. This restriction does not apply if you choose to start in a pre-existing setting, in which case you may decide if the universe's existing Spider Totem is still present or not.
- For both 'Into the Jumperverse' and 'Call in the Family', you cannot absorb the powers of the summoned targets or otherwise attempt to retain the power granted by the perks past the allotted time.

- This is version 1.2 of the jump.
- Made by Greeny.
    - Changelog:
        - Wording of 600SP perks adjusted to clarify power levels and Inheritor hunger.
        - You may now get an AI for 100SP with the Dimensional Bracelets.
        - Note added to prevent abuse of 600SP perks.
        - 'Trophies' now provides a warehouse attachment.
        - Perk description for 'Animal Totems' updated.
        - 'Dimensional Bracelets' can now be used to travel to a random dimension.
        - 'Call the Hounds' now provides a moderate level of training in breaking people.
        - Companion pricing decreased to 50SP each.
        - 'Tone Shift' perk turned into a drawback, replaced with 'Great Minds' perk.
        - Additional Spider abilities added: Cartoon Physics, Spider-Moon-Man, Mark of Kaine.
        - Sizing of text adjusted.