

Spider-Man Unlimited

Version 1.0.0



One year ago the unmanned probe Aleta used an experimental warp-drive to travel to the opposite side of the sun from Earth. There it found a Counter-Earth, but before it could learn more it was shot down.

Six months later Major John Jameson went on a one-man mission to this Counter-Earth. However due to the villainous actions of Spider-Man the Solaris mission was a failure. This led to John Jameson's father John Jonah Jameson putting out a ten million dollar reward for Spider-Man's head which, combined with the resultant backlash of the webbed menace killing a beloved national hero, led to Spider-Man's death in a collapsing building.

Only just recently John Jameson managed to send a cryptic message back to Earth, and hastily the Solaris-2 mission was prepared to go and rescue him. It was only then that Spider-Man revealed he had survived by stealing the Solaris-2.

Though given you'll be arriving on Counter-Earth perhaps events there are more important. 30 years ago the mysterious High Evolutionary and his bestials took over the world, and humanity was reduced overnight to 2nd class citizen status – or worse. For 30 years the bestials have ruled this world, its technology well in advance of the baseline technology of Earth – though not the creations of Reed Richards – with flying cars, massive technological skyscrapers towering over even what New York City on Earth would expect, and fusion plants with massive amounts of poisonous byproducts.

Nearly one year ago a charismatic man from Earth was rescued from the High Evolutionary and quickly became the new leader of the resistance against him. They're a small, undermanned and underfunded movement, but they stand against his tyranny and attempt to return humanity from the dark basement of this futuristic world to its place in the sun.

Whether you're siding with the humans, or the bestials, joining Venom and Carnage in their quest to return the hivemind of the Synopticon's symbiotes to the power they lost during the KT extinction event, or like Spider-Man dropping out of the sky and just looking to survive and go onward, you'll need these:

+1000 Cartoon Points

Good luck and good jumping.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, but the 100 CP perk and first copy of the 100 CP item for your origin are Free.

Hero: You're a doer of good. You're part of the pajamas in the daytime crowd. You're a superhero, though you might not actually possess super powers depending upon your choices. Still you've got power and that brings with it responsibility. Of course given how Spider-Man is such an outsider here, you can take this as the drop-in origin if you'd prefer to have no memories or connections; there's nothing saying you actually have to do good.

Rebel: You're part of the rebellion against the High Evolutionary's tyranny. Whether you're a human, a defecting machine man, or even a bestial that has somehow gotten in their good graces while providing them aid (though the only good bestial is a dead bestial). You're part of an organization dedicated to overthrowing this dystopian system and building something better afterwards.

Knight: You are one of the knights of Wundagore, or maybe just one of the lesser bestials who work for the High Evolutionary. You're a native of Counter-Earth, and part of the High Evolutionary's system; if you really want you could merely be a bestial who hasn't positioned themselves against the High Evolutionary yet. Either way you're part of this world's ruling class.

Villain: You are a person of loose morals. Maybe you're a mercenary, maybe you're serving the Synoptic, maybe you're just a petty thief, or maybe you'll be a full-fledged supervillain; we don't see many of those (except the symbiotes) but this is still a superhero setting and the Knights of Wundagore have more responsibilities than just dealing with the Rebellion so presumably some exist.

Location:

You will be arriving in Counter-Earth's New York. Maybe you just arrived via space shuttle. Maybe you're a native. If you take the Spider-Insert drawback you will instead arrive in Earth's New York City. You will need to steal the Solaris-2 and reach Counter-Earth's New York.

Age and Gender:

Your age and gender can be anything appropriate to your species and origin.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Romantic Hero (200 CP): You seem to attract romantic interest almost just by existing. This seems to be especially effective towards those who would be considered exceptional individuals whether that means a super hot model, or a rat lady who has risen to the top ranks of a warrior knighthood. You might not always like them back, but somehow you've got a way with the ladies (or the gents).

Villain Aiming (200 CP): Everyone knows that villains can't aim. At least not when they're shooting at heroes. This is a genre convention you seem to take with you. Your enemies' suffer from an odd loss of accuracy and aiming ability when they're shooting at you. This seems to scale both with the amount of fire and the danger of the attack; a single individual throwing or shooting a light fletcherette at you that will make you bleed but doesn't have any significant chance of causing serious harm to you will have a little more difficulty hitting you, but make it a deadly laser and it'll practically feel like you have some sort of deflection screen, and a score of barely passable marksmen would have trouble hitting you if you were standing still.

More Than a Machine (400 CP): You possess free will. Whether it's mind control, biological imperative, or your core programming as a machine, you can through force of will and a sense of self overcome it and act in accordance with who you are. This won't necessarily be easy, and the more thorough, and impossible to overcome with sheer willpower a means to control you should be the harder it will be to do this.

This also makes it very difficult to erase your sense of self, and ensures that no matter what your neural composition you will develop a self in keeping with your nature. Even as a mass produced robot dedicated only to enforcing the High Evolutionary's rule (one designed to suppress and grind out humanity and humans), you could develop a desire to save people whether bestial or human if that's who you are.

The Rumors of My Demise Are Greatly Exaggerated (400 CP): You're hard to kill. It's not impossible, but wounds miss vital organs by millimeters – or less – and when you find yourself point blank in an explosion you happen to be at a place in the blast front that might give you a chance of being blasted clear without it being lethal. Generally speaking you've got a great deal of luck ensuring you get knocked out or captured instead of killed. Enough that you might survive playing superhero in nothing more than a costume;

though do be careful still, it's a dangerous profession, and even with this a normal person standing next to a large enough explosion or rifled with enough wounds will die.

Of course, this is a superhero universe so you have a final guarantee that once per jump if something happens that should kill you despite this luck, or just you play the odds one time too many and things go poorly for you, you will find yourself being brought back to life somehow, or surviving against all reason. Sure you were point blank at an explosion that destroyed a complex larger than a city block, but somehow you're just fine. It'll take time for you to get back to where you can really act, you can expect to stay dead or confined to bed rest or otherwise trapped out of the action for at least a month and maybe a year, but you will return.

Hero Perks

Some of Us Have Got It Some of Us Don't (100 CP): Spider-Man has always been known for his quips and fast talking, and he's still got that here and now so do you. You're good at coming up with something to say, especially something comedic. It might not always be in the best taste, but even outside of comedy your tongue is quicker than most. Never be at a loss for words again.

A Trap is Only As Strong As What It's Attached To (200 CP): And you're good at getting out of traps. Or bonds, manacles, webs, and really just all sorts of restraints. Whether it's slipping free, identifying where it's anchored to break it from the ground, or just managing to break out with brute force, you are hard to restrain for long as your mind identifies ways to break free and the existing weaknesses of restraints binding you seem to become exaggerated. This seems to work at its best as your need to escape this instant rises; chained up for interrogation it'll help, but when they're about to start your vivisection is when you're likely to break free of whatever it is that's actually holding you down.

C'Mon Jumper Find the Strength (400 CP): Anyone who knows superheroes knows that when they need it, they are able to dig deep and tap into greater strength and power than they usually possess. Now you too have these deeper wells of strength. When you are really pushed, you can, through an act of will, dig deep and briefly increase your capabilities significantly. Whether it's physical strength and speed, super powers, supernatural abilities, or even just your wits and luck, when you tap deep you get better.

This isn't the comics, so you won't see yourself going from struggling to lift a large van to suddenly lifting a collapsed lair pressed down by the weight of a bay's water, but a smaller boost albeit one to turn what was a close, or even losing if you're not too far overwhelmed, fight into one where you have a distinct upper hand even if not necessarily an overwhelming one. At the same time, this isn't the comics, you don't need to be in a state of supreme emotional need to do this, and can probably call it up in almost any battle you find yourself in, at least once. That said this is a brief boost, a few moments at most, and not necessarily enough to cover a whole fight, and this sort of adrenaline surge and tapping into deep reserves can't be repeated in quick succession; you'll need some time to rest between uses.

It Is Spider-Man Who Has Earned Our Trust (600 CP): By helping people, especially when they have wronged you, or even just not taking vengeance you can make friends and influence people with your morality. The simple act of not running and offering help to a group who had captured you to trade to a mutual enemy in exchange for clemency can see them rallying behind you as an instantly trusted figure, and perhaps seeing the value of your ethics. Helping a dying foe return to power might not make him an instant friend, especially when this involves reuniting him with a mind-controlling parasite that is itself bent to the will of a larger hive, but you might find him resisting at opportune moments to help you out.

It won't necessarily be easy to redeem your enemies, but mercy and a helping hand will see them at least trusting you, and slowly becoming better people themselves.

Rebel Perks

Fighter (100 CP): You've got what it takes to fight for the resistance. You know how to throw a punch, or a kick, though as a human against bestials you'll still be at a disadvantage. You're good with guns too, though nothing remarkable except in your ability to meaningfully aim two energy pistols at once – even rather large and difficult ones. You're really good at that, maybe not quite as good as you are at shooting a single target, but you're a lot closer when firing two guns than one would expect.

Adventurous Driving (200 CP): You're a skilled driver. Or maybe given the cars fly around here the better word is pilot. You know how to pilot vehicles from both Earth and Counter-Earth; whether it's a car, a flying truck, or a space shuttle you can probably 'drive' it. Not only drive it but drive it well, especially when it comes to avoiding fire and getting through tight spaces – whether that's a traffic jam or flying through a narrow alley that requires an odd angle. In fact, the normal side-effects of your more adventurous maneuvers seem to be mitigated somewhat; you could do barrel rolls with a flying pickup truck without dropping what you're carrying in the open-topped bed, and the g-forces of your maneuvers are less likely to kill your passengers or destroy your cargo. You can still push this too far – even you will lose your passengers if you fly upside down for any prolonged time.

Resistance (400 CP): You have an understanding of the practical side of being a rebellion movement in a cyberpunk dystopia. Things like figuring out how to jam signal tracing from tracking devices, how to make bombs, how to hack computers, how to find places to use as a base and keep them hidden, how to move your base without being noticed, and so forth. You even know how to plan covert missions, and generally possess a whole slew of skills and talents needed for a resistance movement to survive in a world with surveillance technology and where the authorities possess overwhelming military force.

Major Hero (600 CP): You could be the president someday. You've got the charm for it. There's something about you that seems to draw people to you, the sort of charisma which could see you crashland on an alien world, and rise to the head of their resistance movement within months. It's as if when people look at you they see a leader, and someone they could follow into life and death circumstances. Even something like turning into a hated bestial if deprived of sunlight long enough is unlikely to be enough to shake faith in you once you've established yourself.

Knight Perks

Bestial (100 CP): You are not one of the filthy humans. You are part of a superior breed. You are a bestial, combining aspects of animal and man. Select some animal, you are now an anthropomorphized version of that animal, possessing some minor superhuman physical abilities related to it. This might be generalized – a feline bestial might be stronger, faster, and hardier than a human with superior night vision and senses, but all still close to human so that an average bestial would still be below the peak of humanity in everything save night vision – or more specific – a rhino bestial might be comparable to humans except in strength where they are enough that Spider-Man would actually have to give them some focus to deal with. Something like flight won't be better than awkward, short-duration flight with just this, physical abilities will even if purely focused into one fall well short of Spider-Man's own, and senses likewise won't see the level of boost as would be available from the **Wolverine** power.

This is an alt-form.

Enforcer of Order (200 CP): For all that there is a resistance, it's pretty small considering the treatment that the bestials give to humanity, and even their own kind when deemed failures. Or maybe that's why it is so small. When you maintain harsh justice, you will find that things run more smoothly. People are less likely to make sloppy or casual mistakes. People will toe the line and obey the rules. The trains will even be more likely to run on time. And people will rebel against these rules less. There's a sweet spot for this. You'll hit diminishing returns at some level of killing people for their failures, and outright attempts at genocide will be far past the point of diminishing returns, but you do still need a certain amount of harshness – you won't see much effect when the punishment for most crimes is just some jail time or a fine even if it's harsher than modern American standards.

Setting Bait (400 CP): You excel at setting up ambushes and traps. Well not necessarily the physical construction of trap structures, but you know how to bait them, and how to make the bait work for you. Whether you're luring people into a prepared killzone, or getting them to take something back to their base that you can track, you're unusually good at finding bait that will work and having people bite it. It's almost as if they're less careful and cautious than they'd normally be when they start sniffing around your bait.

Evolutionary's Apprentice (600 CP): You possess an aptitude for science and a great knowledge of it. This is science that could change the world – just see how the bestials took over humanity 30 years ago, and now there are flying cars, highly polluting fusion power plants, forcefields coded to individuals' genetics, and superpowered animal people running around. Of course, you're not the High Evolutionary who seemingly created all these things. You're closer to Sir Ram, and you'll need to work to even equal him. Still, Sir Ram seems to display both mechanical and biological engineering skills to shame anything in the real world, and created some rather interestingly powered individuals through his experiments even if he doesn't seem to be able to replicate them reliably yet. Maybe with a lot of time and a lot of effort you could eventually recreate the wonders of the master.

Villain Perks

Swollen Muscles (100 CP): You're a big guy. At least if you want to be. Whatever size you are, you're extremely physically fit and with muscles to make people assume you're doping somehow. You're not quite 'peak human,' but you're definitely on the upper ends of the scale, and in strength whatever your build you seem to have more muscle than you should for your size making you stronger than would be expected. Of course if you don't have powers this still won't have you matching the likes of this world's Captain America – presuming he even exists – but given most forms of superstrength seem to work by making your muscles better pound for pound you'll still see an advantage from this whether you're a bestial, a spider totem, or even somehow a slime monster. You've got more of whatever slime uses as muscle.

Better yet your body naturally gravitates towards this fit state. Oh, if you live a really unhealthy lifestyle you can lose it, but it'll be easy to regain with a crash diet or exercise regime, and even just normal daily walking and not eating like a total glutton will see you keeping this fit physique that fitness gurus and athletes would kill for.

Sneaky as a Rat (200 CP): You're pretty stealthy. You excel at moving around quietly, and unseen. You could follow a group of paranoid rebels through the sewers and remain completely unseen and unheard, and your stealth even seems to resist various forms of 'danger sense' whether precognitive, supernatural, or other, at least until you start to actually prepare to attack; when you go from spy to assassin all those alarm bells will start ringing normally.

Of course, part of staying unseen is staying where people won't look. You're an excellent climber, leaper, and good at moving around in unusual manners and difficult places. The better to approach from a direction people won't be looking.

Mercenary (400 CP): There's something about you that makes it so that governments, those in power, the wealthy, authority, and so forth, are oddly willing to seek out your services in the form of applied violence, or illicit skills, and reward you well for it. Whether it's being uplifted from a 2nd class citizen to standing as a social equal with those who would normally be cast as superior to not only yourself but your entire species, governments turning blind eyes to your crimes in exchange for help with sensitive matters, or being fast tracked for promotion or just being paid top dollar, not only do you find it easy to establish yourself as someone who those with power can pay for violence, or illicit activities, but you will find yourself unusually well rewarded for it.

Hunter (600 CP): You may not, strictly speaking, be a hunter but you've got talents much like the Hunter. You are highly skilled at observing enemies, analyzing their behavior and fighting styles and behavior, and using this to predict them in and out of a fight. You are also strangely good at coming up with countermeasures against abilities, powers, and technology. These often won't work twice, and seem to not really be generalized, as they generally work on some form of comic book logic, but you're good at finding ways to negate whatever advantages your prey possess at least for a time. Just don't get too cocky.

Powers:

You may select a single Power to take at a discount (50% off).

Bird Wings (200 CP): You possess fully functional wings. These wings allow you to fly with grace and agility in the air, being more maneuverable than the thrusters of machine men, and significantly faster than you would walk or if you push yourself or even run. They are also strong enough to carry you aloft while carrying another, even without superstrength such as from being a **Bestial** or another power available here.

Since you're paying CP for this you can also toggle on and off these wings as if changing between alt-forms.

If taken with **Werebestial** or **Fire Drake** you may take this power at a discount, but if you do so it will only apply to your bestial form.

Experiment (200 CP): Someone seems to have performed genetic experiments upon you in vitro. Your physique and capabilities have been improved; you don't necessarily have an athlete's body, but you could be an active if rather average woman and be as strong as a top male athlete, and with the body of a top-tier athlete you would be outright superhuman. Of course with an actually superhuman body you'd go further.

In addition to this improved physique, you seem to possess a natural fighting ability. It's as if fighting was coded into your DNA, guiding you in how to fight, and improving your aim and certainty with ranged weapons. Your body just seems to know how to move.

Improved Bestial (200 CP; requires Bestial or Werebestial): Your Bestial form is stronger, faster, and physically superior to ordinary bestials. You're still not quite on the level of Spider-Man, and you lack his powers like wall-crawling and spider-sense, but you could give him a run for his money physically.

This power can be taken at a discount if taken with Wolverine, Elemental, or Chameleon. If taken with Werebestial, or Fire Drake your bestial form from that power will be as proportionately far above it as this puts you above ordinary bestials.

Werebestial (400 CP): You possess the ability to turn into a Bestial, one that is physically similar to an Improved Bestial except in one aspect where it is significantly improved over even them. You can choose strength, agility, endurance, or senses. If you choose strength you are significantly stronger than Spider-Man, able to throw him around

one-handed, with a similar increase to your physical toughness and resistance to blunt force trauma. If you choose agility you are even more agile and faster than Spider-Man by a similar margin. If you choose endurance you possess endurance and stamina that would allow you to outlast him in a battle, and go days without sleep, as well as an increase to physical toughness. If you choose sense you possess senses similar to those of the **Wolverine** power below.

However this form comes with a cost. This transformed state comes with a level of mental degeneration which leaves it harder for you to think clearly, harder for you to control your emotions and instincts, and generally stupider as well as more bestial in your behavior and actions. Thankfully this is less pronounced in combat and direct instinctual survival needs; apparently those beast instincts know how to fight, but don't expect to be performing long term planning and complicated strategies at least not at anywhere near your normal level. Unlike John Jameson you can control the change at least, transforming to and from this form at your own discretion.

You can take this as a **Bestial**, you'll turn into a merger between a new animal and your existing bestial form that's even bigger and tougher. In fact this is not an alt-form, and allows you to enter a form that is partially the chosen animal from any of your alt-forms. That said any power purchased here that normally would only apply to your **Bestial** form (**Improved Bestial** or **Fire Drake**) applies in this form.

Wolverine (400 CP/800 CP): You seem to have been experimented upon by someone. You possess a pair of bone claws that can extend from between your knuckles and are extremely sharp – as well as somewhat stronger than your normal bones – and extremely sensitive senses. While your vision is improved, it is nothing compared to your hearing and olfaction. Your hearing is many times more sensitive than a human's, able to easily track relatively silent vehicles half a block away, even when there are noisier ones moving about, and your olfaction is good enough to locate invisible creatures, or track someone who hitched a ride on an air car cross country; comparing it to humans isn't productive given even a bloodhound's nose doesn't hold a candle to your own.

While one might assume that this comes with a healing factor, there wasn't an opportunity for it to be shown so it is not automatically included. However for the higher price (of **800 CP**) you can possess a healing factor similar to that of Wolverine's early appearances. Minor cuts can close before the eye, gunshots heal over the course of a day or two, and broken bones mend much faster than usual, but you won't be regenerating your heart before it'd kill you, decapitation is still a death sentence, and an eye might be beyond you entirely.

Chameleon (600 CP): You are an adept shapeshifter. You can shift your appearance so that you could easily turn from a lizard bestial to a mammalian or bird based one, or even a human, and even take on the appearance of specific individuals. In fact this does seem to be limited to taking on the appearance of specific individuals, as opposed to freeform creating new forms or shapes for yourself. Still you can even seemingly alter your mass, or at least volume, becoming a man significantly shorter than yourself, though there are certainly limits to the scale of this change. You'll have to find them out, but you can likely turn into something half-again or half of your mass. You can even replicate the appearance of clothes and worn objects, though don't expect to be making anything that doesn't fit closely to the form, or changing into something with too different a body plan than your own; growing a tail is fine, turning into a quadruped is probably not happening as a humanoid.

Elemental (600 CP): Choose an element/energy such as electricity, fire, ice, or maybe even something like sound. Exotic or fictional energies are not allowed, so no Power Cosmic, and fundamental forces such as gravity or magnetism are also out. This is Spider-Man Unlimited not Fantastic Four Unlimited or X-Men Unlimited. You possess the ability to project that energy from your body either in a potentially harmful field around you or in offensive blasts, and use it to fly. You are also able to turn into that energy, though you won't be in human(oid) shape, your ability to do things in that form will normally be limited (electricity could travel through conductors, sound could initially project in a direction, fire could maybe control the direction it burned in), and will either need external aid to maintain coherence or have to resume your normal form after a brief period. Finally you are resistant to the energy in question at the level you produce it, but can be overwhelmed – an electrical current from a power station that could power a cyberpunk city is just too much for this, but your own electrical blasts wouldn't hurt you.

Machine Man (600 CP): You are one of the Machine Men, though you seem to lack their programming, and retain your own will and mind. Still as a machine man, you possess low-end superhuman strength – substantially below the level of Spider-Man's normal showings – thrusters in your feet that allow for flight, energy weapons built into your hands capable of bringing down brick walls and severely wounding a human with a glancing shot, arms that are capable of stretching to at least twice their normal length, a finger that can open up to reveal an interface port that allows you to plug into local computers and will adapt in future settings to work with most interfaces (i.e. it'll be USB compatible), and protective exo-armor which seems to also include extra thrusters to bring you up to a speed to perform a high speed chase with an air car as well as a shoulder mounted weapon capable of launching explosive rockets or slightly more

powerful energy blasts, and somehow an internal storage compartment the size of your torso.

Also as a machine you are not biological. You don't need to eat, sleep, or drink, just recharge your batteries from time to time (and you have an extraordinarily good battery life even without perks to increase your stamina), aren't vulnerable to biological or chemical weapons designed to attack biological structures, and the like. Also you're literally made of an advanced metal alloy making you hard to damage.

This robot form is an alt-form.

Mummy Wrappings (600 CP): How did you become this? You seem to be a mass of animate bandages, or long strips of cloth. You can pull yourself together into a mostly humanoid form, or squeeze and slide through spaces that a cloth bandage could. You can even unfurl a limb to extend strips of bandage outwards like grappling tentacles. More importantly you don't seem to have a fully functional biology any longer. In this form even when shaped like a human you are hollow with nothing on the inside, implying you don't need to eat, drink, or breathe and don't have vital organs to be attacked. It's entirely unclear how you see, but you can do that and hear, though you won't be speaking in this form.

In this form, because unlike poor Git Hoskins, you're not trapped in this form, but it is merely an alt-form you are able to assume.

Spider Hybrid (600 CP): Perhaps you were bit by a radioactive spider. Whatever the reason, you possess superhuman strength, increased agility and speed, improved reflexes, heightened recuperative powers, improved stamina, and even mildly enhanced senses. Spider-Man's strength limit in this series isn't shown, but generally seems to be somewhat below normal comic book showings – he seems to be in the general ballpark but does seem to struggle with things that are less than he normally would, likely in the 8 tons to 10 tons range in Marvel powerscaling. He is fast and agile enough to jump between flying vehicles to safely hitch rides on them. His improved healing speed is mentioned, and seems to be roughly equivalent to the comics; slower than Wolverine by a fair bit, but still recovering from injuries that might take a person a week in a day. His senses are only near the peak of humanity, but this is up from average.

You also possess his more inhuman powers of being able to stick and crawl on walls and ceilings, as well as his spider-sense which warns him of danger. We don't see warnings of less immediate or social danger in this one, and it's somewhat less reliable for immediate physical danger than the norm, seemingly ineffective against telekinesis completely, but it

is still an effective tool in combat enabling someone with mildly enhanced reflexes and speed to dodge energy blasts and hails of gunfire, and potentially warning of ambushes.

Brute Smash (800 CP): You possess the ability to transform into a large, more muscular, technicolored form. In this form you will find your self-control and restraint weakened, along with your higher cognition, and generally be ‘dumber,’ more emotional, and impulsive. You will also be much stronger. On its own this would make you strong enough to casually overpower Spider-Man, and knock him out after only a few blows – without using your full power. In short you’re a lot like the Brute, who himself is a lot like the Hulk albeit admittedly much weaker than the 616 version. Still you’re strong enough to shrug off attacks from Spider-Man and the machine men, and while other options here may make you stronger than Spider-Man, only this one puts you completely out of his league as far as physical strength goes.

Fire Drake (800 CP; requires either Bestial or Werebestial): Your bestial form is no longer an ordinary animal. Instead it is some form of dragon. You’re speed and agility are increased to the level of an **Improved Bestial**. Your scales provide you with armor that helps you to resist energy weapons and piercing wounds. You’re larger than you normally would be, and possess strength sufficient to clearly overpower Spider-Man, and a similar level of toughness. You possess wings which allow for flight, and share in your great strength, though you are less agile than the **Bird Wings** power and are only slightly faster than your walking/running speed. Finally you are able to breathe out destructive bursts of fire like a living flamethrower.

If taken with **Werebestial** you will be proportionately more powerful than an **Improved Bestial** to where they stand in regards to an ordinary **Bestial** and further in those specifically increased by either power.

Highly Evolved (800 CP): You possess the ability to produce green energy from your hands and project it. Or maybe the green is just there for the viewing audience as Spider-Man stated he didn’t know what hit him and that it seemed like there had been nothing, described it as telekinesis, and later jumped into a beam when trying to dodge. Either way you are able to project beams or waves of force to strike your foes. This is a bludgeoning impact, but it’s enough to leave Spider-Man in his nano-suit reeling. You can also use it for more directed movement, stretching out the force to grab enemies – or just objects – lift them, move them, drive them with enough force to ram a man’s head through a stone ceiling and leave him stuck inside of it, and generally work as a telekinetic field of force. This force can even be projected out from your hands around you in a barrier that was – even to the viewing audience – invisible. This telekinesis is

substantially stronger than Spider-Man himself, and likely than even **Werebestial** or **Fire Drake**.

Finally given Spider-Man's spidey sense didn't warn him, and didn't even stop him jumping into a beam, this energy seems to be a blindspot for danger sense and precognition.

Slime Monster (1000 CP/1400 CP/2400 CP): You appear to be a creature of living slime of a color of your choice, though potentially patterned with another. You are capable of shaping this slime form into a humanoid, but clearly inhuman, shape, or moving around as a living puddle or tendrils of slime. You can shift to move your face to the back of your head, extend tendrils of slime out from your body granting you multiple combat limbs in the form of simple tendrils, stretch your arm several times the length while moving mass to it so that your hand is large enough to completely cover a man's torso, open a hole in your body to allow an energy beam to pass through you, and stabbing, cutting, or bludgeoning you is generally completely ineffective. Extreme temperatures, electricity, and the like may harm you, and your slime form is extremely vulnerable to sonic attacks which cause intense pain, and can force you back into your slime form, or even threaten to kill it. You are also strong. While your ability to reshape yourself to get leverage and move in unusual ways can explain some of this strength, even without that you are on the level of Spider-Man and with it you could overpower him fairly easily if he sat around for it. Finally it is possible for multiple entities with this perk to merge or fuse together into a single entity, though this doesn't seem to work for a forced fusion, becoming larger and stronger in the process though you'll need to get multiple minds working together in unison or else manage to dominate the other minds in the union.

You may turn this slime form on and off through the same means as shifting alt-forms, but you can turn into a slime variant of any of your existing alt-forms.

For 1400 CP you truly are a symbiote. You are able to bond with other entities and slowly take over their minds. Once they are fully bonded to you, you may fully share your powers with them while controlling them as your puppet. A host bonded to this extent will be unable to survive without you. To help encourage people not to resist your slow take over, however, you can provide someone you have bonded with at an initial level with increased strength, and begin to subvert their mind and will over time. However, unlike Carnage and Venom you do not need to remain bonded to a host to survive.

For 2400 CP you are something more like the Synoptic. Unflattering individuals might describe you as a snot monster, but you are a massive slime creature, capable of filling

massive sewer tunnels under a city, and likely larger than even the largest real world skyscrapers in total mass. Your individual tendrils might or might not be stronger than Spider-Man, but you are strong enough to make even his escape from a human sized tentacle require an active struggle, and you could direct many of them. Or just flood a region until escape was impossible. You do, however, remain highly vulnerable to sonics.

This 'snot monster' form is also an alt-form. You will retain the 1000 CP and 1400 CP level abilities as well, this does include them. If purchased with **Symbiote Chamber** you can also produce further of the symbiotes produced by that chamber from your own body asexually, and will be able to telepathically influence these symbiotes as their hive mind.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin.

You may purchase multiple copies of items. Purchases of an item after the first are discounted (50%); this does not stack with other discounts. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Blaster (50 CP): This is a handgun, or maybe a two handed weapon. Either way it is not a traditional chemical propelled projectile, but instead a colorful energy blast. It's powerful enough to potentially punch through a machine man's armor and bring them down, though this usually takes a few shots, to make a small hole in a brick wall, or take a man down with a good shot. Since you're paying CP for this, yours doesn't ever seem to run out of shots either.

Skycar (50 CP): This is a flying car. It's about the same speed as a car, about as maneuverable as a car. It's a car. Just one that's capable of flying and moving in 3 dimensions without needing roads. It's a typical, civilian, family car. Not even a van or truck or anything, but if you just want a personal flying vehicle to go from point A to point B it will do it for you.

This vehicle will automatically recharge/refuel, repair, and maintain itself over time when not in use.

Sword (50 CP): This is a large sword like Lord Tyger's. It looks pretty impressive on your back. Given he never drew his it doesn't really do much special, but it will maintain and repair itself over time, and will always be sturdy enough for you to properly use it as a weapon no matter how strong you become.

Excavation Chimera (100 CP): This is a biologically engineered animal the size of construction equipment. It has been carefully designed to function as construction equipment as well; such as an excavator or one built to demolish buildings. They're capable of following commands related to the task they were designed for, and seem to be strangely efficient in their food consumption.

You can choose the function that your excavation chimera was designed for, and a new one for each one you purchase.

Solaris J (150 CP): This is an Earth made space shuttle. It comes with a set of booster rockets enough to get it into space, and is a space shuttle. It's strangely easy to pilot, even Spider-Man could do it without training, and while we don't know for sure with this version he normally can't drive a car.

The shuttle will refuel, repair, and maintain itself over time when not in use, and the booster rockets will be replaced after some time if they have been used.

Thetasonic Beam (150 CP): This is a rifle-like weapon that fires focused thetasonic waves. These waves are harmless to bestials and humans (though who cares about their safety) but extremely damaging to symbiotes and are even able to force those that should have fully merged with their hosts off of them. You'll find that yours is similarly effective against other slime-creatures and monsters, even those that would be nearly impervious to regular physical harm. Sustained fire could kill them, and even brief use will cause them immense intense pain.

Warp Gate (200 CP): This is a small space probe. Launched into space near a stellar body, planet, moon, planetoid, asteroid, or similar large space object, it is capable of creating a two way wormhole with the other opening either at a point in space out to a range of roughly 3 light years. The wormhole's two ends can either remain in space dragged along with the solar system, or retain their fixed position relative to a nearby planet or moon; one can remain fixed in regard to the solar system and the other to an object. The wormhole will only remain connected as long as its maximum range is not exceeded, and this space probe will only open 1 wormhole per jump.

Hero Items

Automatic Camera (100 CP): This is an ordinary journalistic camera. Except it seems to automatically do a lot of the work. Not only will it adjust the focus, and level of flash required, but if you leave it sitting on a ledge, hanging somewhere, or even just in a somewhat relaxed grip it will automatically track and follow things you want to take pictures of and take pictures of them. It also seems to develop its own film without the need for a dark room and to restock its supply of film and flash bulbs.

Medical Clinic (200 CP): This is a small, single story house. On one side it has a single room medical clinic. It's not sufficient to treat many patients, and the medical equipment is limited by Counter-Earth's standards, but even that is beyond cutting edge by the standards of Earth. It also has a supply of medicines which range from as good as any you'd find on Earth to significantly better, though again far from the heights the High—Evolutionary might manage.

The clinic has its own self-replenishing emergency power supply; you probably don't want to use it to power things constantly but it could provide normal household energy demands indefinitely without running out, and power the clinic's operations for hours a day without pushing past its replenishment rate. Of course the house will also work itself into the local power, water, and even communications grids when it inserts into a new setting if appropriate and desired. Its medical supplies will also resupply over time.

Journalistic Credentials (400 CP): This is a set of press credentials, demonstrating that you are a legitimate journalist working with a legitimate press organization. People are unusually willing to talk if you present these and imply you might be considering doing a story that would cast them in a positive light. They're even abnormally likely to let you in to snoop around as long as the place isn't too high security or top secret, even if you're a filthy human or otherwise part of a socially undesirable caste, ethnic group, species, etc.

If you want it can actually come with a job for the organization that it says you work for.

Nano Costume (600 CP): At first glance this seems to be nothing more than a simple wristwatch. In truth, however, it is a device of transformation from mere mortal civilian to enigmatic hero and living myth. That is to say that it contains your superhero costume, and by pressing the right combination of buttons you can cause it to flow out from the watch in the form of a mass of nanomachines.

Being made of nanites this costume is extremely hard to forcibly remove – being as it is in all one part – and can self-repair cuts and lacerations if they are minor enough. It's also

not without its protective and defensive qualities, though it is not at the level of full body armor; it's stab, bullet, and energy beam resistant more than stab, bullet, and energy beam proof. The big value isn't that it hides your identity, or serves as armor, but the gadgets built into it. It possesses a sonic weapon capable of shattering glass, or driving off symbiotes, and the frequency can even be controlled to potentially combat other sonic weapons by countering their wavelength with its own. It also has a stealth mode where it will turn itself – and anything in it – invisible. Unfortunately this invisibility mode is only for the visible spectrum, and both the stealth and sonic weapon have heat issues causing the suit to need to shut them off and cool down after use; stealth seems to heat up slower, but both share the same clock. The suit can also be remote controlled. The nanites aren't particularly strong or fast, so it won't be moving around much, but you could have it stand in the shadows or pose dramatically, and it can even receive an audio signal from the watch and play it at an amplified volume letting you whisper into it to make the suit talk if you need to be seen in two places at once.

In addition to these new features the suit has some Spider-Man staples as well. Namely it contains web-shooters. The webbing has to be added separately, though you'll get several bricks of it which will resupply themselves over time. These are your basic no thrills web-shooters, able to shoot strands for swinging, net-like sprays for catching foes, and to spin protective shields capable of stopping most guns you'd find in criminal or police hands on Earth though high powered military ones will eat through them and the Counter-Earth's machine men will start blasting holes in only a few shots. In addition to shooting web, they may launch small tracer devices (spider theme optional) that attach on impact. We never see how Spider-Man tracks these devices, but since you're paying CP for this the suit will have a built in ability to receive the signals they transmit, no spider-sense needed. Finally it is able to shoot small projectiles. These sometimes seem to be bludgeons, sometimes to be cutting devices. They can break glass and hurt humans or weaker bestials, but even if bladed don't expect them to cut deep, or do much more than hurt and distract a person. Still the web-shooters can fire them in a hail with multiple being launched per second for at least some time before it needs to stop, and it seems to produce them automatically over time; they don't even seem to linger behind at the scene either. I'd blame it on an ability since you're paying CP for them, but no that just matches Spidey.

Finally as a superhero costume you can trust this will adapt to your powers so it doesn't interfere with their use and won't be damaged by them. Since you're paying CP for this it will also follow your body changes from your alt-forms (or your own shapeshifting powers), though being forcibly transformed into a spider creature ripped Spider-Man's

until it was instantly back when he reverted to normal. Also you can of course import another costume into this, but just to be clear this can include powered armor.

Resistance Items

Truck (100 CP): This is a flying truck. This is larger than a pickup truck, though it's smaller than a 16 wheeler. The front cab seats two, but the back is fairly large for carrying cargo, or you can cram passengers in there, though there aren't seatbelts. You can choose whether its back is open to the air, with only some (solid) railing like a pickup truck or fully enclosed, but either way you could get something like a dozen people in it sitting comfy with military gear. The only question is if you want them to be able to shoot (and fall) out.

Either way this seems to have been modified in some way since it's almost as fast as one of the knights of Wundagore's steed, though it's not really as maneuverable. Still it's better than a civilian sky car. This vehicle will automatically recharge/refuel, repair, and maintain itself over time when not in use.

Goblin Wings (200 CP): This is a costume – possibly green and goblin themed – with clawed feet, protective goggles, and most importantly a wingpack. The protective goggles do help you with bugs and wind but also are designed to shield against flashbangs and blindingly intense light. Meanwhile the clawed feet can be used to grasp onto things.

The wingpack, however, spreads a pair of great, bat-like wings. More agile and maneuverable in flight than a machine man, though not quite up to the **Bird Wings** power, they have more lifting power than the latter, and possibly even a Machine Man's thrusters, able to carry several people aloft if your arms can bear it.

For an additional 200 CP (discounted if this was) you can also gain a pouch of pumpkin bombs. These are designed to be relatively non-lethal, the explosions unlikely to do much structural damage to a building or more than knock out a human or bestial. Included among them are flashbangs which primarily produce bright flashes of light to temporarily blind optical sensors such as those of a machine man or a human (usually called eyes). If you purchased **Small Explosives** this upgrade is Free.

Small Explosives (400 CP): This is a collection of bombs. They're pretty small. Most are about the size of large cherries, easily held in a palm or tossed. But they pack a punch ranging from a grenade-like explosion (with unfortunately less shrapnel) to being able to clear out a room or with a few of these bring down multiple stories of a building.

You get a restocking supply, and will find that you can always tell just by touching one how big of an explosion it will have, and set how long it will take to explode by an act of will while touching it.

Secret Base(s) (600 CP): This is an underground lair. It's pretty well hidden, having some method of fooling outside scans – at least if you're not actively sending a signal out so try not to carry tracking devices back here – and surrounded by a maze to make sure that intruders get lost. It has running water, and enough power to run rooms of computers, and enough of a machinist's shop to make guns and explosives – even if not up to something like mass-producing an army of machine men – and it's 100% off the grid. Even more than these privacy ensuring countermeasures suggest it seems to resist detection; machine men could scour the sewers for days or weeks on end and fail to find this base built into them unless they managed to follow you back or you did something like carry a tracking device into it.

Only this isn't one base. If its location does get compromised, you'll be able to find a new one fairly quickly. Even if you leave a location and travel somewhere else it won't be long until you can find another, similar base there. Of course once you've abandoned one – even if your friends are still losing it – its self-generating power, water, and its privacy protection fade; it'll still be shielded and in a hard to find location but it won't have that special protection any longer.

The individual base(s) won't insert into future jumps, but don't worry there will be new ones waiting for you.

Knight Items

Steed (100 CP): This is a steed worthy of one of the knights of wundagore. By which I mean it's a skybike, albeit one with a horse head design on the front. This is a small, flying vehicle, more like a legless horse than a wheelless motorcycle, albeit one with a saddle built in. It can fly faster than most sky cars and outmaneuver them as well. It also has an energy weapon built into the front, capable of firing blasts similar to those of a machine man's exo-armor, capable of taking full chunks out of buildings or reliably heavily damaging machine men in a single shot, though their effect on humans is never shown; hopefully you're a touch more accurate.

Just about its only disadvantage compared to a sky car is its size and I guess the lack of a protective cover. This vehicle will automatically recharge/refuel, repair, and maintain itself over time when not in use.

Ram Rod (200 CP): This is a club, or rod, with one end that is heavy and weighted potentially designed to resemble an animal's head – such as a ram – or something else of similar complexity. It is capable of shooting energy blasts large and powerful enough to take a torso sized hole out of a thick pillar, or blow a large hole in traditional walls and potentially even blast a hole in future-tech metal walls making it noticeably stronger than the weapon of a machine man or one of the mechanical steeds; you'll have to discover its effect on living creatures yourself given it may be a touch hard to aim or else Sir Ram just can't hit anything smaller than the broad side of a barn. Its weighted head is also an effective bludgeoning weapon, and apparently its machinery is robust enough to be used as a club without damaging it.

Yours will not run out of charge for its energy blasts (if the original could), and will automatically repair and maintain itself over time. It will also scale to your strength so you'll always be able to use it as an effective club even if you're vastly stronger than a bestial.

Machine Men (400 CP): This is a squad of 12 machine men. They possess capabilities similar to that of the **Machine Man** power, though they are not exactly bright, only following a rather basic police enforcement program, and are not necessarily the best shots, though seemingly effective enough when not firing at heroes or those with plot armor. This comes with a central processing unit that is a computer console capable of altering their directives, and while they are not exactly bright by human standards, they can still have their tasks changed easily and effectively to perform other tasks that humans do; just expect to have to program any advanced skills yourself.

Any lost members of this squad will be replaced in 24 hours to 1 week.

Tower (600 CP): This is a towering, skyscraper sized complex, one which would dominate any skyline on Earth and is large by the standards of Counter-Earth as well. I'm not really sure what's on the bottom floors, but the upper stories have labs, operating rooms, machine working rooms, living quarters, and everything you'd expect from a high tech base used by a villainous mad scientist. There's even a defensive forcefield, though like most villainous mad scientist bases it doesn't cover the sewers, basement, or entrances from them. While it's not a real, dedicated factory, it also probably could be set up to mass produce something at a decent pace.

Some of the lower stories are probably a power plant that provides power to the complex, and besides having enough power to run various labs and manufacturing, it can probably power a small town around it at the same time, maybe a small city; though it'll depend upon what high energy experiments you're doing. It also has its own water supply. Though if you want it can be linked into the local communications, water, and/or power systems when it inserts into a jump.

If purchased with the **Machine Men** item, there will be additional machine men included sufficient to provide a low end security staff for this structure; dozens, possibly over a hundred. These additional machine men seem to draw power from the tower and will shut down if they travel more than a short distance from it.

Villain Items

Hunting Gear (100 CP): This is a small backpack that can extend gliding wings. They're not fully capable of flight, but they can carry you a decent distance if you start off high and maybe even gain a touch of atmosphere if you can catch an updraft. This comes with a pair of infrared contact lenses, as well as a pheromone tracer which allows you to follow someone's pheromones, though you'll need to identify them first and they'll need to be rather fresh.

Merithisone (200 CP): This is a supply of merithisone, the same chemical derived from a plant extract which the Hunter uses to maintain his powers. By manipulating pheromones and hormones regular use provides a user with enhanced abilities. A regular human would be more physically capable than a **Bestial**, though even one that was particularly large and fit would fall behind an **Improved Bestial** though it would be close. Your senses, however, would be across the board as keen as the **Bestial** perk (or **Improved Bestial** power) can provide in one. This chemical is toxic, poisoning the bone marrow, and generally cutting one's lifespan in half if you regularly use it.

You get a restocking supply that is a touch more than necessary to keep a single individual continuously empowered this way.

Swinging Pad (400 CP): This is several floors of penthouse apartments built like a medieval castle. Well on the outside. On the inside it is a thing of high tech sophistication. You can expect lavish rooms, high tech booby traps, and things such as holoprojectors. It's not as high tech of a base as the **Tower**, or nearly as large, but it does come with its own power generator, and some amount of lab space, as well as more lavish accommodations, fully furnished and decorated, and with a large, garden courtyard.

In future jumps it will insert into the local power, water, and communications systems if appropriate. It will also insert in a high class neighborhood, placed at an impressive location, with all taxes paid, if desired.

Symbiote Chamber (600 CP): This is a subterranean cave with many small niches in which there are alien eggs. Each of these eggs holds a many legged, yellow creature with a tail and no clear body segments. It's about the size of a large hand, and can attach to a living creature and take over their body. There is some level of mental connection and control, allowing memories and skills to feasibly be accessed, but it will take time as controlled hosts mostly seem to function similar to voodoo zombies. These symbiotes also possess a hivemind meaning that they can share some level of awareness.

These symbiotes will obey and follow your commands, recognizing you as a figure in charge of the hive even if you are not part of it. The hive initially has a few dozen eggs but will slowly produce more over time as the niches are emptied.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain an origin as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

Which Earth is It (Toggle): So there are a few different versions of Spider-Man Unlimited. There's the cartoon, which is the main source for the jump, but it had a comic that ran alongside it for 5 issues with a substantially different continuity where instead of just there being individuals who vaguely resembled Spider-Man's foes there were legitimate alternate versions of people such as Reed Richards, Ben Grimm, and Gwen Stacy as well as Shane's dad apparently being Wolverine instead of the Green Goblin. And then there's the time Dan Slott unilaterally declared it the same universe as the 1994 series despite all the ways that just doesn't work or make sense, so that he could kill off both Peters in a 2-for-1 during Spider-Verse.

You can use this toggle to choose which version you're going to. You can also use this to import your past history in the Marvel multiverse. You're probably going to a new universe compared to the ones you've visited before, but this is Marvel, you might still meet up with old friends.

Spider-Insert (+100 CP; requires the Hero background, and Spider-Hybrid power): Congratulations, you are inserting as Spider-Man. You'll get his memories, and his history. Unfortunately you also get his responsibility. You have to steal the Solaris-2, travel to Counter-Earth, stop Venom and Carnage, overthrow the High Evolutionary, put humanity and the bestials on the road to peace (peace not genocide), save Counter-Earth, and bring Major John Jameson back home. You probably don't need your jumper powers for this, Peter certainly wouldn't, but we'll let you keep them.

Oh, and your wife Mary Jane will almost certainly be willing to join you as a companion and can be taken as one for free.

It's Marvel (+100 CP): Meaning superheroes will fight superheroes, even in a whole new world with a whole new cast of heroes. Whenever you first encounter someone who *should* be your ally, you will instead find yourself fighting them for some stupid reason or misunderstanding. This can eventually get cleared up, but you won't be able to escape it.

Killing is Wrong (+100 CP): And you won't do it. You cannot kill humans or bestials. Robots, and symbiotes are fine, but not 'people.' And you'll have to live by these standards, so no intentionally causing people to fall into open reactors in the hopes that it will destroy them.

Left Behind (+100 CP): Your companions, followers, pets, and advanced AIs were left behind on Earth. Or maybe somewhere else. Either way while your companions, followers, pets, and advanced AIs might be somewhere in the jump, you'll never be able to interact with them during your time here. If you don't have any companions, followers, pets, or advanced AIs, you have somehow left behind someone from this world who you will find yourself missing.

Mute (+100 CP): You are unable to vocalize any sound. You can't talk, sing, scream, etc.

Out of This World (+100 CP): You must not have come from Counter-Earth. You know nothing of Counter-Earth, the High Evolutionary, the Synoptic, or any of the events of the show. Your general knowledge of the Marvel universe can remain, but not about elements (other than Spider-Man himself) used in the show. Yes, this means if you have interacted with another version of the High Evolutionary you won't remember it.

Stranded (+100 CP): You cannot leave Counter-Earth. You might manage to do so briefly to fight some threat or in the equivalent of a comic book event, but you are otherwise stuck on it for your entire decade-long stay. Returning to Earth and meeting the other heroes of this universe – perhaps to recruit them to your side – won't be happening.

Tagged (+100 CP): You have a tag in you which allows the High Evolutionary – and potentially others – to track your location. Any means to scramble this will fail sooner or later.

Unwatched Stories (+100 CP): A few episodes hint that there's a lot more happening than we see. Spider-Man has been fighting street crime on Counter Earth, though we only see it once when it's referenced as part of a pattern, and we hear about battles with the symbiotes that aren't shown. Well now you can expect to be finding yourself dragged into superhero antics a fair bit of the time, encountering far more variety of villains (or heroes if you're more villainous) than the show ever got a chance to show, and even if you leave Counter Earth you can expect to have a full time schedule of superhero show antics.

Wanted (+100 CP): The High Evolutionary is aware of your extradimensional nature, and has a vague comprehension of your powers and abilities enough to plan against them but not enough to convince him to surrender, and perceives you as a potential threat to his plans for Counter-Earth. You will find yourself hunted with the same fervor as Spider-Man. Which means you're not a top priority unless you start acting in a way that makes you one.

Reject (+200 CP): You are deformed in a way that is both aesthetically displeasing and provides you with some noticeable physical handicap. No matter how you change your body you cannot remove this handicap. Worse, if you're a bestial this means you're scheduled for recycling, if you're a human... well you're an ugly, handicapped member of a race of 2nd class citizens who the bestials already torment and kill for fun, and who can't afford charity for their own people.

Servant of the Synoptic (+200 CP): Somehow you have become part of the Synoptic's hivemind. It is in your head, reading your thoughts, and giving you new ones. Making things worse you have to obey it, and you are an open book to it. It will use you to spread its dominion.

Spider-Verse (+200 CP): The Inheritors are hunting the spider totems across the multiverse, and they will be coming to this corner of the multiverse, and for one reason or another you count as a spider totem. And somehow it feels like the writer wants to kill you off for a cheap thrill. Which you can't let happen, because you're going to keep getting dragged into these Spider-Verse events one after another after another after another.

What the Hell Hero? (+200 CP): Sometimes you do things that just make sharp eyed watchers ask that. Refuse to help a resistance movement to free their world because you'd rather take their leader and return home to clear your name? Sure. Take a dying man to a clinic, and then bring the symbiote he needs to live there even though it will turn him into a bloodthirsty killer, and lead another back there putting the lives of others in danger and potentially destroying the only medical facility available to the lower class of society? Sure. Knock an enemy into a power generator knowing it'll kill him despite preaching against killing? Of course. Crash a space shuttle into a building hoping to create a huge explosion without even attempting to check if the people you're trying to save and protect are still in it, and with your best friend right next to where things blow? Yep. Simply put, you can expect to act reckless, do stupid things that blow up in your face, and occasionally forget your own moral system.

Fantastic Four Unlimited (+300 CP; incompatible with Untold Stories): This is a Spider-Man cartoon. Sure Counter-Earth is a futuristic dystopia with cyberpunk elements, but it's still Spider-Man, and actually a somewhat weaker than usual Spider-Man judging from his showings in the show. Meaning that while there are some major threats – the Synoptic and High Evolutionary come to mind – they're of a scale Spider-Man can be expected to beat. Now, though... Well the Fantastic Four do exist in this universe, and SHIELD, presumably the Avengers even, and you can now expect to deal with threats at

the scales that they can be expected to face. Enemies like ~~Doctor Doom~~ sorcerer-scientists capable of analyzing and stealing any power from any world no matter how alien or ridiculous it is that they could succeed, ~~Kang the Conqueror~~ conquerors from the future wielding technology far exceeding this world's and a near total mastery over time, ~~the Enchantress~~ godly sorceresses capable of casually controlling the minds of others or killing the Hulk with a single spell in their home dimension (Odin made him get better), ~~Galactus~~ a giant in a silly purple hat who eats planets and wields nigh omnipotent cosmic power, or ~~Ego~~ the planet itself coming alive underneath you to destroy you and everyone on its surface.

You can't take this with Untold Stories, because this one also ensures you'll be having regular superhero style confrontations no matter what you do.

Moon Jumper (+300 CP): All your superhuman powers and abilities, anything that a badass normal in this world couldn't have? They're locked and sealed away. Ok, if you took **Bestial** you can retain its benefits, but not any powers based off of it, and definitely not powers or abilities from other worlds beyond a badass normal of this world. However the powers aren't gone. If you're away from sunlight for too long, or exposed to a large enough flood of negative ions, you will regain these powers, while simultaneously turning into a bestial-like form. Unfortunately this form comes with a reduction of your mental capacity, and a loss of self-control that makes you little more than a destructive monster. Hopefully you can point it in the right direction, because while you will have an implanted device that can prevent this transformation, it will require frequent maintenance and has a tendency to unexpectedly break down from time to time. And of course while it's functioning you have no way of reactivating your lost powers even if you wanted to.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

Wolverine only showed in one issue of the comic which was after issue 2 completely different from the show. The senses it gives you are not shown to be anywhere near Daredevil level (except olfaction) but do seem to be above most normal showings of 616 Wolverine (not up to his peak showings) at least in the comics I've read (Wolverine is in a lot of comics), and the perk probably would let you fight blind almost as well as if you could see.

Chameleon also only showed in one issue of the comic, he was a toweringly large bestial who seemed to be a rough match for Spidey in strength, though given how Spidey holds back maybe not.

Elemental is Electro's power. You can probably choose water or maybe even wood or something like that, but fanwank responsibly. It's Electro's power not Magneto's, Graviton's, or the like. Also this is a rather weak-sauce Electro. He blows holes in walls, but he never overloads a city's power grid or shows the sheer electrical force of most versions, has to actively produce an electrified field and can't passively electrocute people, and a power plant overloads him to the point that he either disincorporates into the current to potentially reform later, or was casually killed by Spider-Man due to it, instead of this being how he power ups for a rematch. The option is there to be the Human Torch or Claw or Ice-Man, but don't expect to be on the level of their comic book counterparts, Electro rarely is and this is a weak version of him.

Machine Man: If taken with Bestial the alt-forms will combine giving you an alt-form for both perks and that of some experimental machine bestial.

Spider-Hybrid: Marvel strength tons is about relative strength to other Marvel characters and not an absolute; though at the levels Spider-Man is normally performing at they are close to the same. Normally Spider-Man is in the 10-15 tons range and his peak showings can push up to much higher.

Brute Smash: Is based on the Brute from the comics. He was Reed Richards, but pretty much just a Hulk-lite. Given it only showed in 1 comic with 1 fight it's hard to peg the strength level, but if I was forced to give a comic book estimation it'd be upper end of 5/near 75 tons level. I'd expect main universe Ben Grimm to make quick work of him, but you're still strong enough that it's not just a power but a power set unto itself and dropping a building on you is just going to slow you down. You are almost certainly

above an Improved Bestial with Fire Drake or Werebestial but probably not a strength focused Werebestial+Fire Drake.

Changelog:

Version 1.0.0: Released.