

EIGHT LEGGED FREAKS



Do you hate spiders? Do you really hate spiders? Well they don't like you either!

The quiet mining town of Prosperity, Arizona, has been in something of a slump ever since the main gold mine ran dry. It's gotten so bad that the mayor is calling for selling the mines and relocating, after his previous projects involving an ostrich farm and a mall fell through. But things are only going to get worse; recently a truck carrying barrels of toxic waste accidentally dumped some in the local water supply. The same reservoir where an exotic spider collector's been gathering bugs for his spiders. Now those the spiders are growing huge. And hungry. The spider farmer and his parrot have both succumbed to the larger than normal giant spiders and, unfortunately, accidentally released all of them with their dying struggles. The spiders are now at large, hungry and trying to find presents for the ladies. Who else will get eaten?

You gain 1000 CP to spend here. Let the squashing begin!

Origins:

You remain the same gender as before or may change it for 50 CP. Age may be freely selected.

Mutant Spider: Maybe you're not one of the humans struggling to survive a horde of hungry spiders. Maybe you're a spider, man. Your main body is about the size of a large dog whether you're male or female, but your legs make you seem much larger. You're easily around the size of a dirt bike, coming in with the natural ability to make webs whose silk can support your weight, and a nasty pair of fangs too. Of course, the downside is that you're a spider. You have poor eyesight but make up for it with being very good at sensing vibrations. And you're hungry.

Survivor: Maybe you were a hairdresser, a trucker, a janitor, or worked some other job that can be found in small town Arizona. That was before the spiders invaded; now, you're one of the many survivors of a swarm of hungry eight legged freaks.

Biker: You might be one of the kids who're riding bikes around the local area, in either way you biked for fun before the arach-attack started. Turns out having a good ride is pretty handy when you're getting swarmed by giant spiders.

Politician: Maybe you're the mayor, maybe you're an aspiring mayor. You're a public figure at the very least with some significant influence over the political process in this town. You may not be completely incompetent, but your influence over this town probably hasn't been a good thing.

Sheriff: Or deputy. Either way, you're an officer of the law, and unfortunately probably one of the only reliable authorities in this land. This sleepy town hasn't had much trouble, but that's about to change.

Location:

You may freely select any location within the town of Prosperity to begin your stay here.

Perks:

All perks are discounted (50% off) to the appropriate origin. Discounted 100 CP perks are free instead of discounted.

General:

Themed Music (-100): You get a personal theme song with a clear inspiration coming from the Itsy Bitsy Spider - maybe the notes will be clearly derived from the theme, maybe the lyrics will outright reference it. It will play when you do anything cool and other thematic situations.

Silly Switch (-100): Monsters in future settings are far more slapstick, far less serious than normal. They may make humorous grunting noises when annoyed, say "ow" a lot when injured, squeak like a dog toy when crushed, flop over when tired, neigh when running, or make other odd high pitched sounds in a clear attempt to communicate. They may also disguise themselves in bizarre, cartoonish ways such as hiding under a tent and moving it when nobody is looking. When they fail to break through a window, they will do it by lunging against it with a loud splat and a squeak as they slide down. If they start attacking someone, every punch might come with a sound effect like a squeaky toy. They may also look like they were made out of early 2000s CGI, and not in a good way. Optionally, whenever they're killed, it may be accompanied by a borderline explosion or spray of far more blood/haemolymph than they should even have in their bodies.

Spider:

Noisy Spider (-100): Normally, a spider getting scaled up to the size of a bike wouldn't give the spider the ability to make any noises at all. They don't have vocal chords, and they don't have a respiratory system like a mammal either. Inexplicably, this doesn't stop the spiders here from grunting, squeaking and vocalising in general, and you too will still have full vocal abilities even when you lack any natural ability to vocalise. However, when using this perk, your voice will invariably be humorously high pitched. You may turn this on and off.

Trapdoor Spider (-200): Among the species of spider exposed to the toxic waste were trapdoor spiders, and you might well be one of them. You dig fast but safely, creating burrows rapidly. You also know how to disguise an entrance to your lair and give it a silk hinge so you can lunge out, grab something close by and drag it back into your lair in less than a second; so fast people might not even notice you grabbed something in the first place. It would take very careful inspection to spot your trapdoors before they get close enough to get grabbed. Despite the initial exertion, this can be a very low effort way to eat. Or just make yourself a nice little dirt home.

Jumping Spider (-400): You can leap so fast and take very little "cool down" time in between each jumps that you could keep pace with a motorcycle. Aside from its potential in long distance travel, this makes it much easier to catch someone fleeing from you or getting within bite range before they can attack you. A side benefit is that your vision is quite sharp, especially for a spider, and you are good at mentally calculating the angles you'd need to leap to capture a fleeing person. This makes your jumps very precise and very dangerous. Someone getting bowled over by a spider is unlikely to fight back well before they get their ass bit.

Giant Spider (-600): You're not one of those run-of-the-mill "giant" spiders running around town who are really little bigger than a dog. You're truly deserving of the title "giant spider". Because you're giant and probably a spider. This has two versions and you may select which one you would prefer. In the first version, you're closer to the size of a family car and you have at least one spider ability to match. For example, you might be able to run as fast as a motorbike, or perhaps your venom is unnaturally deadly like a black widow on crack, or you may be able to "spit" web fast and very far. The second level, instead you're a

living battering ram. You are loosely the size of a minivan with chitin capable of resisting pistol fire, and strength capable of tearing through sheet metal. As a side benefit with either purchase, your great size and danger naturally results in your smaller kin staying out of your way and letting you boss them around. The 800-pound gorilla sits wherever he wants.

Survivor:

Life Skills (-100): Perhaps you're a hairdresser, a janitor, a mining engineer, a radio personality, or some other member of the workforce. Either way, you have the basic skills required for someone to live a relatively comfortable life in a small town Arizona. At least, enough to stay employed and/or get a reliable supply of customers.

Know Your Enemy (-200): You're a spider nerd, quite possibly closely affiliated with the very unfortunate former collector of exotic spider species. Your knowledge of spiders and everything spider borders on encyclopaedic. This is a very useful knowledge foundation to have when you're trying to survive a horde of giant spiders invading your home. At the very least you know the orb weavers are doing it to impress the mate. You can also calculate fairly easily and accurately how large the owner of a piece of exoskeleton is.

County-Wide Popularity (-400): Your radio broadcasts are inexplicably popular, enough to make the whole county's emergency services tune in and listen. Even if they were nothing more than crazy ramblings about aliens and getting your anus probed. It's really impossible to explain how come so many people listen to you and how many people seem to think your broadcasts are helpful and informative. On the bright side, if you were to use this to broadcast a message as far and wide as you can, you'll have *plenty* of people tuning in.

Last Stand Survival Skills (-600): For a human in a monster movie, you're far deadlier than you probably should be. With any old weapon you can cut through spiders by the half-dozen and turn a surprising lot of different things into weapons too. Chainsaws, fire axes, pitchforks, using an empty gun as a club, hell even a chair. The spiders might be able to take you down through sheer numbers but you'll kill a bloody lot before they get you.

Biker:

Sack Tapper (-100): Well, this is one way to disable an attacker. You are good at landing a strike to the balls. Or the clam. Most men generally consider this incapacitatingly painful, especially when delivered with electricity or some kind of weapon. You wanna hit someone in the balls, you'll probably do it.

Outrunning Fireballs (-200): It's a staple of cinema that at some point a big explosion needs to happen and the hero needs to outrun the fireball. Somehow the other dangers of things going boom (like fast-moving bits of scenery, the intense heat and the shockwave) just don't seem to affect people. With this purchase, it includes you too. Set off a huge explosion behind you? You can almost certainly outrun it. Still not fast enough and the flames reach you? You'll somehow survive unscathed, emerging from the swirling flames completely unaffected. Like an action movie hero. This only works when you're trying to escape the explosion: no invulnerability to explosions as a whole here. As a side benefit, if you're carrying someone or giving them a ride they'll receive the same protection against things going boom.

Born In The Seat (-400): You must have practised a lot on the bike because you've got some crazy dirt bike skills. This isn't just some stunt stuff like making big, impressive jumps on a bike either. It includes fighting while controlling the dirtbike; you can control your ride while still giving an unexpected guest a boot to the face/cephalothorax. Or on a more mundane note, riding a dirt bike at high speeds through the twisting tunnels of an old mine, or timing crossing the road just right that you safely drive past a truck and the spider army following you has an unfortunate accident.

Great Escape (-600): Sometimes, the only responsible thing is to escape as fast as you can. Yet you seem to flee in a manner which causes the most unintentional destruction behind you, though always ultimately beneficial to your attempts to escape. Your foes may

crash straight into power lines, barge straight into a fuel truck and disappear in a vast fireball, or you may accidentally cause a section of tunnel to collapse behind you.

Politician:

Self-Serving Selfishness (-100): You have a pretty solid gut feeling of when a plan is doomed, when's the best time to abandon your friends and run. They might call you a coward or other inventive names if they survive after you ditched them, but you're alive and isn't that the most important thing?

Skim from the Top (-200): Some people might say it's immoral to accept kickbacks from developers in exchange for wasting taxes on dumb shit. They are completely right, of course, but fail to take into account that it's quite rewarding (for you), and therefore is good. For you, when you hold any authority, will find that opportunities for political corruption easily come your way and, barring a major disaster, will also be relatively easy to conceal from the voters.

True Salesman (-400): You're smarter than the average voter (faint praise) and a smooth talker too. If you weren't a politician, you might be suited to being a sleazy used-car salesman. The important thing is you can convince your electorate that things that are obviously stupid ideas (like an ostrich farm in Arizona or a big expensive mall in the middle of absolutely nowhere) are actually great ideas and your get-rich-quick schemes will have plenty of people lining up.

Political Survivor (-600): For some reason, no matter how hard you bungle managing your people or how much blatant corruption you're responsible for, you just don't get voted out. Holding office seems to work on comedy logic where sheer and persistent incompetency is rewarded by being elected to another term. It would seem your electorate thoroughly deserves you.

Sheriff:

Functional Authority Figure (-100): ...because the Mayor sure isn't. You start this jump and any future jumps a local leader with a history of fair and responsible exercises of your powers. This will buy you a great deal of respect and public trust in whichever community you start out in.

The Sexiest Sherrif in the Country (-200): You're more than beautiful, you're sexy. Smooth skin, stunningly defined features, you have leeway to determine exactly how this manifests but you've got the sort of figure that will leave a trail of people lusting after you.

No Time To Explain! (-400): Being a responsible person like you are, you have the advantage of getting the ability to demand people's cooperation in an emergency. For this reason you can simply pull out the old "I haven't got any time to explain" classic and it'll get them going along with what you demand. Break into the house of a notorious conspiracy theorist who's certain you're here to oppress them? They might complain but they won't stop you hijacking their radio station to make an emergency broadcast. This will not work if you use this to rob them blind, assault someone or otherwise actively harm them. You need to actually be helping.

Deadshot (-600): Looks like police academy training is paying off. Any ranged weapon you pick up, from crossbows to pistols, shotguns and rifles, is exceptionally deadly. You're capable of quickly aiming and nailing a kill shot on any spider unfortunate enough to be on the other end of the barrel. The guns you fire will hit hard enough to cause a spray of bodily fluids and flying pieces of arachnid. You are extremely deadly with a gun.

Items:

All items are discounted (50% off) to the appropriate origin. Discounted 100 CP items are free instead of discounted. Lost, used or stolen items return within the month.

Spider:

Toxic Waste Barrels (-100): Barrels of toxic goop that turns spiders big and unnaturally aggressive; willing to actively chase down prey despite spiders not normally doing that. In about a week they'll grow at a bare minimum five times their natural size, from harmless regular-sized spiders to ones the size of a dog, or bigger, if their normal size is unusually large. You might call them spider steroids. Only spiders, oddly enough it does not seem to turn any other creature huge, and "unfortunately", their kids won't grow up to their parent's size unless the kids are also exposed to toxic waste. Dumping this in a waterway will practically guarantee an infestation of giant and hungry spiders in any setting but *why would you do that*. As a side benefit, the toxic waste you get here does treat male pattern baldness.

Spider Food (-200): A big family of spiders needs something to eat. Aside from rebooting the plot of Eight Legged Freaks in every world you visit after this one, you need a supply of food to keep them relatively happy. That's where this purchase comes in: You have a lot of bundles of pre-webbed and immobilised animals for your entire extended spider family. Strangely, all the pre-webbed animals are ostriches. Like someone raided a farm of them.

Spent Mine (-400): There's a gold mine in town and you're the newest owner. It's a massive intricate tunnel network that span a whole town. Including, for some bizarre reason, people's basements. It's like someone designed it specifically to let a bunch of predators nab people anywhere in the town. This one doesn't have dangerously high concentrations of methane in it, either. Allegedly, there's a motherload of gold in here somewhere, but nobody's found it.

Swarm of Spiders (-600): You can't take over a town and devour all the humans inside it without an army, can you? Fortunately, an army is exactly what you have. An army of spiders. Hundreds, possibly thousands of them all social enough to swarm in great big mobs of spiders without trying to eat each other and can be pointed in the general direction of your enemies. The swarm covers spiders of all kinds, from jumping to spitting spiders and can be considered having its own groups of "specialists" for dealing with problems. It also has an upscaled Chilean rose tarantula acting as the tank and living battery ram in command of the horde. These spiders are vaguely intelligent enough to listen to your commands - but remember they're still little more intelligent than insects. And they need to eat *something*.

Survivor:

Pocket PC (-100): You have one of the ancestors of the modern smartphone: a Casio Cassiopeia E-125 pocket PC with 64 MB of RAM. It's also known as a handheld PDA. Comes with the ability to record video too in case you'd like evidence that giant spiders are real and not just a product of your highly active imagination.

Chainsaw (-200): You have a chainsaw of any brand and make you wish. This chainsaw comes complete with a hockey mask so you can fulfil the horror movie stereotype. Fortunately for you, this one is guaranteed not to jam or suffer any inexplicable failures even when carving straight through a horde of spiders, which it will do with ease, carving through chitin like butter. Messy, messy butter.

Spider Farm (-400): You have a farm containing lots of exotic spiders, well in the realm of hundreds of them, including ones you can't even get in this country and certainly shouldn't be bringing in either. However, you will find you can easily find people who would love to purchase exotic spiders from your farm. Feeding them bugs that make them grow unnaturally huge may not be the best of ideas.

Radio Shack (-600): Your own camper van coming with a large and powerful radio station attached to it. Useful for when you want to both call and receive radio communications. It is also fully equipped for living long periods of time off the grid, in case you have certain concerns about living around the government.

Biker:

Kawasaki KX 250 (-100): A motocross 249cc single-cylinder engine motorcycle capable of travelling offroad with relative ease. It also comes with a free helmet, although bumping your head on something is far less of a danger than some eight legged dangers running around here. You may choose its general colour scheme.

Stun Gun (-200): Sometimes, a lady needs self-defence against their boy getting a little handsy. That's where this small stun gun comes in, able to fit easily in a purse and carrying an incapacitatingly painful shock for anyone unfortunate enough to earn it. Shocking someone in the balls with this is a good way to get them cooling down. You might get a chance to use it on a spider too. They probably don't like getting electrocuted much either.

Gas Stations (-400): Regrettably, no matter how fun it may be tearing up the Arizona desert on a dirt bike, bikes need fuel and people need to eat and drink. That's where this purchase comes in, letting you always always find a convenient gas station for you to stop, refuel your bikes or other vehicles, and possibly meet your other biker friends.

Biker Gang (-600): You have a mob of a dozen teenagers with off-road bikes. They're well practised in pulling stunts from tearing up the Arizona desert and can even give instinctive predators like jumping spiders a good run for their money in off-road chases. Or, maybe, you just want to have fun tearing up around with some friends.

Politician:

Cell Phone (-100): Having some kind of communication with the outside world is going to be very important soon enough. A regular town isn't likely to beat off hundreds of giant spiders on their own. You have a cell phone of any mark common to the pre-2002 era. Pity all the phone lines are about to be taken down, and you might want to try to not sound completely insane on the line.

1980 Cadillac Fleetwood Brougham (-200): You have a bit of a dated, but still luxury, car to drive around in. Wood panelling, leather seats, the works. One might wonder how a mayor managed to afford this car, and they better not ask too many questions.

Ostrich Farm (-400): Ostriches produce some damn large eggs, and some good, healthy meat too. They'd be the perfect high return investment for a struggling small town in the middle of nowhere, if the idea wasn't completely stupid and flawed on every level. This one does not have an infestation of giant trapdoor spiders.

Prosperity Mall (-600): You have a completely failed disaster of a mall. It's the kind of place you'd find in a big suburban sprawl, rather than a middle of nowhere town. Few save a janitor and some serving staff can be found here at any time, the shops are empty of people but full of merchandise, and it is in general a monument to some mayor's follies. It's completely unprofitable as it stands but an oddly convenient place for a band of survivors to make a stand against innumerable monsters, carrying a lot of things that can work surprisingly well as improvised weapons. Even has a hunting gear shop with some nice crossbows and spear guns inside it you can loot. And the food court serves some excellent ostrich burgers. In future jumps, it will be deposited into similarly unprofitable, middle-of-nowhere locations, making turning a profit from this white elephant an exercise in creativity. Fortunately, the insurance is already paid in case something spectacular and unfortunate were to happen to it.

Sheriff:

Spider-Repelling Perfume (-100): Spiders have a highly developed sense of smell and covering yourself in a thick layer of perfume is enough to at least hide from this sense. They also really don't like getting a faceful of perfume. It'll at the least confuse and disorient them,

at worst outright incapacitate them. Presumably, humans don't like getting perfume in the eyes either.

Cop Car (-200): Every sheriff needs a ride to get around town, don't they? Well you got one. It's a 1993 Chevrolet Caprice 9C1, one of the most stereotypical police cars around, painted bright white with blue stripes and squares. It also has a pair of handcuffs with keys in it in case you need to make an arrest. Naturally, it comes with flashing lights, a radio and loudspeaker, and the wee woo machine.

Gun Locker (-400): Any officer of the law needs a few guns for an emergency, even if you're in a small town in the middle of nowhere and unlikely to have any kind of serious crime. This is America. Your gun locker contains plentiful firearms, including a Mannlicher-Carcano Carcano M91/38 rifle (the kind of gun that shot Kennedy) and a Mossberg 500. You could outfit a small band of survivors with quite a few weapons to blast some spider invaders with this locker.

Civilian Mob (-600): Under your leadership a couple dozen civilians have gathered together to fight back against the army of spiders. They're not trained soldiers, mostly armed barbers, janitors, and assorted normal people, but they do have a variety of guns and scavenged melee weapons to give the spiders a hard time. Hole them up somewhere fortified and they'll probably give as good as they take.

Companions:

Early Warning Pet (free/-100): You have a cat, or a dog roughly the size of a cat, that will give you plenty of warning when spiders are near. This animal is loyal to you and capable of putting up a surprisingly fierce fight. It can likely take down a spider smaller than itself and give a larger spider a run for its money. And it'll make a lot of noise if it catches a spider trying to sneak up on you. This is free if you're not a spider, otherwise it's 100 CP.

Canon Companion (-100): Each purchase of this lets you take one consenting person along with you. It will also ensure that you will make a positive first impression, making it much more likely they'll freely choose to come with you.

Companion Import (-200): By purchasing this you may create or import up to eight companions. They receive 600 CP to spend within the jump document and full discounts. They may not take drawbacks.

Drawbacks:

[UNSOLICITED MATING RITUALS???) (+100): You can't keep it in your pants in an incredibly obnoxious way and your sense of consent is a little bit shady. If there's a person of the opposite sex around you, you're going to get more than a bit handsy no matter how much he/she asks you not to. A few shocks to the balls might teach you a temporary lesson. There's a time and a place and this is neither the time nor the place. If you're a spider, do remember that some spider species eat the males after mating.

You'll Never Get That Anal Probe Near Me! (+100): You believe every alien theory simultaneously. The only thing you can't believe is that giant (Earth) spiders are invading your town. You also are terrified of getting your anus probed, in fact significantly more so than getting eaten by a spider (which you are likely to dismiss as a possibility) and you simply have to publicly blurt out all your complaints against the aliens you just know are coming to probe your anus at least once. People may be able to talk you into cooperation by playing into your delusions, like telling you the giant spiders are from Mars, but otherwise you're going to go off on your own ideas. If you're a spider, you believe the exact same things about humans.

Filth Magnet (+100): Fighting a horde of giant spiders is messy business. And you're a magnet for the messiness. Other than ensuring you'll spend all your time stinky, slimy and generally disgusting this has few other effects. You'll hate every moment you're covered in grime; you might want to take a long bath when the jump is over.

Media-Induced Paranoid Delusional Nightmares (+200): Nobody can take you seriously. Ever. Your every attempt at warning people anything will get dismissed because these "giant spiders" are clearly just the products of your fantasies. Even bringing hard evidence the spiders exist will be dismissed, like saying bits of the exoskeleton are just dried out bits of cactus. You're just a delusional kid and the adults aren't interested.

Assisted Vision (+200): You need glasses. Two pairs, one for long distant vision and one for close ups. Without having the right glasses on your vision is so bad you won't even be able to recognise a giant spider coming for you or a thick web in your way. This is manageable if you have the time to change which pair of glasses you're wearing or the foresight to pick the right ones, otherwise you're effectively blind.

No Self Defence (+200): You don't know the first thing about defending yourself and it shows. Beyond instinctively slapping and punching your ability to fight back when someone is in close range is quite distinctly limited. You've also clearly had zero training with any weapon at all too. If someone handed you a loaded gun you're likely to point it at their face while holding the trigger simply because you don't know any better, and when it comes to using it you'll probably miss most of your shots even at point blank range. Try not to accidentally shoot anyone.

Horror Movie Bystander Syndrome (+300): You trying to die? Because it sure looks like you never saw a horror movie in your life. You're doing everything wrong if you want to live here. If swarms of spiders are out attacking people in the streets you'll just watch mouth agape until one comes right for you. You'll show the most improperly timed cowardice and accidentally flee right into the middle of a giant spider nest. You'll wander around a field alone in the dark while the animals are mysteriously vanishing trying to find out why. If you discover a spider nest you'll just have to wander in to investigate what all this strange webbing is coming from. This doesn't guarantee you'll die, but does make it much more likely.

Accident-Prone (+300): You're trying to help. You really are. But your help is, shall we say, distinctly unhelpful. Your attempts to be heroic will be foiled almost instantly by you fleeing - and locking the only exit behind you. Your attempts at defeating some spiders may end in you taking down the phone lines, guaranteeing the town can't call for outside help. Or if you call for help you'll just come off so unstable nobody believes you/ they think you're

making a prank call. Frankly, any group task should be handed to someone else, not that you're self-aware enough to understand this.

Recurring Threat (+300): Did you think the spider farm was the only place with spiders in this country? Did you think the truck full of toxic waste barrels went somewhere reasonable? You are sorely mistaken. The spider plague is eternally reoccurring. Even if you do eradicate the spiders, they'll inexplicably come back again and again. Or if you're a spider, it'll be the humans always coming back armed and dangerous.

Eight Legged Earth (+600): Did you know that spiders inhabit every single continent except Antarctica, come in more than 38,000 species with approximately 131 spiders per square meter average across the earth, and inhabit everywhere from the tallest mountains of the Himalayas to even the most arid deserts? Well, you sure do now. Every single spider in the entire world has been mutated to the size of the ones in Eight Legged Freaks. Food supplies will soon plummet as the incredible numbers of giant spiders in the world quickly eat all significant foodstocks and that means they'll get more desperate. Note: this also applies to sea spiders. The ocean is not safe. If you're a spider, this is inverted: giant, spider-eating humans roam the whole world.

Ending:

Stay here, go home, continue?

Notes:

By IGanon

This movie is basically a remake of old B-movies using then-modern computer graphics.

In case it wasn't clear, the toxic waste works on any spider who eats it or something exposed to it.

Special thanks to The God Damned Cat for wanking me up a bare minimum of three times a night every night with her interminable face-tapping. She ensured this jump was made in a sleep-deprived haze.