

# Variant Strain

## By Sentry342

For most, adolescence is a time of change and growth. For some, the changes are a bit more drastic than expected. Peter struggles with a changing world, an even more changeable body and more questions than he has answers for. He tries to understand where his strange new powers come from and the most important question of all... what happened?

This story takes place following the tale of Spider-Man blended with the darker world of Prototype. Rather than his iconic spider bite Peter has received his powers from the mysterious Hydra virus. This story follows his quest to protect his remaining family and to find out how his parents were connected to the mysterious company Gentek. Will you help our young hero in his quest or will you instead choose to side with the darker factions who wish to consume the world.

Take these **1000 Choice Points**, they will allow you to gain a few skills to help this world. You will be spending the next ten years in this world.



# Location

You can either choose one of the locations below or roll d6 and receive +100 CP to let the whims of fate decide your path.

## 1.) Parker House

The Parker residence is a simple home. Currently Peter Parker, his Uncle Ben, and his Aunt May live here. Unfortunately this place is going to be the sight of a tragedy after one of the infected runs through the yard leaving a trail. Perhaps you could prevent the tragedy and save Uncle Ben. You will start outside of the home unless you belong to the family then you may optionally start inside.

## 2.) The Watson Residence

This is Anna Watson's house, she is the only person who lives here currently although that will change soon. After the story begins she will bring her niece Mary Jane here and later the Parkers will stay here well. You will start outside of the house unless you are related to one of the families. In that case you will start inside the house.



as

## 3.) The Mountain

This is a secure facility that is being used to hold some of the infected. Jessica Drew is currently imprisoned here, I would recommend extreme caution if you choose to approach her. Aside from Jessica this is a dead facility that has been left alone for the most part. There isn't that much value still here. You will start outside of the facility near the abandoned Gentek security stations.

## 4.) Gentek Headquarters

Gentek headquarters is a massive tower located directly in the middle of Manhattan. This facility is used to house the infected that work with Gentek. The most notable individual is Hank Pym who has spread his Hive throughout the entire building and the surrounding area. You may need to be careful however, as Hank Pym actively monitors the entire building and an unknown infected would probably spook him.

### **5.) Oscorp Headquarters**

As you know every evil corporation has to have some sort of massive tower filled with soldiers and their experiments. This is the Oscorp headquarters which is filled to the brim with infected soldiers, advanced defenses, and a veritable mountain of other stuff. Honestly it would probably be for the best if this place was simply wiped from the face of the earth. You will start outside of the facility unless you happen to be one of the poor bastards that works for Oscorp. In that case you get to start inside this house of horrors.

### **6.) Free Choice**

Lucky you, feel free to pick any of the locations above or choose a location not listed. You could even choose to arrive in one of the other universes if you want.

### **Time**

You will be starting out a few days before the main plot of the story begins.

### **Age and Gender**

Age is freely chosen or whatever makes sense for your origin. Your gender remains the same as the previous jump or you may pay 50 CP to change instead.

# Origins

You may choose one origin below. Any of the origins may be taken as a drop-in if you wish.

## The Victim - Free

Ah, so you are one of the victims. I'm sorry to hear that, you are one of the many beings who suffered due to Gentek and their experiments. You could be one of the lucky ones who was mostly unaffected and let go. Perhaps you are one of their weapons such as Cletus Cassidy or Peter Parker.

## Gentek - Free

Gentek is a scientific corporation devoted to pushing the limits of science. They tend to go far beyond what is acceptable and are considered monsters by everyone that knows of them. Although that group of people is remarkably small as well. Regardless, you are one of the individuals who work for Gentek. More than likely you are some sort of scientist or an administrator in charge of a minor project.

## The Innocent - Free

There are many people who are not involved in this directly, but unfortunately drawn in. Some of these are completely innocent like Aunt May while others are forced into it like Captain Stacy. You are one of these individuals. You were never meant to be involved, but somehow pulled into these events. Now that you have seen the darkness of the world will you try to ignore it or will you embrace the darkness.

# Infection Classification

Given the sheer variety of infected variants in the setting this option will allow you to start out with a specific variant if you wish. Choosing any of the options with the exception of Clean will give you access to the Virus Builder to design the strain you are infected with.

## ***Walker +300 CP***

Most of the time the virus will simply consume any being that comes into contact with you making them a husk of their former selves. That husk becomes an infected walker. These beings are similar to zombies and their only purpose is to spread the infection further. They don't possess many special traits, but they are still deadlier than the average human. By choosing this variation you will be barred from becoming a deadlier type of infected. The deadliest adaptation you could develop would be something along the lines of slightly larger limbs granting you additional strength.

## ***Clean - Free***

Ok so you wanna go with the default option and start out without any form of the Hydra virus. Well this has some advantages and disadvantages. The primary advantage is that you won't be a monster. The trait that is both an advantage and a disadvantage is that the type of infected you can become will be random if you get infected. You could be really lucky and turn directly into a Runner. Alternatively you could simply become one of the mindless walkers. This will mainly depend on your willpower and your personality traits.

## ***Warrior - 100 CP***

The Warrior grouping is a broad classification used to describe all of the larger Infected variants such as the Hunters and the Sinister Six variants. This will make you significantly more dangerous than the standard infected. It will take a group of a dozen or so heavily armed soldiers to kill the average member of these groups.

## ***Leader - 200 CP***

The Leaders are more powerful versions of the Warrior class. They are magnitudes more powerful than their standard brethren. Size wise the Leader variants appear to be double the size of normal variants and they possess many special features. For example the

Hunter Leaders have two brains and two spinal cords that allow them to survive far more injuries than normal Hunters. This option allows you to become one of the infected Leaders. You can look in the Infected Creation section to see some of the available options.

### ***Queen - 300 CP***

The Queen refers to the Infected such as Jessica Drew. She is still mobile and as a result is not a Hive like Hank. She however is the leader of the infected and commands them. Her focus is primarily on growing her forces and taking control of a greater area. You belong to this classification of infected. You don't have the raw power of the Runners, but you more than make up for it in your sheer ability to grow. If you actually tried you could probably take over an entire city in a few weeks.

### ***Runner - 300 CP***

The Runners are the most dangerous individual classification of the infected. They lack the growth capabilities of the other infected, but make up for it with their physical prowess. The Runners are far beyond the other infected including warrior variants such as the Hunters. These infected focus on improving themselves and function as elite infected units. Worse case you could always just run and try to stay away from all of the chaos that's about to erupt.

### ***Hybrid - Varies***

Well if you aren't satisfied with the options above you could take this a step further and merge them together. This will allow you to combine the traits of your chosen options. You may choose exactly how this manifests. For example combining Leader and Runner would produce an incredibly physically powerful infected being. The total price is number of options \* 100 CP + option cost. So becoming a Queen x Runner hybrid would cost 800 CP ( $300 + 300 + (100 \times 2) = 800$ ). You will gain unique advantages that are related to the species you choose.

# Skills and Perks

All perks are discounted to their origins and the 100cp perks are free to their origin.

## General Perks

### **Are You Ok? - Free/100 CP**

While there are admittedly worse out there a nightmare virus world filled with various monsters is relatively up there. Well at least if you compare it to normal worlds. This perk is designed to boost your mental strength so that you can handle anything that happens here. Whether that is being ripped in half by an infected Hunter or being treated as a test subject for some crazy scientist. You will stay sane and won't fall apart due to anything that can happen here. You will receive this perk for Free for the duration of the jump, but you may pay 100 CP to keep it.

### **Comic Book Beauty - 100 CP**

Considering the darker take on this world you might not really care, but a lot of people here still maintain their appearances. In fact one of the main villains' most dangerous powers even revolves around her being attractive (technically). To deal with this you are going to be improved so that you don't look out of place in this world. So, congratulations you now look like you belong in a superhero setting with a tantalizing figure and a body that would look amazing in spandex. This will also passively alter anything that would detract from your appearance like scars ensuring that they only enhance your looks.

### **Perfect Replication - 100 CP**

When Peter starts experimenting with his clothes he realizes that his outfit is technically his flesh. For example the metal zipper in his shorts looks like a perfect replica, but it feels like bone. In addition whenever he takes his clothes off it exposes muscle like tissue since it is actually his new skin. This gives you a bit of a boost and alters it so that whenever you create any clothing you will still look normal underneath it. You may create separate items with your powers that will not fall apart when removed from you. If you do not have the Hydra perk then you will gain an energy based version of this power. You will be able to create the matter using your stored energy. This will be more draining however, since you will not be using your stored mass.

### **Setting Alterations - 200 CP**

For some reason many of the characters are much younger and more attractive than they would be normally. For example Anna Watson is shown to be an elderly woman who cares for her young niece Mary Jane in the comics. Here however, she is only thirty years old and is the neighborhood fantasy according to some of the younger guys. Essentially this allows you to make simple alterations to the setting. The only restriction is that these can not greatly alter the settings. For example you can alter the ages of the named characters or change whether they are in a relationship. The upper limit of this perk would be something like outright deleting a less important character.

### **I Need Your Body - 300 CP**

Hank Pym is willing to do anything it takes in order to save the world even if it turns him into a monster. One of his worst decisions was to try and seize Peter's body to use his abilities. He only managed to keep Peter's mind passive by threatening to kill his entire family, but that isn't what this is about. The focus here is on Pym's body snatching power. By studying this ability you have figured out how to replicate it. You can essentially push your consciousness into other beings to dominate them. This allows you to seize control over their bodies and for you to abandon your previous body. You will still possess all of your previous powers and you may merge them with the new powers that your overridden body possesses. Just be careful some individuals have incredible will power and they may take control instead if you are weaker than them.

### **Exponential Growth - 300 CP**

One of the most dangerous factors of the Hydra virus is the exponential rate at which it grows. For example in the Middletown outbreak Jessica only needed a week to take over an entire town filled with 10,000 people. In addition she was still much younger and limited by the amount of biomass in the area. In a city like New York she could easily take over the city in a month or so if there was no significant resistance. You share this horrifying level of growth. Once you get your foundations set up you will be capable of rapidly expanding and developing. For example if you were an infected you might only be able to spawn a few Hunters in the first week. After a month or so you might be sending forth armies of them and rapidly building new hives. Given enough time you can overcome any foe.

### **I Am In Control! - 300 CP**

Experience is something that can only be gained through time. The experience you gain allows you to become stronger and to strengthen yourself. For example Pym is stronger than most of the other infected since he is one of the oldest infected. His mental presence is particularly powerful, since it allowed him to seize control over Peter's body once he tricked him into consuming him. Something about you however, is different, your mind is built differently. If someone dares to enter your mind they might as well as forfeit the battle



immediately. You are unchallenged and no one can take control of you. Should someone try to take control you may reverse the connection allowing you to either devour them instead or to subjugate them instead. This will work regardless of how powerful someone else is. If you can trick your foe into using this attack you could defeat anyone.

### **Mental Processing - 300 CP**

The human brain is said to be even more complicated than the greatest supercomputer that humanity has created. This goes to show just how good the infected are at processing information given that they rapidly consume multiple humans. You are exceptionally skilled at this and you are capable of processing information such as the massive influx of memories from consumption. You are capable of processing a nearly limitless amount of information without any negative effects. This will also ensure that your personality is not altered by the memories of others unless the change is beneficial.

### **Dethroning the Queen - 300 CP**

Taking down the leader of the Infected is often the easiest way to destroy the infected. This tactic is used by Peter on many occasions to best his foes. Later however, when Peter defeats Jessica he takes this a step further and claims all of her forces seizing control of them. You may take advantage of this tradition against your foes. You may challenge the leader of your foes in single combat and should you become victorious you may claim everything they have. This will include their people and forces will serve you.

# The Victim

## **Give Me a Minute - 100 CP**

It can be quite jarring when your body is rapidly shifting. Most people don't realize just how important these subtle aspects of our bodies are to things like balance and control. This means that it can be radically different when you suddenly gain a hundred pounds and a foot in height. For example Peter loses control of his strength and limits the first few times his body is altered. You, however, don't have to worry about this. Perhaps you are simply used to these changes due to your alt-forms or you just adapt to them quickly. Regardless, you will never lose control over your body or your limits from now on. Feel free to swap into a kaiju sized form and never worry about tripping.

## **Biomass Storage - 100 CP**

The ability to store limitless amounts of biomass was primarily a mechanic in the Prototype game. Here infected will store their biomass by compressing it and increasing the density of their bodies. For example when Peter consumes the mass of the infected variant called the Flyer which resembles a vulture with an 18 ft wingspan he turns into a linebacker. Well to be precise he weighs a bit over 300 pounds and is nearly seven feet tall. You may still do this if you wish or you may alternatively stuff all of your extra biomass into a storage dimension. No one will be able to access this dimension except for you. This dimension will store anything extra that you can use. For example you could store all of your ammo here and summon loaded magazines for your guns when you run out of ammo.

## **You Two Would Look Cute Together - 200 CP**

I don't know if there is something special about this world, but it seems like Peter's luck with women actually works out. Instead of the constant failures and sad moments that Spider-Man is normally doomed to, things aren't that bad. In fact the world and its inhabitants almost seem like they are trying to help him. For example his and Mary Jane's aunts both try to put them in situations where they are alone. You will find that your luck is just as good if not better than Peter's when it comes to romance. You will find yourself constantly meeting or being surrounded by



individuals that you are attracted to. Almost all of them will possess special qualities or positions that make them valuable associates. In addition they all seem to tolerate each other and are open to your pursuits. Perhaps you could fulfill the dream life that many thought Spider-Man was deserving of.

### **You Can't Kill Me - 200 CP**

The healing factor possessed by the various infected is interesting. They are essentially able to access their stored biomass and heal from any injury as long as it doesn't wipe their body out completely. You possess a similar power, your version is basically a hybrid of Wolverine's and the infected version. Short of complete disintegration you will be capable of regenerating as long as a single cell survives. This process however, will slow down whenever you are low on biomass. It will never stop, but its speed can decrease. On the other hand by maintaining sufficient levels you will be capable of healing at an even faster rate. You could literally replace your entire body in a second if you were stocked up.

### **If You Happen to Leave We Can't Do Anything - 400 CP**

Normally all infected should be killed on sight, but many of the soldiers like Spider-Man since he saves them every now and then. Groups that should hate you seem to have a great deal of respect for you. Their forces will be willingly to ignore you and may even fight with you as long as you aren't attacking them. Given time perhaps you could acquire a true alliance with these groups and become a trusted ally. This effect could be sped up if you assisted them in some way. For example they might be grateful if some back up assisted them while they were trying to destroy an infected hive.

### **I Need to Go Faster - 400 CP**

Given the sheer carnage that is occurring throughout the city it can be difficult to respond to every crisis on time. You however, seem to be capable of doing so. As long as you are truly trying to get somewhere on time you'll never be too late. Perhaps the villain spent a lot of time monologuing or your allies were able to hold out until your arrival. At worst you will arrive with just enough time to dash in front of your enemies' attack blocking it. This effect will work with multiple areas as well. This means if you are rushing to support a dozen separate areas you can get to all of them before they are overrun.

### **Hydra - 600 CP**

The Hydra virus is an incredible invention that grants the user unimaginable power. You have somehow been infected with a pure strain of the virus and managed to take control over it. Normally when someone is infected they lose their sense of self becoming an extension of the Hive, but you manage to hold on. This by all means is incredibly traumatic, but you have also been given a great gift. You understand that you are no longer human, but rather than fall you will use this power to its fullest by becoming the monster. Any power

you possess that is based around biology or the result of a biological experiment is made far more effective. In addition should you come into contact with other viruses then you may assimilate them to take on their powers. As you gather more strains perhaps you will discover some new synergies or unexpected boons.

**With Great Power, Comes Great Responsibility - 600 CP** With great power comes great responsibility is a phrase that Spider-Man strived to live by no matter what has happened to him. This attitude may be simple, but it has managed to garner the respect of numerous other heroes for the neighborhood web slinger. Even after Peter was infected with the Hydra virus he still did his best to be a hero. You share this spark with the titular web slinging hero and have his charisma. When you speak others will listen regardless of whether they are normal people, gods, or monsters. Even when you are the weakest being in a group your words will move hearts through your sheer determination and the will to accomplish your goals. In addition, you can instill a sense of righteousness and heroic spirit within them. You will stand out as a natural leader, someone that is worthy of being followed. Lastly, you don't have to go at this alone. You will find yourself being surrounded by allies. Other leaders will be willing to lend you their advice and guidance to prevent you from making the same mistakes they did.



# Gentek

## **Think About This Logically - 100 CP**

Emotions are nothing more than unnecessary thoughts and often they lead others to making foolish decisions that can have catastrophic consequences. You realized this long ago and made sure to train your mind so that you would be unaffected. You are capable of viewing anything through a purely logical perspective. This will not remove your emotions, but it will allow you to make a judgment without being affected by them. For example if a situation could be resolved perfectly by sacrificing thirty percent of your forces you would realize this. It might seem like a horrifying decision, but wouldn't a small sacrifice be worth it to save the entire world.

## **That is Asinine - 100 CP**

There are some ideas that are utterly stupid and it is generally amazing that people even consider them. You have the amazing ability to realize when an idea is horrible. The most important thing however, is that other people will realize that you are right when you tell them this. For example you could tell a general that nuking the city is a bad idea and they will actually agree with you. Since you now have this power please speak up when someone is doing something stupid.

## **Keep Them Under Control - 200 CP**

Working with monsters like the mutated specimens created by Blacklight experimentation is incredibly dangerous. Plus there are some moments where you have to ask why is this unstoppable monster listening to me. Well you can actually provide a valid answer due to your skills. You have the knowledge needed to control these creatures and craft devices that allow others to do so as well. Any being that you are working with will always obey you and make no attempt to escape. This skill is particularly useful when performing experiments on extremely dangerous subjects. By observing any being you can come up with designs capable of restraining and trapping any being. Some of these designs might be very expensive and require hard to procure materials though. In the end however, you just have to ask if the result is worth it.

## **In the Name of Science - 200 CP**

Some of the things done by Gentek and the Thunderbolts are truly horrific. They however, were done for the greater good to protect the world. You will find that all of your actions will be overlooked. You could kidnap random citizens or take inmates out of jails for your experiments without any repercussions. Just remember there are still limits to what you can do. So you can't use all of your staff as test subjects.

### **Best of the Best - 400 CP**

Each of the Thunderbolt soldiers are extremely skilled, but some of their members stand out even in their numbers. You are counted as one of these individuals. Your skill and experience makes you a significant threat to almost anyone you encounter. You are capable of defeating powerful metahumans through sheer skill and even some of the powerhouses would have difficulty actually hurting you if they didn't use their area of effect attacks. In addition despite the massive gap in your physiques your blows seem to always strike key areas. These strikes will bypass their armor and always deal at least a small amount of real damage. If you manage to avoid getting hit you actually could take down someone like Thor as a normal human.

### **I'm Immune - 400 CP**

While most of the focus is placed on the Hydra virus it is far from the only virus that exists in this world. Especially when you consider the areas outside of the country and deep space. Your physiology is special and you are seemingly immune to the negative effects of viruses and various diseases. Your body is naturally clean and is unaffected by anything that could make you sick. The main benefit is that if you were infected by something such as the Hydra you would gain powers from it instead of becoming a mindless infected.

### **Maker of Horrors - 600 CP**

Originally the Hydra virus wasn't meant to be a weapon. It was supposed to be the ultimate advance in medicine that would remove cancer, diseases, and provide a true cure for all treatment. It only became what it is today after it fell into the hands of monsters and they lost control of it. If only someone else had received the vials instead. This perk won't change that outcome, but it will provide the potential for a new outcome. You can now be considered a top tier gentek scientist capable of making viruses and biological marvels like the Hydra virus. You have the combined skills and knowledge of Miles Warren, Curtis Conners, Michael Morbius, and Mary Parker. You could create new horrors like the Hydra virus with ease or you could fulfill Mary Parker's dream by revolutionizing medicine.

### **I Became the Hive - 600 CP**

Hank Pym's infection turned him into a sentient Hive. This granted him great power and allowed him to become the single largest infected being in the setting. By taking this perk you may become one with the infected under your control. You will gain control over them all becoming a true hive-mind. Your mind will be able to travel freely between all of the infected you control. This will ensure that the only way to kill you permanently is to destroy every infected you possess. You will still be able to access all of your powers and you may remake your body. This body will take a short time to be recreated in your new location.

# The Innocent

## **I Won't Put Them in Danger - 100 CP**

Gentek and Blackwatch are incredibly dangerous organizations that are virtually unchallenged in the world. When they want to remove evidence of their involvement nothing is left. This Unfortunately results in many innocent casualties. For example Peter is incredibly afraid that Aunt May and the Watson's were going to be killed since he was staying with them. You luckily do not need to be worried about this. For some reason all of your enemies wish to deal with you directly. Perhaps they have some form of twisted honor or they believe that targeting your loved ones will expose them. Either way you will find that no one will ever target those you care about in order to hurt you.

## **Hawkeye - 100 CP**

It seems no matter what world he is in, Clint Barton is always one of the best marksmen around. This perk gives you shooting skills on par with Clint Barton. In addition to boosting your ranged weapon skills, your observation skills will receive a similar boost. For example Barton was able to notice when Peter was eavesdropping on him while he was hiding amongst the infected.

## **You're a Nice Monster - 200 CP**

There are many beings who are considered horrible monsters destined to remain alone. The masses couldn't even imagine that they could have allies let alone friends. Well at least until they met you. Something about you stands out to these beings of horror and pure darkness. You are capable of creating true friendships and bonds with literally anyone. Even a nihilistic sociopath bent on destroying the world could end up as your movie buddy. A side effect of this is that violent beings like the Runners will also be far more willing to be peaceful with you as well. They will tone down their extreme actions if you are uncomfortable with them and they may even outright stop their evil plans if they go against your values. Just remember they are new to this so they might make some mistakes. Be sure to give them a bit of slack as well.

## **Am I Lying? - 200 CP**

The sheer level of paranoia that the people possess here is genuinely amazing. I mean admittedly it's justified by all of the shapeshifters that wear the face of your friend. Given this factor it really pays off if you are capable of fooling these people. You are a liar capable of convincing anyone that you are telling the truth. You could be spewing complete bullshit and even someone like Nick Fury would be unable to tell if you were lying. They might not completely believe you, but they will be unable to call you out. This is even more effective if



you actually mix in a bit of truth. In this case then even the most skeptic individual will believe you wholeheartedly.



### **Army Slayer - 400 CP**

Almost every fight that occurs takes place on a massive scale where the humans are outnumbered. Despite this humanity has proven time and time again to win no matter the odds. You are a prime example of this as you are capable of fighting against an entire army no matter how large. As long as none of the enemies within this force are stronger than you then all of them will eventually fall against you. You will prove tireless and you will kill all of them. This will be the same regardless of whether you are facing a thousand foes or a million.

### **A Shoulder to Lean On - 400 CP**

Between Uncle Ben's death and Peter's mysterious behavior Aunt May undergoes an immense amount of stress. She honestly hovers on the verge of a breakdown and she probably would have fallen apart if not for Anna's support. Like Anna Watson you excel at providing a comforting shoulder for others to lean on in your time of need. You are capable of helping others move past trauma and deal with issues. The amount of time this takes will depend on the severity of their issue. For example someone who had their life fall apart could take a few weeks whereas someone who lost someone close to them could deal with it in a few days. This can also be used to adjust aspects of someone's personality. For example if they have a nihilistic outlook and hate the world you could convert them into a regular happy person over a period of time as well.

### **What Are You? - 600 CP**

With everything that happens to Peter he is left alone and confused at least for a while. Somehow Mary Jane witnesses a number of the instances where he displays his superhuman capabilities and she decides the best thing to do is to question him. Honestly due to Cletus's remnant thoughts he does consider killing her, but instead he decides to





tell her everything due to the stress. Perhaps it might not have the exact same sequence, but you are a trustworthy figure to those with great secrets. Beings like superheroes, villains, and those burdened by destiny feel like they can trust you. Even if you are a normal human you will probably end up in the circles of the powerhouses as a respected member. Just be careful knowing about all of these important secrets could drive you into danger or pull you into the sights of those who wish to learn them as well.

### **You Don't Have to Work With Them - 600 CP**

There are some people with access to resources that you simply don't have, but at the same time you can't afford to work with. An example of this is when Peter is trying to gather information using Captain Stacy without revealing his involvement. Mary Jane provides the solution by telling him to use the identity of the Runner that Gentek was hunting. Like Mary Jane you are a master manipulator particularly when it comes to directing others to do your work for you. You could start a war between rival factions by tricking one of their agents into attacking or make an ally that would normally be cut off from you.

# Virus Builder

There are some unique qualities that are used here unique to this variant of the virus created in the Prototype universe. So perhaps you aren't satisfied with what is available and instead create your own unique virus. You will be the progenitor of the strain and have control over it. You will receive a 1000 VP stipend to spend to customize your specific virus. You may convert CP to VP at a 1:2 ratio. Lastly, you receive three discounts that can be used on any of the options below.

## Virus Options

### **Infected Skins - Free**

There are no pictures of the infected, but honestly I imagine that infected versions of the Marvel characters would all look really cool. Though perhaps some of you don't want to see your heroes turned into monsters. Well this can partially help with that. You may design the specific aesthetic theme of your virus. Perhaps everything has a habit of growing glowing red spikes or maybe your infected creations have a more streamlined appearance.

### **Transmission Method - 100 VP**

The Hydra virus normally is transmitted through blood and other fluids that come into contact with their targets. You however, may prefer a different method of transmission. Perhaps you would prefer aerosol transmission or for it to be transmitted through skin contact. You may purchase this multiple times to gain multiple transmission vectors.

### **Bulk Up - 100 VP**

You can never go wrong with more strength so why not have all of your forces bulk up a bit. This option will enhance the strength of every infected warrior you have. They will not gain actual muscle mass unless you want them too. By default they will simply become denser and stronger. This will also come with the side effects of enhanced strength such as higher speeds since their legs can pump more force out as well. You may purchase this option as many times as you can afford it.

### **Bullet Time - 100 VP**

Admittedly most of the infected such as the walkers don't do much more than walk in a straight line towards their targets. That is useful in some cases, but it also makes them predictable. This upgrade is designed to enhance the agility of your infected making it much harder to hit them. This boost is mainly focused on their reaction times, parkour skills, and

simply just making it harder to hit them rather than pure speed. You may purchase this option as many times as you can afford it.

### **Meat Shields - 100 VP**

All of the infected are designed to take a good amount of damage and become walking meat shields. So why not make them even better at that job. This upgrade will boost the durability of every single infected unit. They will now take far more damage and stay in the fight as a result for that much longer. You may purchase this option as many times as you can afford it.

### **Temperature Regulation - 200 VP**

Extreme temperatures are a useful tactic against almost every variant of the infected so why not take that skill for your own use. This option allows all of your infected to alter their own temperatures. They can now turn themselves into walking icicles to deal with flamethrowers or go the other direction. Perhaps you want to turn your infected into steaming warriors to burn anything that comes into contact with them. The infected will be able to jump between these extremes and they will suffer no damage due to the temperatures.

### **We Are Legion - 200 VP**

The infected individuals are all connected through a greater hive-mind that is under the control of the commanding infected such as Jessica Drew. This option allows you to broaden the link you possess with your infected. You will now be capable of directly sharing information with any of your creations. You could use this to spy on someone using some of your smaller infected or you could take this a step further and directly speak through another infected individual.

### **Tactical Coordination - 200 VP**

Normally the infected simply attack with an animalistic rage, but they can display advanced tactics and coordination when a higher ranked infected appears. You may instead simply boost all the collective intelligence of every infected individual. For example now your standard infected will be as smart as Hunters and your Hunters will possess human level intelligence. You may optionally purchase this multiple times to continuously boost the intelligence of your forces. You will also be affected by this upgrade as well.

### **Hive Creation - 200 VP**

Hives are massive infected structures that are primarily used to create larger and special infected variants. The hives are generally created when a building or large structure is coated in infected flesh though hives can be made entirely out of infected material. As the hive grows larger it becomes more resilient to damage and can spawn more infected.

Sufficiently large hives are virtually immune to heavy weapons fire and even tanks will have little to no effect.

### **I Can Fly - 200/300 VP**

Ok technically it is falling with style, but who doesn't want to jump off a thousand foot building landing in a pristine superhero landing. Since the virus and the Pym particles have a way to tell the laws of physics to screw themselves, so can you. This option removes fall damage and allows your heavier units to function with ease even when they should be collapsing under their own weight. If you spend an additional 100 VP then you may instead upgrade this into true flight. Perhaps you somehow eliminate gravity around your body and can boost yourself in the direction you want to go. The science is complicated, but who cares you can fly now. Also I'm now imagining the sheer terror someone would probably feel when they see a Hunter flying around on its own.

### **Leaders - 300 VP**

The Leaders are more powerful versions of the Warrior class. They are magnitudes more powerful than their standard brethren. Size wise the Leader variants appear to be double the size of normal variants and they possess many special features. For example the Hunter Leaders have two brains and two spinal cords that allow them to survive far more injuries than normal Hunters.

Taking this option will cause Leaders to spawn in your forces allowing you to field elite units. In addition this option will also allow you to be upgraded into a Leader variant of your class even if you are a Runner. Lastly, the Leader infected also have the ability to summon their lesser variants when they require back-up and they seem to boost the tactical ability of the nearby infected.



### **Sacrificial Protocol - 300 VP**

When an infected suffers enough damage sometimes it is more beneficial to consume it than to spend biomass healing it. This is particularly beneficial if the other nearby infected are wounded as well. For example if a pack of Hunters are injured and one of their number is near death they may instead consume it to heal the rest of the pack. By taking this your infected will now perform this action if it is beneficial. Alternatively your weaker infected may sacrifice themselves to heal the stronger infected. This means that if a Rhino was

crippled and surrounded by walkers then they would give up their biomass to heal the more important unit.

### **Counter Agent - 400 VP**

While many of the viruses are similar they are ultimately competing against one another. Some of the strains however, are designed with this in mind and built to counter their rivals. You have acquired a similar ability that renders your strain of the virus invisible to other viral agents. This allows them to coexist or preemptively launch attacks. In addition you can also deal more damage against them. An example of this is how the Oscorp variant of the virus is invisible to Jessica's strain and the toxic nature it has against Peter.

### **We Can Use This - 400 VP**

The Hydra virus consumes everything it encounters in a ravenous bid to devour all life. Only a small portion of the infected individuals however, are capable of absorbing traits from others. This is one of the reasons that Peter is considered to be unique by the others. You may change this and instead allow every being infected with your virus to incorporate beneficial traits from different infections or unique variants. Any upgrades created using this method will be shared with the entirety of your forces. So if one of your underlings develops a new weapon you will gain access to it as well.

# Infected Creations

## **The Infected - Free**

Most of the time the virus will simply consume any being that comes into contact with you making them a husk of their former selves. That husk becomes an infected walker. These beings are similar to zombies and their only purpose is to spread the infection further. They don't possess many special traits, but they are still deadlier than the average human. The greatest strength however, is when they mass up in hordes to overrun their foes. Even powerful superhuman warriors and entire battalions can be defeated through the unending wall of flesh.

## **Viral Matting - Free**

Viral matting is part of the process that the virus uses to claim areas. They will cover the ground in a light coating of infected material. This allows them to rapidly heal any infected that are standing on it. In addition, if the area has sufficient quantities of the matting it can be used to generate new infected or to attack any invaders. Purchasing this option allows the infected and your Hives to passively spread the matting. This will make any attempt to invade your territory more difficult as the very ground will become an obstacle. This method also allows you to claim any remnant biomass in the area negating the cost of creating the matting.

## **Infected Vectors - 50 VP**

Most of the focus is put on the larger super sized infected, but they are primarily combat units. They don't actually play that big a role when it comes to spreading the infection. That honor goes to all of the smaller infected that no one notices like the rats and the birds. They are the animals that run around beneath your notice spreading the virus. This bundle contains all of the small infected that infiltrate uncontaminated areas. By sending these miniature vectors you can gain a foothold in areas and spread the infection subtly.

## **Hive Defenses (Requires Hive Creation) - 100 VP**

The Hives don't actually have any real offensive capabilities outside of spawning infected which means they can easily become defenseless. You may change this by purchasing this option which will grant you an array of infected defensive structures. Some examples of what you will receive are turrets that fire bone spines or whips that extend from the building to lash at nearby targets.

## **Smerdyakov, the Trackers - 100 VP**

The Trackers are a special variant of infected created to hunt down Runners. They are stronger than normal infected and they possess the ability to hunt down any other sources of infection. Normal methods of disguise are completely ineffective against them. In

addition these infected still retain most of the intelligence from when they were human making them capable of complex thoughts.

### **The Beckoners - 100 VP**

The Beckoners are a variant of infected used to send out powerful signals and enhance the connections of the infected leaders. Most of the Beckoners possess abilities similar to the pheromones used by Jessica Drew on a lesser scale. They hypnotize their opponents allowing the other infected to easily strike them with no resistance. In addition they can amplify signals and abilities used by the stronger infected. For example when Jessica has a group of Beckoners she is nearly able to seize control over Peter since they amplified her pheromones.

### **Drago, the Vultures - 200 VP**

The Drago otherwise known as the Vulture is a massive flying infected. These infected resemble massive vultures and they possess a wingspan of approximately eighteen feet. These creatures are virtually immune to small arms fire and have large talons. These talons are capable of cutting through steel plates with ease. In addition the powerful wings of the Vultures allow them to transport other infected individuals. These infected act as aerial support and transport for the infected.

### **Kravinov, the Hunters - 200 VP**

The Hunters are massive creatures that typically walk on all fours though they can also walk upright if they wish. These creatures are incredibly muscular and they can easily tear armored vehicles apart with their bare hands. The Hunters also possess a large mane around their neck. Despite their bestial nature each of them are as deadly as Kraven the Hunter since his genetic template was used to create this variant.

### **Gragan, the Scorpions - 200 VP**

The Scorpions are capable of fulfilling a number of roles such as assassination and rapid assault strikes. These infected resemble large humanoids with long tails. Their tails have the ability to inject deadly toxins into their targets and their tails can be fired at a foe. This is done in a similar manner to the whipfist ability used by the more advanced Evolved. This attack is strong enough to cut a Hunter in half with one strike.

### **The Scarlet Spiders - 200 VP**

The Scarlet Spiders are a special type of infected developed by Jessica using the blood Peter left behind after his battle in the Gentek tower. The spiders are similar in appearance to Peter for the most part. Their bodies are primarily red and they have a hoodlike membrane that conceals their faces. The spiders are easily the most agile of the infected, even outclassing the other unique variants. In addition, despite their relatively smaller

bodies they are very resilient. They have an armored carapace similar to the Rhinos that covers their upper body forming a simple set of armor.

### **Syetsevich, the Rhinos - 300 VP**

The Rhinos are the heavy forces of the infected. These infected typically stand around twelve feet tall and eight feet wide. They are built out of pure muscle and are incredibly strong. They are capable of lifting full size trucks and throwing them with ease. Anything weaker than a bazooka is essentially useless against these creatures. The Rhinos tend to have a gray skin color and a massive horn on their head. This horn is very sharp and is used when they charge to pierce armor.

### **Mobile Hives - 300 VP**

The Mobile Hives are a special type of infected that can produce other infected variants on the go. They resemble large grotesque humans which generate bulbous nodes when they are spawning infected. This allows them to rapidly support their forces in battle by spawning specialized infected. For example when the first of the mobile hives are revealed they were used to spawn Rhinos on the front line in the infected hordes. The Hives however, do not possess any offensive or defensive measures. This means that they need to be protected by other infected. Typically they are only sent out with a Hunter vanguard squad.

### **Hydras - 300 VP**

This option is not referring to the Hydra virus, but instead the original Hydras created by the Blacklight virus. These creatures are massive tentacles that can erupt from beneath the ground attacking everything in sight. They also have some long distance methods that allow them to take down low flying helicopters and even jets if timed right. The bulk of their bodies remain underground and they can move albeit slowly if you wish to reposition them.

### **Octavius, the Omega - 300 VP**

The Octavius strain is the last of the Sinister Six infected and considered to be the most intelligent variation. They resemble large humanoids with four massive tentacles that sprout from their backs. These tentacles are strong enough to lift heavy units such as the Rhinos and throw them. In addition to this the tentacles can manifest any of the weapons used by the other infected. This grants them greater versatility compared to many of the other powerful infected units.

### **The Goblins - 300 VP**

The Goblins are a classification of Infected unique to the Osborn strain of the virus. These infected stand about seven feet tall and are some of the strongest of the Infected. They have powerful upper bodies though their legs are smaller in comparison built like runners.



These Goblins possess a reddish hue instead of the stereotypical green you may associate the Goblin with. Aside from that their most notable feature is their rictus grins that create a disturbingly happy appearance when someone looks at them.

### **The Evolved - 600 VP**

The Evolved are a special category of the infected. They are essentially Runners who are still connected to the Hive. They possess all of the baseline abilities that Mercer and Heller did when they first awakened. Although they also retain their own intelligence and personalities. You may now create these infected, you may optionally design their personalities, and appearance if you wish. Lastly, even if you shove the personality of someone who hated you into an Evolved they will have an unbreakable sense of loyalty to you. You will never be betrayed by any of them. Even if some of them occasionally act like smart asses, you can trust them with your life.

### **The Zloveshcheye Shest - 1200 VP**

The 'Zloveshcheye Shest' otherwise known as the Sinister Six are the most dangerous strains of the Hydra virus bred by the Russians. This option allows you to buy all of them together as a package. If it is unclear this bundle comes with the Smerdyakov, the Trackers; Drago, the Vultures; Kravinov, the Hunters; Gragan, the Scorpions; Syetsevich, the Rhinos; and Octavius, the Omega. These infected are designed to be unleashed together due to the powerful synergy each of them possess with each other.

# Powers

## **Unique Vision - 50 VP**

There are a number of unique methods that different creatures have evolved for different environments. Some of these include thermal vision, X-Ray vision, night vision, and infected vision. Each time you purchase this option you may select one of these options. You may purchase this option multiple times for different visions. Lastly, you may create your own type of vision if you do not like any of the offered options.

## **Predator Sense - 50 VP**

Predator Sense is a special ability that Peter and some of the other intelligent infected use. Its exact process is unclear, but the user seemingly combines all of their senses to locate a target they are tracking. This seems to take the form of an echolocation pulse sent from the user's body that resonates with the target allowing them to track them. The amount of time it takes for the pulse to return reveals the distance from the target and gives the user a general direction to go towards.

## **Let Me Put on a New Skin - 50 VP**

First you can now consume mass from other beings and incorporate them into yourself. For example when Peter consumes one of the Thunderbolt soldiers he gains about seventy pounds of muscle. He transforms from your normal college nerd and gains the body of a soldier who has undergone years of intense training. This is a side effect of the disguise power that allows the user to alter their appearance. With enough practice you may freely alter your appearance, but you may also store the preserved appearance of anyone that you've consumed.

## **I Know How to Do That - 50 VP**

Whenever you consume someone you gain access to all of their memories and skills. For example if you consume a helicopter pilot you will gain their understanding of how to do so. This will stack and the skills will synergize if you consume beings with the same skill set. In addition the memories of the individual will be preserved with perfect clarity. You will remember everything that they ever did and these memories will be sorted out to preserve your sanity.

## **Organic Weaponry - Free/100 VP**

As Peter grows stronger and he develops his weapons he recreates most of the canonical weapons such as the Claws, Blade, and Whipfist. Each of these weapons possess their own unique advantages and disadvantages. For example the Whipfist is a long range weapon and it is good for grappling. On the other hand it isn't as good against heavy armor.

Anyway you will receive one weapon for Free, but if you pay 100 VP then you may unlock all of the weapons used at once.

- **Custom Weapon - 50 VP:** While there are around a dozen total weapons already in place ingenuity is what created them in the first place. This option will allow you to spend an additional 50 VP to design one custom weapon of your choice. You may also choose a ranged option as well given that there are some canon 'guns' already such as the Gravitic Catapult. For reference the Gravitic Catapult functions as a handheld orbital kinetic bombardment gun that fires bone spikes.

### **Webbing - 100 VP**

Surprisingly while Peter uses the Whipfist power he really never actually swings around in his iconic fashion. Well since it would be wrong to have a Spider-Man that doesn't use webbing you can fill that role. This option gives you the ability to generate a biomass equivalent of webbing. It can be used to hold enemies in place, swing around like Spider-Man, or blind a foe temporarily. The webbing will dissolve after an hour by default, but you may change that if you wish. This will also give you the knowledge of every web based method and tactic that Spider-Man has ever used.

### **Shields - 100 VP**

Shields are a tool designed to defend the wielder rather than strike their foes. You have gained the ability to manifest powerful shields. These shields are strong enough for a normal infected to block tank blasts. You can manifest this shield in front of you, but it will be stronger when it is made stationary.

### **Armor Mode - 200 VP**

When surrounded by foes and facing a powerful onslaught sometimes you need to reinforce your body. This option allows you to generate a set of thick armor that covers your body. The only downside of the armor is that all of this extra weight slows you down. You will become slower and unable to fly while you are using this power. It however, will make you virtually immune to anything weaker than a rocket launcher. You may be able to mitigate the downsides of this ability by acquiring other similar abilities.



### **These Powers Are Mine Now - 200 VP**

When you consume beings you will gain access to their DNA and any powers that they possess. If a power is biological or skill based in nature you will be able to replicate it perfectly. You may also develop your own variation of the power as well. There are a number of other powers as well that you will receive as well, but these are probably the most important.

### **Let it Burn - 200 VP**

By manipulating the Pym particles Peter somehow was able to ignite his body. He normally uses this to coat his claws and blade arm in flames allowing them to cleave through more resistant enemies. These flames will not harm you, but they will generate temperatures capable of melting metal that is close to you. You may focus this power on your weapons or you may extend it further. Perhaps you could turn yourself into a living comet by igniting your entire body.

### **Let's Mix Them Together - 300 VP**

While many of the infected are able to shift their forms they are surprisingly limited. You have figured out how to take this a step further. You can freely mix alt forms together and utilize full-on shapeshifting. This however, will not grant you any abilities you did not already possess. For example if you mimic a Kryptonian you will not gain any of their powers, though you could do this if you already had a Kryptonian alt-form.

### **Pheromones - 400 CV**

It would appear that Jessica Drew retains the pheromones she originally gained when she became Spider-Woman. These pheromones enthrall members of the opposite sex allowing her to control them. In addition they have addictive properties that make it easier for her to gain control over time. For example many of her captors in the Thunderbolt facility started to care for her slowly before they became her slaves due to exposure. This grants you a similar ability. This ability is effective on anyone, but its effects are particularly noticable on members of the opposing sex. You may optionally alter and narrow this category to make it more effective. The smaller the category the quicker it will work. Lastly, this will be equally effective on non-humans. So Atlanteans and aliens are open season to your abilities.

### **Reintegration - 400 VP**

Dr. Pym was transformed into a Hive after he was exposed to the Hydra virus. He however, is far more resilient than any of the other Hives. When he was transported to New York the scientist cut him into multiple pieces which were integrated back together after he arrived at his new home. You possess a similar ability allowing you to reintegrate with fragmented portions of your body with no issue. For example, all of your limbs could be separated and then reattached to your body with no loss in function. This also allows you to perfectly

integrate anything into your body. You will not suffer any negative effects from merging different types of viruses or even other items such as machinery.

### **Summon the Horde - 500 VP**

Some of the Infected such as the Leader variants and the intelligent infected such as Jessica are capable of summoning other infected. This power allows you to perform a similar ability. You will be able to summon a group of infected beings to your location. The amount of Infected that show up will depend on what type you call. For example summoning a group of Leader Hunters would probably only give you three of them. Summoning normal Hunters on the other hand would probably call forth two or three dozen of them. You can supercharge this ability by using more biomass allowing more infected to answer your call. In addition to calling forth the infected this can also send a signal to all of your close allies alerting them to your request. They will do everything they can to arrive as fast as possible.



### **Devastator - 500/600 VP**

The Devastator is arguably the most powerful ability that Peter can use. By consuming a large amount of biomass in a short period of time he can reach critical mass and then rapidly expel it. You will gain access to all of the Devastator variants that were developed by Peter Parker, Alex Mercer, and James Heller. Typically the Devastator takes the form of a massive amount of tendrils and explosive fragments that devastate the foes around you.

- **Adrenaline Surge - 100 VP:** Adrenaline Surge is a special ability that allows you to send your systems into overdrive. This causes you to produce excess mass when you are critically injured. Your body will be shielded by armor making you practically invincible for a few moments. The excess mass produced will be sufficient for you to use one Devastator attack allowing you to turn the tides of your battle. If this can't put down the foe you're battling it should give you enough time to run.

### **Why Won't You Die - Free/600 VP**

Every infected variant is incredibly hard to kill and they will not stop until they truly are dead. For example some of the Hunters have been known to keep fighting even after half of their heads are gone, one of their arms is removed, and their entrails are literally falling

out of their bodies. This option grants you this level of resilience. The Free option will allow you to recover from anything as long as a limb or so sized piece of you is still around. If you pay 600 VP then you may instead upgrade this so that you can revive from a single drop of blood.

### **The Chitauri Cipher - 1000 VP**

The Richard Cipher is a spectacular tool discovered by Dr. Reed Richards. The Cipher is essentially a language that uses direct concepts in place of words. It was created originally by the race known as the Chitauri. By understanding the cipher you can take control over the virus. Normally the cipher would force the user into one of the predetermined roles as its soldier, but you somehow managed to gain complete control over it. For example when Peter gains a simplistic understanding of it he figures out how to push Cletus and Donna's minds into customly built infected. The unique feature is that all of them were linked together sharing each other's views and fighting in perfect coordination. It is difficult to truly describe the cipher as there are no words as humanity would understand them to describe it. The closest direct translation is limitless acceptance or boundless love. Aside from the previously mentioned abilities this cipher will streamline your variant of the virus and allow it undergo a complete upgrade in all aspects. You will gain absolute control of every infected being in this world including Peter, Jessica, Pym, and all of the other notable infected individuals that are alive at this point.

# Items

All items are discounted to their origins and the 100cp items are free for their origin. In addition, you gain 400cp to spend freely in the Items section. Further purchases will be discounted for items that can be purchased multiple times.

## General Items

### **The Complete Story - Free/100**

This is a copy of the story the Variant Strain. It contains the events that occurred throughout the story and allows you to view events that would normally be unknown. You may take this copy with you; it will contain a large amount of relevant information should you be unfamiliar with the setting or need a refresher. For an additional 100 CP it will come with a wiki. This version will have detailed information on character profiles, abilities, and anything about the setting you could want to know.

### **The Nuclear Option - 200 CP**

This might seem a tad extreme at first, but sometimes the best thing you can do is deny your assets to the enemy. This is a set of explosives that can be installed into literally everything you own. They are completely inactive until you personally activate them and it is impossible for anyone else to learn about them. Should you choose to use them you may deny and destroy anything you possess. This will prevent your enemies from taking them and it may eliminate your enemies as well.

# The Victim

## **Secure Phone - 100 CP**

When you actually are being hunted it isn't paranoia when you suspect that you are being tracked. Communication is one of the most important things to maintain regardless of what you're doing however. This is a phone that has a secure connection that cannot be tracked by anyone. The phone is capable of connecting and bypassing any jamming networks. In addition, the phone can access any nearby frequencies allowing you to tune in on nearly police and military broadcasts.

## **The Ultron A.I. - 200 CP**

Ultron is an artificial intelligence created by Hank Pym to deal with the virus outbreak since it can not be infected due to its mechanical nature. The A.I. unfortunately was never launched however, as Hank had decided to upload his own consciousness which replaced Ultron's in order to save his own life. The question then remains what if Ultron has been able to go online and perform his duties. Well you can answer this question since this item grants you the intact Ultron A.I. This version of Ultron will be loyal to you and they are capable of piloting any technological systems they can access. The special part is that Ultron will deploy its anti-viral countermeasures in full force allowing it to become a devastating foe against purely biological foes.

## **Pym Particles - 400 CP**

Unlike the original world the Pym Particles are used in far more fields here. They were even integrated into the Hydra virus. Purchasing this gives you a supply of the Pym Particles along with all of the research that has been done with them. For example some of the drones used by the Thunderbolts use the particles to float despite an otherwise insufficient amount of thrust and an excessive weight. You will receive blueprints and detailed reports on every item that has had the Pym Particles integrated into their design.

## **The Hydra - 600 CP**

The Hydra strain is what all of this was started over and it is responsible for the massive outbreak. Well you might want to get in on the action and grab some of it for your own use. This is a set of each of the main strains of the Hydra virus that are used here. These vials are unbreakable and they will prevent the viruses from getting loose. I recommend that you be very careful with these vials as you could easily start a massive outbreak. Alternatively I suppose you could also use this as a weapon if you wish.



# Gentek

## **Biohazard Suit - 100 CP**

If you are going to be working with infected beings or viruses like the Hydra virus then you are going to have to take a number of precautions. One of the simplest precautions is to wear a biohazard suit to prevent you from getting infected. This is a modified version of the standard Gentek bio suit. It is sealed, preventing any form of virus or toxin from affecting you. In addition, this version of the suit is made with resilient materials so that it won't fall apart after one slash from a Hunter.

## **Classified Records - 200 CP**

Gentek has access to a number of secret files that no one else could even consider getting their hands on. By taking this option you may gain complete access to all of their files. I'm sure that you could figure out a use for all of this information. At the very least you could choose to use some of this information as blackmail. Post jump you will be given access to a similar collection of files from your new jump.

## **The Thunderbolts - 400 CP**

The Thunderbolts are an elite division of the U.S. military dedicated to containing biohazards and viral outbreaks. This is the group that gets called in when things are bad or a dangerous infected is on the loose. This option allows you to recruit the Thunderbolt division with all of their forces. They will come with their headquarters Thunderbolt Mountain and their supplies. They have a massive amount of vehicles including tanks, helicopters, and jets to deal with the large infected. Aside from the armored divisions they have a few thousand soldiers. Each and every member of this force is on par with elite special forces and worth ten ordinary soldiers. Should any of them be killed they will be replaced within a few days.

## **Gentek - 600 CP**

Gentek is a biological research company focused on improving humanity. At some point they were contracted to work with the military and develop biological weapons. This option allows you to purchase the entire Gentek corporation or an equally powerful company. This will come with all of the employees, vehicles, and other forces that this company would be expected to have. Your company also employs an army of super soldiers on par with Captain America. Lastly, this company is given a great deal of leeway and has access to many forbidden connections. Post jump your company may take up a similar role in the new setting. For example you might have close connections with the Inquisition in Warhammer 40K or the Kabals in the Dark Eldar jump.

# The Innocent

## **Personal Protection - 100 CP**

Well if you are going to be involved in this type of business you are going to need some method to protect yourself. This is a small personal weapon that can be used to defend yourself. By default it will take the form of a suppressed pistol or a can of pepper spray. The special thing about this item is that it is capable of stunning anything for about five seconds. Depending on what the target was this is enough time to either hit it or to start running.

## **Viral Scanner - 200 CP**

Given the ease of acquiring the virus one of the main concerns you'll have is whether someone is infected. This is a set of scanners ranging in size. The smaller scanners are handheld and are capable of detecting any form of infection within a dozen feet. It performs a deep scan of the individual that can not be tricked. The other end of the spectrum will give you a large scanning platform that detects any infection within half a mile. Purchasing this will give a number of scanners and the blueprints needed to make them. You may optionally adjust the target of these scanners allowing them to locate other targets such as Mutants or Demons.

## **Get to the Choppa - 400 CP**

When things get bad it's a really good idea to have a back-up plan to get out. Which is where this special service comes in. This is a vehicle and evacuation team capable of getting you out of any situation. You will receive a phone or some other device to signal the group. They will use some sort of vehicle like a helicopter and a team of agents to retrieve you. They will bring you and your allies away from the danger. This team will adjust based on the universe you are in. For example, if you went to a sci-fi universe this might take the form of a full size battleship with battalions worth of troops.

## **Oscorp - 600 CP**

In the end Norman Osborn was just as much of a victim as the others. His company was taken out from under him and his son became a puppet for the virus. It's too bad since Oscorp could have made a difference if things had gone differently. Well you actually could test that hypothesis out by purchasing this. This option grants you control over Oscorp itself or a company of equal size. If you choose to create your own company you will gain a monopoly over two markets. For example Oscorp had control over military technology and pharmaceuticals. Post jump this company may expand providing similar control of your chosen markets in the new jump.

# Companions

If it is not otherwise specified then each companion receives 600cp to customize themselves, and may choose one origin. All companions are allowed to take drawbacks as well. Lastly companions may also purchase other companions.

## **Import companion 50-400cp**

Depending on how much you pay you can import a number of companions into this jump. For 50cp you can import 2, For 100cp you can import 4, for 200cp you can import 8, and lastly for 400cp you can import all of your companions. Each companion receives 600cp each and gets to pick an origin.

## **Canon Companion - 0/100cp**

If you befriend any of the various beings in this multiverse you may recruit them as companions. After all, if you're going to put that much effort in you shouldn't have to pay for it. If you pay 100cp you may guarantee that you start out with a positive relationship with a character of your choice. This could be a good friendship or some other relationship of your choice.

## **Partner in Crime - 100 CP (Free Victim)**

Doing things on your own can be pretty dangerous. Fortunately you seem to have encountered this individual who happens to share your interest. This individual is skilled enough to assist you as both an overwatch and field agent. This individual also has incredible luck when it comes to surviving hopeless situations. You may design their personality and appearance if you wish.

## **Elite Operatives - 100 CP (Free Gentek)**

Most of the important Gentek scientists are nearly irreplaceable and losing them can have catastrophic effects on Gentek operations. To prevent this from happening some of the elite Thunderbolt operatives are assigned to them as bodyguards alongside a personal squad they command. They will do everything in their power to protect you. The squad itself is made up of a dozen elite soldiers on par with veteran SHIELD agents and their commander has undergone superhuman enhancements. Their capabilities will be somewhere between Captain America and canon Spider-Man. You may freely customize the appearance and personality of the group as well.

## **My Personal Monster - 100/400 CP (Free Innocent)**

Many of the most intelligent infected seem to share a bond with specific individuals such as their handlers. You somehow have befriended one of these infected. The power of the

individual will depend on what you are willing to pay. For 100 CP you can create a companion on par with the normal infected or something as powerful as a single Hunter. If you choose the 400 CP option then you may instead gain someone on the level of Peter Parker or Jessica Drew at the end of the story. You may freely customize the appearance and personality of this individual as well.

### **The Angel and Devil - 400/500 CP**

It is a subjective opinion about who is deserving of which title, but there are two beings who have been deserving of both these titles in their lives. The two individuals I am speaking of are Alex Mercer and James Heller. These two beings are the single most powerful Evolved created with the Blacklight virus. Mercer was a poor soul who tried his best to be a good person. Unfortunately the actions that he witnessed over the years rotted away at his humanity until he went mad. He tried to create a new world order and planned to unleash the Blacklight virus on the entire world. Heller was a normal soldier who was sent in to deal with Mercer during this period. Somehow he gained Alex's interest and Mercer infected him with the Blacklight virus. As time went on Heller developed his powers and eventually he grew strong enough to "murder his maker". After this Heller went into hiding with his family and simply wanted to live in peace.

By taking this option you may recruit both of these individuals. You may choose the specific version of these two beings that join you. Perhaps you wish to recruit Mercer's younger self and the veteran Heller. Alternatively you could choose Mercer after he went off the deep end and a version of Heller who chose to join Mercer rather than slay him. Lastly, if you wish you may pay an additional 100 CP to recruit the 'teams' of these characters. For Heller this would include Father Gutierrez, his daughter, and the older version of Dana Mercer. For the older version of Mercer he would come with the important Evolved who served him. Essentially whoever can be considered the close allies/servants of your character will be recruited.

### **The Protovengers - 500 CP**

Many of the heroes you are familiar with are still in this world, but they have undergone a number of changes. For example Bruce Banner, Hank Pym, and Jessica Drew were the survivors of the Middletown outbreak that occurred in the 50s. Similarly Natasha Romanov and other would-be heroes were infected with variants of the Hydra virus that gave them their powers. By purchasing this option you may recruit all of the infected Avengers. All of the heroes who are already deceased or out of action will be resurrected or brought to their prime. Just keep in mind that this group may be a bit darker than the ones you are familiar with due to their experiences. They are still heroes, but the darkness of this world has made things like killing far more acceptable.

# Drawbacks

There is no drawback limit, but make sure you can handle whatever you take.

## **Supplement Mode - 0 CP**

Well it turns out this entire time you only filled out part of the paperwork. You may take this jump and use it as a supplement to a second jump. This will allow you to either merge the two jumps or for you to take all of your purchases into a new world. Just remember you can't run from the drawbacks, no matter how hard you try to.

## **Self-Insert - 0 CP**

So you want to be one of the named characters huh, well if you take the appropriate background, and then you will get to take their place. This won't give you any of their skills unless you buy them however. Otherwise you are free to go in as any character you would like.

## **It All Started A Week Ago - 0 CP**

Despite all of the chaos that occurs the entire story only takes place over a few days. If you wish you may optionally leave the jump once the main events of the story are finished. This will cut down your stay to a little over a week rather than a full ten years. On the other hand the world has a lot of potential for you to explore. Do you really want to leave this world so quickly?

## **Extended Stay +100 CP**

For each purchase of this your time here is extended 10 years. Just be careful this world has a number of dangers even to those who stand at its peak. Staying here may give you some more opportunities, but it also carries many perils. Lastly, depending on how long you plan to stay you may need to find some method of extending your lifespan.

## **Saving People Thing +100 CP**

Even when dealing with monsters and criminals Peter always tries to do the right thing. This attitude is one of the reasons that so many people like him, but it makes his journey in this world far harder than it needs to be. You now have a similar attitude. You might wonder why wanting to help people is a bad thing. Well if you say an innocent in



danger that was surrounded by an entire horde of infected you would feel a powerful urge to assist them. You could resist this urge, but then you will feel incredibly guilty if you leave them to die. This will also make you try your best to avoid killing anyone. Most of the people that are running around are terrible people since almost all of the innocents end up dying. This hesitation could easily land you in a bad situation. I hope your heart can take everything that goes on in this jump.

### **I Guess Puberty Kicked In +100 CP**

For some reason after Peter acquires powers he finds himself being distracted more often by the women in his life. While it may be normal to take a glance every now and then he finds it occurring far more often than he thinks is normal. Well by taking this drawback maybe you two could talk about it together. You will now find that you are far more focused on the sex appeal of others and easily distracted by it. This won't have major consequences, but you will find that you end up staring quite often. This could creep a lot of people out if they aren't friends with you.

### **Easily Flustered +100 CP**

Despite his new powers and improved physique Peter is still terrible when it comes to actually talking to girls. Almost any innuendos or actual display of affection gets him flustered. Like Peter you seem to easily get flustered when put in these situations. No matter how 'experienced' you are or well composed you are normally you will have the attitude of an inexperienced young adult. This won't have many negative effects on you, but it will definitely be something that others tease you about. In addition, some of your enemies may try to take advantage of this if they can.

### **Make the Voices Stop +200 CP**

Normally when Alex Mercer or in this case Peter Parker consumes another being they will subsume the mind of the target. This grants them access to their memories with none of the downsides. By taking this that will be changed. You will find that whenever you consume another sentient being their remnant consciousness will remain and it will constantly comment on your actions. The number of these voices will constantly grow as you consume more people. Should you lack this power then you will find yourself haunted by the spirits of those who have died at your hands. You are going to have to be as



non-lethal as possible otherwise your mind may eventually be overwhelmed by your victims.

### **Infected Bait +200 CP**

Something about you seems to attract the Infected. Perhaps you happen to give off some sort of scent that they like. Regardless of whether or not you are an infected, other infected will be far more likely to attack you. In addition, if you spend a long time in the same area the radius in which the infected notice you will increase. This effect will not be as prominent in intelligent Infected, but they will be more likely to dislike you.

### **Abusive Family +200 CP**

Your family can be a blessing or a curse depending on what they are like. For example Uncle Ben is a beloved individual by his whole community. Unfortunately you stuck with someone on the negative side of the spectrum. You have an abusive family member similar to Mary Jane's dirtbag father. Since you have been younger this person has at best been a terrible parent and at worst been outright abusive. You may be able to escape them by going to a different family member, but they will keep bothering you no matter how far you go away. You however, could just make this go away by getting rid of them permanently, but that method could have some consequences if you don't handle the situation delicately.

### **We Could Learn So Much +200 CP**

The Hydra virus actually does have the potential to be beneficial, but the ways that people go about applying it are horrible. In many cases when someone with a unique trait is identified they will be captured and experimented on by Gentek. For example here Black Widow's enhancements were due to a stable strain of the Hydra virus. Unfortunately the Gentek team was too eager in harvesting it from her and they inadvertently killed her. Well it turns out that Gentek has learned that you have some special traits. As a result they are going to send the Thunderbolts to try and capture you. If they succeed then you will likely end up in one of their families and I assure you that Gentek would love to dissect you.

### **No Child Should Go Through That +400 CP**

Peter Parker's origin story is a bit darker than normal here. Although that is also due to the altered nature of his powers. Here instead of finding Uncle Ben dying he is forced to watch two Gentek agents shoot Uncle Ben before he awakens his powers. He ends up killing one of the agents and then devouring the other. He watches this as it happens and is horrified, seeing the body slowly be dragged into his chest. By taking this drawback you will undergo a similarly horrifying experience. This event will leave some major scars on your psyche. Perhaps you can move past these events given support from others.



### **Forgotten Payments +400 CP**

It seems that your benefactor forgot to pay for access to the game or failed to upgrade your deal. As a result you have been restricted and aren't allowed to use items that don't belong here. In addition, you have been banned from accessing your warehouse while you are here. You get to keep access to your powers, but any items that don't belong to this universe are forbidden.

### **Powers Begone +400 CP**

So you thought that you could just use your other powers in order to blitz the setting did you? Well now you can't, your out of jump powers have been locked away. If you are going to survive in this world then you're going to do it with the powers that belong to this setting. As a small mercy you will be allowed to use any powers that can fit this setting such as any abilities from the Prototype jump, the Spider Man Trilogy jump, the Spider-Man: Into the Spider-Verse jump, and any other jump related to the Marvel/Spider-Man series.

### **I Am Better Than You +600 CP**

It is revealed at the end of the story that the being responsible for most of this mess is the Chitauri Dorrek that was tasked with taking over the planet. The being is incredibly patient and willing to create complicated plots to deal with his foes. He however, does get aggravated if not truly angered by Peter's refusal to cooperate with him. Somehow you have obstructed his mission and as a

result he decided that he will create something to deal with you. This is a monster equivalent to the Supreme Hunter which was designed to kill Alex Mercer only it is adapted to you. This infected monster is unbelievably powerful and capable of rapidly adapting to any tactics that you use against it.

Approximately halfway through the jump it will be unleashed and it will start to hunt you. It will not stop until one of you has been consumed by the other. Honestly my best recommendation is that you try to gather some powerful allies given its specialized nature against you. It may be possible for you to kill it, but it has a significantly higher likelihood of winning the fight in a one on one battle.





### **Jessica's Love +600 CP**

Jessica Drew is known by most as the heroine Spider-Woman. Here however, she is known under a different mantle as Madame Hydra and is considered to be one of the most dangerous beings in the jump. Her most dangerous ability however, are her pheromones which allow her to enthrall virtually anyone she encounters. Peter and his Mother are supposedly the only individuals who could resist her control. You unfortunately are not one of these individuals and encountered Madame Web. In this meeting she has brought you under her thrall. Currently your mind is effectively a prisoner within your own body. The longer you remain under Jessica's control the deeper it will grow. You must muster the will to regain control over your body and escape from her. If you fail to do so by the end of the jump then you will become nothing more than her devoted slave.

### **The Virus Has Already Spread +600 CP**

Normally the virus would be contained within the relatively small area that is infected in New York and Manhattan. By taking this drawback that however, will change. The infection will instead have chosen to rapidly develop in every direction at an uncontrollable rate. When you start the jump the infection will have already spread throughout the entire state and it is practically guaranteed to spread throughout the entire country if nothing is done. The government will actually be considering nukes as a viable option though even that may not actually get rid of the infection. Lastly, this will also separate you from the infection if you possess the Hydra virus already. This strain is uncontrollable and seeks to consume everything. If you can't stop this then I hope you enjoy it knowing that you have likely doomed the entire world.

# Scenarios

You may take any number of scenarios unless there are any specific requirements. In addition you are unable to proceed to the next jump until you accomplish this goal. All scenarios can take place after the main jump so there is no need to worry about conflicting goals or lack of time. To clarify, you will essentially be taking the jump again, only you will have a specific goal instead of just needing to survive. There is no punishment for failure aside from losing access to the reward of the Scenario. Each scenario you take will give you 500 CP as well to spend on the document upon completion.

## The Variant Strain

Congratulations, you are now the protagonist of our story. That's right you will be replacing Peter Parker. The jump will last until the story ends canonically or you die. You will face all of the challenges that Peter did. You will start out with all of Peter's abilities though you will only get to keep them if you complete the scenario. You will receive all of the same opportunities to succeed that he did however, should you follow his path. Lastly you will receive Peter's memories so that you know what's going on and have his experience.

### Rewards:

For completing this scenario you will receive a variety of rewards.

- First any technique or item you learned/gathered through your journey will gain Fiat backing ensuring that you can keep them.
- Second, all restrictions on any ability you gained whether through an action in the jump or by purchasing it will have its limits removed.
- Third, you will get to take ALL of your friends, family, and forces with you. This will include any territory, empires, and whatever areas you control. You may choose whether they all share a single companion slot or if they are divided up based on their affiliations.



## All Shall Kneel

It is revealed at the end of the story that the virus was created by the Chitarui as a weapon to invade Earth. The main presence that controlled the virus was known as the Dorrek which best translates to Emperor. For one reason or another the original Dorrek was put into stasis and never accomplished its mission. The goal of this scenario is to take control of the planet earth. You will need to spread the virus so that everything on the planet falls under your control. You have as much time as you need though I would recommend that you try to remain as stealthy as you can initially. You will be inserted as the original Dorrek and will start out in a Hive-like state. The only ways for you to fail the scenario are for you to be killed or for you to give up which will end the scenario.

### Rewards:

For completing this scenario you will receive a variety of rewards.

- First you will get to take the planet which you now control with you. This world is filled with Infected and it can supply an endless pool of biomass for you to grow.
- Second, you may optionally make any of the notable infected into companions if you wish. They will effectively become Evolved versions of themselves. Though they will retain any unique powers they possess.



# Ending

**Go Home:** Maybe your time in this world made you realize life wasn't that bad. Go home with the abilities you've gathered and enjoy your life.

**Stay Here:** Maybe you've gotten attached and are determined to make this your home. If you really want to stay here, take +1000 CP for additional purchases and get ready for the long-haul here.

**Keep Going:** Perhaps this is just one more stop on the road for you. Maybe you did nothing or maybe you changed everything. Regardless, you're determined to continue your journey. Maybe the next world will be a bit nicer than here.

# Notes

All perks that have active and passive effects may be freely toggled on and off.

## Story Link

- <https://www.fanfiction.net/s/8642442/1/Variant-Strain>

## References

- [James Heller | Prototype Wiki - Fandom](#)
- [Alex Mercer | Prototype Wiki | Fandom](#)

## Virus Strains

- Hydra
- Blacklight
- Dorrek
- Oscorp
- Jessica
- Parker
- Russian

## Changelog

- Jump in Progress
- P