

Spider-Man (Tokusatsu)

Version 1.0.2



While Prince Garia was away, the evil Professor Monster and his Iron Cross Army lay waste to Garia's homeworld of Planet Spider, killing its people - including Garia's family - and absconding with its treasure before flying off into space. Garia took flight after him in the spaceship Marveller, chasing Professor Monster all the way to the planet Earth, before shooting him down.

While the Iron Cross Army was brought to the edge of extinction, Professor Monster hid himself within the warring armies of the period. Garia was able to track him down, but as they fought Professor Monster was able to use a grenade to create a fissure casting Garia down into a cave filled with venomous spiders and locking him away for four centuries.

The world progressed, and Professor Monster survived like a parasite draining the blood from its people to prolong his life. Now, in the 1970s, Professor Monster is finally poised to begin his dreams of conquest in earnest anew, his Iron Cross Army almost rebuilt. But Garia, driven to survive by his great hatred of Professor Monster and his urge for vengeance has reached out mentally to a brother in arms.

As Professor Monster's forces kills the astronomer that he fears will connect with Garia, the astronomer's son Yamashiro Takuya finds himself in Garia's cave. There he is given an extract of Garia's blood, granting him the powers of a spider; even as he swears revenge against Professor Monster for the death of his father. And thus Spider-Man was born. With the giant robot Leopardon - the transformed form of Marveller - and his new found powers, Yamashiro Takuya will soon wage his own private war against the Iron Cross Army with the fate of Japan and the entire world hanging in the balance.

With the world dangling from a spider's string how will you change the world? Take these to help you tip the balance one way or another... or to become a third force all your own.

+1000 CP

Location:

You begin in Japan in a location that fits your origin. You arrive in this world minutes to a day after Yamashiro Takuya has first donned his costume as Spider-Man.

Age and Gender:

Your gender is your own to choose. Your age, all origins other than Civilian assume an adult, though as a member of the Iron Cross Army or one of their Commanders you may actually be centuries old. A Civilian may also be a child as young as elementary school.

Origins:

Who and what are you? At least in this world. Choose one origin. It will determine which perks and items you have discounts on; with the associated 100 CP perk and the first purchase of the associated 100 CP item being free. It will also determine your connections, pre-existing allies (and enemies), and memories in this world. Any background may be taken as a drop-in forgoing both connections or memories.

Rider: You are a motorcycle racer, possibly a friend or rival of Takuya himself. You are also someone with a touch of the heroic bent to your character. You may choose to have been accompanying your possible friend when he found himself in Garia's cave, becoming a natural secret keeper for him having observed his origin.

Civilian: You are a citizen of Japan, probably. You are an inhabitant of Japan, one who by all rights ought to merely be on the sidelines of this coming conflict. You may know Takuya as one of his neighbors, or a local child, or maybe you know his girlfriend at her work for a woman's magazine.

Law Enforcement: You are a detective working in Japan. Whether part of Interpol or part of Japan's local law enforcement, you are part of the forces intended to keep the peace and deal with lawbreakers. Given how many crimes the Iron Cross Army is involved with either as part of their plots or to fund their operations you will almost certainly be dragged into the conflict sooner or later.

Iron Cross Army: You are a member of the Iron Cross Army. You may be one of their low ranking Ninders, or perhaps you are one of the more elite Machine BEMs. It's just possible you're some other more supernatural enemy whose goals align - roughly - with the Iron Cross Army's.

Commander: You are a commander of the Iron Cross Army alongside Amazoness and just under Professor Monster. You are no mere footsoldier now, but expected to work to help Professor Monster and the Iron Cross Army take over the Earth and despoil it for their purposes, possibly as merely the first stepping stone towards an interstellar empire.

Perks:

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

Yeah Yeah Yeah Wow (50): You obtain a personal theme song, similar to Spider-Man's own which will play when appropriate either for your ears alone or for all to hear. You will also obtain the various songs from the show in the same way, playing at moments that would be appropriate. You will regularly obtain new ones in the same style as the songs presented in the show in the future.

You may toggle this off, or change whether others can hear this music or not with a thought.

Fill Out the Suit (50): You look good. Maybe not 10 out of 10, but definitely good enough to be the dashing lead or the seductive femme fatale. You find that your appearance is enhanced, though, when you are wearing a tight suit, and strangely you fill it out even better when you are fully covered, as if you had a more fit and shapely suit actor underneath it. This also ensures you are skilled in performing Tokusatsu poses.

Freelance Photographer (50): You possess the skills needed to be a journalistic photographer in the 1970s. This also comes with a slight boost to your writing skills, and journalistic investigative abilities, enough to put you in the running to possibly move into writing articles. You won't be a top reporter from just this, but you could make a reporter.

Hair Color Change (50): You now possess that most impressive power shown by the Iron Cross Army's forces: you are able to change the color of your hair. Yours is even more potent than Amazoness's which only changed between episodes, or when changing from her civilian disguise and her true villain form, you can change yours whenever you want.

Household Minister (50): You have an understanding of home economics. Yes this means you know how to cook and clean, that is included, but more importantly you know how to manage a household. This means you know how to plan meals for yourself and others, how to balance a home's budget and keep yourself - and your family - within it, what corners can be cut, and when it's worth it to splurge, and how to save for a rainy day. This also gives you the basic parenting skills one would need to raise a child or herd a manchild.

Old Lady Who Can Understand to Cats (50): You can understand the language of cats, deciphering their meows and messages. They can't understand you any better than usual, but you can understand them like you might a human speaking your language.

Immune to Torture (100): Torture cannot be used to motivate you. No amount of pain or physical torment can force you to give up information. Won't help you get your body to function, but you won't let slip information about things just to get someone to stop hurting you. Doesn't protect you from spilling the beans to stop someone you care about being tortured.

Phantom Burglar (100): You may not have alien spider blood, or cybernetics, but you possess some impressive skills nonetheless. You possess the skills of an expert cat burglar, able to climb walls, break into the windows of tall buildings, and crack safes. This also includes impressive acrobatic skills sufficient to jump over cars that are coming towards you at city-traffic speeds, or standing jump over walls about the height of an average person. You would not be able to fight Spider-Man with these abilities, but you might could frame him.

But Your Conduct Was Wrong (300): You are able to remind people of their better natures and help set people on the path to repay their debts and renew their lives as better people. By interacting with someone, and talking to them, you can blow on the embers of righteousness within their soul, stirring them to be a better person. Even a Machine BEM surgically modified to dull their human instincts might fall prey to your words and the emotions you can stir. It'd be harder than with a normal person, but if they were turned against their will or for noble reasons such as to save their daughter you could remind them of who they were and why, stirring them to save their daughter even if it killed them, or to act on the goodness they had as a human to fight with you against their evil maker instead of serving the Iron Cross Army. If they chose it willingly for power you probably lack the materials to work with. This can work the same with other corruptive transformations, helping them to act against the darkness that now constrains their will. The better a person was before their fall to darkness - mundane or paranormal - the better this ability works.

This will also help you to teach children life lessons about the importance of being a good person, like how being able to play sports is less important for determining manliness than your conduct in life.

Rider Perks

Racer (100): You are a very skilled driver, with the skills necessary to make a living as a professional motorcycle racer if you put the time into it. This extends to some extent to other vehicles, giving you a knack for learning how to drive or pilot them whether they're a boat, a flying car, or a spaceship that transforms into a giant robot.

Descendant of the Samurai (200): Your ancestors were warriors and it shows. While you might not possess fighting skills *yet*, you possess a wellspring of bravery and willpower that can drive you forward, as well as general combat instincts and a natural aptitude for battle. Even without powers or training you might be the equal for one or two of the Iron Cross Army's ninder cyborg soldiers, and you will learn as you fight, instinctively putting together your own fighting skills.

Quest for Vengeance (400): When you fight to avenge wrongs - whether out of a desire for personal vengeance or to bring justice to the world and prevent further harm - you find that there is a powerful force which swells up within you. This force can help you to fight off venom or effects which would weaken you, shatter destiny, or at its strongest it can even warp reality in minor ways such as a vine that was not there before appearing to allow you to save yourself from a lethal fall. The greater your courage and refusal to surrender in the face of hopelessness, and the greater your emotional investment the stronger this force; without those things it will do nothing, but in your darkest hour when fighting against a foe who has committed wrongs that make your soul scream with anguish, when you refuse to stop struggling even as the last hope of life threatens to leave you, this may be your spider-string from heaven.

Emissary from Hell (600): Perhaps it was a transfusion from the last prince of Planet Spider, Garia, like that which gave Yamashiro Takuya his impressive powers or perhaps simply the will of your benefactor, but the blood of the people of Planet Spider flows through your veins giving you great power. On its surface this is your standard Spider-Man power set. You have the proportionate strength of a spider - unclear from the series but presumably the same as other Spider-Men - and with it increased reflexes and agility, as well as superhuman recuperative abilities allowing you to throw off diseases that'd linger for weeks in a day, to push through venoms that would kill a normal person, or recover from injuries that should leave you bedridden for weeks in days at most, or survive and recover from wounds that would normally be deadly without treatment. You even have a psychic spider-sense.

It's this last where things get quite different. Your spider-sense is not combat precognition; you receive no tingling warning of an attack about to be launched at you. Instead it is something much more far ranging. It seems to be a form of clairvoyance, able to attune to your enemies. While it won't give you clear visions of their locations, it will give you a psychic warning of their large-scale actions. These warnings are vague. You might be able to detect that they are planning something in the Narita region, all the way from Tokyo, but it would not sure you their exact location or tell you what their plans are precisely. Beyond being seemingly attuned to your foes, it is also able to sense certain supernatural forces such as the resurrection of a powerful demon; it doesn't provide preemptive warning here, but you are psychically sensitive to such events. Sometimes this spider-sense will trigger precognitive dreams which can range from the merely symbolic to showing specific future events; these tend to provide more detailed and useful information, but come only sporadically.

Finally there are a few, relatively minor, miscellany. You possess excellent night vision, able to see in the night time city almost as well as day. You also possess x-ray vision, able to see through certain objects. Lastly you can pass on some of your enhanced recuperative capabilities temporarily with a blood transfusion.

Civilian Perks

Move Forward with Life (100): You are able to remove from yourself the burden of your memories. This does not mean you can give yourself amnesia, but just that no matter what has happened in your past you can, with sufficient time, move forward with life, overcoming your trauma and the burdens of your past. This doesn't make you immune to trauma, just guarantees you can eventually grow past it.

Became Friends With Spider-Man (200): You have luck when it comes to meeting individuals important to the fate of the world. This luck won't help you have them arrive when you're in imminent danger, so much as help you to meet them when they're in their off-hours, and usually in a manner that helps endear you to them in some way. This is not the luck to be saved by Spider-Man from the Iron Cross Army, but the sort of luck that leads to him coming along and helping cheer you up after you have been bullied. You seem to serve as a magnet for such minor interactions with heroes - or if you're more villainously inclined villains - though with work you might turn them into real friendships.

This Woman is Different from Amazoness (400): You're beautiful. This won't make you drop dead gorgeous necessarily, but you'll have the looks to be cast as the pretty one on a TV show. This beauty doesn't merely apply to your appearance, though. You'll be equally beautiful to the other senses, with an attractive scent, and a pleasant voice.

But that's a minor side benefit. You see there's something about you that can draw out love and affection from even, perhaps especially, monstrous creatures. This is greatest when you perform some act of kindness towards them. With a few simple actions you can stir even kaijin created to kill humanity to a love that would lead them to risk their very lives to avoid killing you. This is most effective on inhuman monsters, and animals (including insects), as well as those that have not received kindness elsewhere, but will still have a noticeable effect on normal, psychologically healthy humans.

Strange Child (600): You may not be part of the Iron Cross Army, or descended from the inhabitants of Planet Spider, but you seem to be an alien nonetheless. You possess a variety of psychic powers: you are able to levitate yourself, or improve your jumping through telekinetic support; project your own mental images out from your eyes as if they were projectors playing the images you imagined out as light; implant images and hallucinations into others, even hijacking an individual like Spider-Man's spider sense to artificially stimulate it; detect surface thoughts or feelings from unshielded minds, even potentially feeling how Spider-Man's psychic abilities make him different from a normal

human and using that to identify him in his secret identity; and most impressively you are able to teleport yourself with psychic force though this is draining. You would be a match for the boy phantom, or any of the other individuals who dwelled in his secret village.

Law Enforcement Perks

Tougher Than You'd Think (100): You are able to push through the pain and impairment of even serious injuries to continue to fight, run, and act. This won't make your wounds any less lethal, or even stop those actions from aggravating wounds, but the pain of your wounds will not stop you, or even slow you significantly, when you must push through them to escape and survive.

Cowboy Detective (200): You are a skilled marksman. While this won't make you anything beyond a highly skilled police sharpshooter in the type of targets you can shoot, it does provide you with a natural ease at aiming while moving. Even rolling on the ground or jumping would only barely impact the accuracy of your shots compared to a more stable firing position.

You also find that you now possess an excellent singing voice, and professional level skill with the guitar.

Undercover Investigator (400): You'd not be much of a police detective if you weren't able to investigate. Beyond knowing police procedure and detective techniques, including those for undercover investigators, you are a genius when it comes to deductive reasoning and putting together patterns and signs of a possible conspiracy. While not quite Sherlock Holmes, it wouldn't take you very long to figure out that Yamashiro Takuya is Spider-Man, and you could glance at headlines about a few crimes that were unrelated on the surface, and figure out how they connect to reveal the current plot of the Iron Cross Army.

He's from Interpol After All (600): People believe you when you tell the truth even if they have no reason to do so, or it actually goes against common sense. As long as you are trustworthy they will intuitively sense that and trust you even if everything else seems to be contraindicating that they should. The highly suspicious, or those given a good reason to doubt you (like you lured them here with a fake kidnapping) might ask for some form of proof, but even then in their heart they'll know you're telling the truth and are trustworthy, and even without proof this will shine through given some time and interactions.

Iron Cross Army Perks

Teleporting Retreat (100): Once a week you are able to teleport back to a place of safety. It takes a few seconds to trigger this ability, and it can be interrupted in this period. This can only return you to a place that you have used as a base of operations, and will return you to the nearest one.

Ninder Stealth (200): You are capable of turning invisible. To do so you must stay still, and you will only remain invisible until you move. Something such as normal breathing will not end this invisibility but anything more will.

Machine Bem (400): It seems you're not a mere faceless mook, but a full fledged monster of the week. You now possess the ability to change into a monstrous cyborg form. This form grants you superhuman strength and durability, though not enough to quite equal Spider-Man in strength or to match him in a fight. It will also grant you a special ability of your choice. This power will make you a threat to Spider-Man, still unable to match him in overall versatility and power, but it will give you some leg up against him. This could be a power like a destructive energy blast that could destroy walls, the ability to launch ship sinking torpedoes, poison powerful enough to incapacitate Spider-Man for hours or kill ordinary humans, or a reinforced stony body that grants greater strength than Spider-Man's own and similarly increased durability. It could also be something less directly oriented towards combat, such as disorienting flashes of light that can be used to render a person susceptible to hypnosis and brainwashing with prolonged exposure, the ability to influence dreams, or to shapeshift into a wide variety of human and animal forms. As a utility power it should be somewhat less than Spider-Man's own spider-sense in scope and capabilities, and as a combat power it should be enough to threaten someone with Emissary of Hell, but not make you the clear cut victor just from comparing power sets (it could be increased agility to equal theirs).

You may gain additional powers for **200 CP each (no discounts on these powers)**.

Size Change (600): You possess the ability to shrink to the size of a beetle, or grow to about 60 meters in height. Your powers will similarly shrink if you shrink, and will increase if you increase in size almost more like the world around you had shrunken down to scale models than you had personally increased in size.

Commander Perks

Hard to Recognize (100): Amazoness - despite apparently being a shapeshifter - spent most of her time in a human secret identity that was just her normal self with her hair tied up, a pair of glasses, and not wearing a leotard, and she committed crimes and met with collaborators in this identity. It still took the police almost half the series to suspect her, and they figured out who Spider-Man was in little more than half that time. Her own employee - who she had abducted multiple times - was completely unaware. You have the same advantage; if you change your appearance and behavior somewhat you will find that it's hard to recognize you. The unwary and airheaded might never do so, though someone wary and clever might still see through this almost immediately.

Awakened from a 10,000,000 Year Sleep (200): Professor Monster spent 400 years in hiding. The mummies Bella and Rita slumbered for 10 million years. Like them your skills and body do not degrade with time or lack of use. You could live 400 years in a pre-industrial society, simply waiting till it reached the technological level required for you to begin to construct your machine empire once more without forgetting any of your engineering skills, or sleep for 10 million years and remain just as expert a warrior as before your nap.

Spying Everywhere (400): What use is being a villain if you can't find the information needed to launch evil plans? Now information that is relevant to you and your interests has a way of simply coming to you. This won't tell you any secure information - if you want to know what Interpol is planning or doing you'll need to spy on them the old fashioned way - but publicly available information, even if little spread or publicized, has a way of reaching you. A girl had a dream about an upcoming earthquake and was right, if a single newspaper reported on it, you'd somehow be extremely likely to find the newspaper in question. This will only pull in information that you'd like to know about if you were around of it, so you don't need to worry about wasting your time with every bit of new tech or artwork moving into the country, and you'll have to track down more precise details yourself but it will ensure you get a quick heads up of those things that do interest you.

Professor Jumper (600): Whether you are an alien or not, you possess knowledge of alien science. Like Professor Monster, your skills lay especially in the creation of cybernetic monsters, consisting of a combination of biological modification and technological augmentation. With time and resources you could match Professor Monster's own creations, able to build a variety of monstrous horrors out of modern - or well 1970s - technology and human subjects, and like him you are able to even

incorporate supernatural elements you have access to into your cyborg monsters. While your specialty is biomodification, you are not unable to go outside of it as Professor Monster himself showed in some of his other creations.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin. No discounts on general items.

You may purchase multiple copies of items. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Monster Hearse (100): Outwardly this appears to simply be an ordinary hearse, like one would expect to transport a coffin for burial. This hearse has several special features however. First it will automatically maintain and repair itself, as well as refueling itself when not in use. Second, it is reinforced and armored, not to the extent of being a tank or anything like that, but it will come off better in a crash than it should, and small arms fire won't penetrate it. Finally, people seem to notice it less than they should, police and other authorities not paying it any attention unless it does something obviously unusual in front of them.

Spider Guide (300): Outwardly this seems to be nothing more than an ordinary spider that might be found in a house or garden. However in truth this spider possesses clairvoyant abilities similar to the spider-sense granted by **Emissary of Hell** though with greater range and precision, and the ability to communicate with you telepathically. It will serve to warn you about your enemies and their plans.

Book of Fate (500): Through some unexplained, almost arcane science this book has been produced for you. Or more, once per jump you can have one produced for you. This book will provide an excellent, near perfect plan for killing a single enemy you possess. It has to be possible for you, and won't provide you with information about them you lack - such as their secret identity - but the book itself seems almost precognitive, able to detail how they will respond and how to respond in turn, creating a plan that very well could be fate for their removal. It's not quite perfect, and it is possible that some minor unaccounted for element - like the presence of a vine on a waterfall - could mess it up, but if you're careful you should be able to minimize those rogue elements.

Rider Items

Cool Bike (100): Can't be a rider without this. This is a racing motorcycle. Still a street legal type, but it's high end and high quality, built for the purpose of competition giving it top of the line handling and speed. This bike will automatically maintain and refuel itself, and repair minor damage, though if you allow it to get totalled, destroyed, or lost you will have to bow your head and beg the Minister of CP Finances (i.e. your benefactor) to replace it.

Spider Alarm (200): You now possess a small stockpile of spider shaped devices a little larger than a person's hand. There is a button on each of these devices which, when pressed, sends out a signal that you can sense regardless of the distance and the direction from anywhere in the same dimension. If one of these devices is permanently lost or destroyed you will have a replacement soon.

Spider-Bracelet (400): This wrist device contains many useful features. It is capable of storing a costume or outfit, and will even come with a Spider-Protector a spider-man style costume which provides some defense against cutting or piercing attacks similar to light armor, and when the button is pressed it will launch the costume onto you without you having to don it properly. It is also capable of firing various forms of spider-string, from a self-tying rope, to a net for entangling foes, to even firing two ropes simultaneously; this is notably not sticky webbing, but a rope albeit a strong one. Finally it possesses ultrasonic sonar that can be used to detect the true form of shapeshifted creatures; it won't force them into it, but it will momentarily render you aware of it.

You may import a costume or suit of armor into the spider-protector, as well as an appropriate item into the Spider-Bracelet.

Marveller (600): The spaceship that brought Garia to Earth, and then left until he recalled it to him. Marveller is a large, about 45 meters long, flying machine, capable of destroying military installations with its on-board guns, flying at hypersonic speeds in the atmosphere and approaching light speed in space. It possesses sophisticated automation allowing it to act on command without the need for a pilot, though its full power is inaccessible until piloted.

When the Spider-Machine GP 7, a car with a forward mounted submachine gun and the ability to fly which is included with this purchase, is docked into Marveller it gains the ability to transform from a ship into its true combat form that of the super robot Leopardon. Over 60 meters tall, and weighing 25,000 tons, this robot possesses several weapons - arm rockets, spider-strings that attach to enemies and pull them down, guns, an

energized boomerang - though most notable is its powerful finishing move Sword Vigor where it throws its sword at its target capable of destroying even Machine BEMs on the same scale of it in a single direct hit.

If you purchased the Spider-Bracelet (above) you may use it to command Marveller, and call either or both it and the Spider-Machine GP 7 to your location.

You may import a car or similar vehicle into the Spider-Machine. You may import a spaceship or giant robot as Marveller/Leopardon, or even import one for each of its form as long as they are the same size scale, allowing the one to transform into the other.

Citizen Items

A House (100): This is a small, 2 story house, large enough for a family to live in. It's legally all yours, and you do not have to pay taxes upon it, or for utilities. It will generally maintain itself, and can continue to obtain electricity and running water, at least in non-excessive amounts for an ordinary residence, without any charge to you - or even connection to the local power grid and water supply.

Energy Pendant (200): This small, green pendant appears to be glass or plastic. It is able to absorb energy attacks directed against the wearer, and even fire them back out. But you have to be careful as it does have a limit to how much charge it can absorb safely and tends to explode soon after it's reached releasing the energy back out; a few shots from an Iron Cross Army laser weapon, enough to kill a normal person each shot, would be enough to push it towards overload. You will normally get a short warning when it has reached overload, enough time to perhaps throw it as a grenade. If it is destroyed you will get a new one tomorrow.

It should also be possible to refashion the pendant into a device to focus and empower a laser weapon, though as long as it is serving that function it will not be replaced.

Treasure from Planet Spider (400): This pendant when worn grants the wearer increased strength and durability. Even an ordinary little girl wearing this pendant would be strong enough to throw around Spider-Man or the majority of Machine BEMs. It does not grant other powers, but the raw strength it grants is equivalent to that of a Machine BEM focused in strength.

If the **Energy Pendant** was also bought the two items can be combined into one, in which case the **Energy Pendant** will be able to store many times more energy before being threatened with overload, requiring at least an order of magnitude more before risking explosion.

A Very Good Boy (600): This is a very well behaved dog (by default a german shepherd) trained to take a wide variety of vocal commands, and extremely loyal to its owner (namely yourself). As a sort of ideal dog it is smart enough to undo rope bindings with its mouth on command, can smell through disguises recognizing cyborgs masquerading as humans or shapeshifters pretending to be those he knows, and is loyal enough to take bullets for you before falling off of a dam and walking it off to return to you. Did I forget to mention that this dog is bizarrely durable, able to take damage that would kill even you without dying. It won't match your recuperative capabilities, but however durable you are it is more so.

Law Enforcement Items

Radio Telegraph (100): This, relatively large, handheld radio sends messages in a simple off/on manner. Because you're paying CP for it, however, it can be synced to send to any receiving device you have available, with nearly infinite range (though limited to light speed transmission) and is much more difficult to jam than any radio should be. Does not require a power source.

Combat Grade Guitar (200): This guitar is sturdy and strong enough to be used as a melee weapon, even if you possess superhuman strength, and is fully effective as such despite its hollow inside. Or not so hollow as it has a gun built into it, capable of rifle like accuracy and range, and semi-automatic fire. When not being used as a gun, however, this rifle is all but undetectable. Despite these weaponized qualities this guitar plays just fine, and will stay in tune even as it's used as a club or a gun.

You may import a bludgeoning weapon, gun, and/or musical instrument into this item, potentially merging them into one.

International Investigation and Police Branch Office (400): While not all of Interpol, this is a police task force set up to deal with a certain threat or organization in the region, such as drug trafficking or evil aliens creating cyborgs in an attempt to overthrow the world. They recognize you either as a member, or an ally depending upon your own position and origin, and are willing to help you with their resources or provide you with information that they acquire in their investigations, many of its members even seeing you as a friend. They are generally highly skilled and competent law enforcement personnel.

In future jumps it will import into setting as a part of the local law enforcement, though still gravitating towards the larger scope of international law if it exists in setting. They will retain the recognition of you as an ally and a friend, and may possess anti-establishment leanings if the local government is corrupt, though will always, ultimately, remain on the side of law and order.

Government Research Lab (600): This is a lab that researches well whatever you want. It is well funded, by default by the government, though you can sacrifice some of the level of funding to have more mysterious and hands off backers; this choice is made at the start of each jump. Its staff is also highly competent, able to perform low end superscience appropriate to the setting on their own, or aid you in your own research endeavors. You are the head and director of this lab, though its government backers may demand some oversight (if you didn't go with the reduced funding) and results.

Iron Cross Army Items

Ninder Suit (100): This is a suit like those worn by any of the Ninders. It is simply a gray jumpsuit that completely conceals your face and body, with a belt, boots, gloves, darkened visor, and a beak-like protrusion from your face. This suit, however, changes with you, not only failing to interfere with shapeshifting abilities you possess, but is able to change into appropriate outfits along with you if you change form. Even if you do not possess such abilities, it is able to transform into a mafia-esque black suit on command.

It comes with a small sword. This sword will simply disappear if it would be inappropriate for the current outfit, reappearing when the suit returns to its default form.

Military Weapons (200): You seem to have acquired a small stockpile of (presumably stolen) military equipment. This doesn't include any vehicles, or strategic weapons, and is limited to man portable weapons. This stockpile is enough weapons to arm a good 50 or so individuals, ranging from your basic military grade guns, up to weapons designed for more specialized tasks like anti-tank bazookas, or anti-air missiles, and to provide ammunition for a month of active duty. It will resupply and restock over the course of 2 months.

In future jumps the weapons will adapt to the current level of military technology in the jump, though will never be worse than that of the 1970s.

House of the Sorceress (400): This is a magic themed casino, where people can gamble on such things as tarantula fights, rabbit races where the rabbits magically metamorphose into baby chickens halfway through, and card trick roulette among others. It is designed as an illicit and hidden establishment, with the basic necessities to function in a place where such forms of gambling are illegal. What makes it noteworthy, besides the flash that its seemingly magical effects provide it with, is that those who gamble here will find the act extra addictive, seeming to draw out something bad within those who gamble here as well as drawing them back even more than a normal casino, and encouraging them to spend and risk it all until they lose it all, and even then go to further lengths than they normally would for the cash to 'win it all back'.

A Machine BEM and group of disguised ninders will run it for you without any need of input from you for day to day operation, and will be more than happy to simply forward you your cut of the daily take.

Potion to Resurrect the Dead (600): A secret potion brought back from Hell. Stored inside of a colorful drinking gourd. By pouring this green potion into the mouth of a fresh corpse it will revive the dead even regenerating lost body parts, or exploded forms, though it does need to be applied to the mouth of the corpse requiring there to be an intact mouth. It holds enough of the green fluid to resurrect 4 individuals, and will refill with a dose each month.

Commander Items

Laser Pistol (100): This is a handheld laser gun which is strong enough to kill a person with a single shot to the torso. For an additional 100 CP you can have it as a cybernetic augmentation and the power is increased to be enough to blow holes in walls.

Ninder Squad (200): This is a group of 5 ninders. These are cybernetically enhanced footsoldiers, with strength that's above the average for even an athletic human though still within the human range, and combat skills which are better than your average criminal thug, but below those of crack soldiers. They are able to disguise themselves as humans, their jumpsuits changing into black suits with sunglasses, though if they get agitated their hands will reveal themselves to be mechanical even then. These ninders appear from nowhere when you call for them and disappear completely again on command. If one is killed it will be replaced within a week. They will retain modifications you make to them until they are killed and replaced.

Iron Army Boot Camp (400): This is a boot camp, built hidden in a semi-remote location, kept separated from most interlopers by geographical features such as a dense forest, mountains, or being situated on an island. Despite this it is a fully functional boot camp which will (somehow) supply itself, and possesses a staff capable of training soldiers without your direct oversight. It does, however, require you supply it with cadets and recruits to be trained.

The real benefit, however, is that training performed here progresses at increased speeds. Up until the sort of basic mastery one would expect from a soldier at the end of boot camp it will be approximately 5 times faster than normal. Beyond that it will slow down, but always provide some benefit to training performed here.

Secret Headquarters (600): This is a secret base located somewhere of your choice in Japan. It is well hidden, possessing extensive tunnels to allow you to enter and exit it unobserved, as well as being shielded so that it cannot be detected by 1970s technology and is even protected from such supernormal senses as Spider-Man's spider-sense; unless you did something stupid like allow someone to follow you back here (or left them with a beacon that helped you find your own way back), or told them where it was it will not be found without extensive detective work.

Besides being hidden, this base comes complete with room to house a small army, the equipment needed to surveil it, workbays capable of building rockets capable of launching into space, and all the labs and tools you'd need to create your own Machine BEMs assuming you had the skills. It will also come with its own self-replenishing

supply of resources to use to create your own cybernetic monsters, enough to turn a dozen or so individuals into ninders a week as well as a single one into a more sophisticated Machine BEM. Of course these resources could be used for other forms of bio-technological augmentation or monster creation if you had the knowledge, and they can be stockpiled for more impressive creations though there is a point where stuffing more parts in would likely prove more counter-productive than anything.

Companions:

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

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

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character other than Garia, Spider-Man, or Professor Monster. Spider-Man and Professor Monster each cost 100 CP, though Spider-Man comes with Marveller/Leopardon, and the Spider-Bracelet (as if CP backed). Garia is 200 CP and you must see that he survives the jump, though he will also come with Marveller/Leopardon and the Spider-Bracelet, and be restored to the prime of youth from before his 400 years trapped in a cave if you manage it.

If you recruit Detective Tachibana, his son Takeshi can come along as well for free.

Impersonator Android (100): This is a robot designed (with synthetic flesh) to look like an individual of your choice. They will have knowledge appropriate to the individual they are impersonating as if based off of thorough research of their publicly available information. The more of that publicly available the more perfect their impersonation, and as a robot designed to impersonate they will do so without any flaws introduced due to their own personality showing through. At the start of each jump (if you imported them) their appearance and knowledge will update to be able to impersonate a given individual.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade after 10 years.

Self-Insert (Toggle): If you'd like, you may self-insert as a character fitting your background. As a Rider this would be Takuya, though this will not provide you with spider powers, or any of his gear unless you bought them. But you will take his place, with all the memories and fresh pain of your father's death that he is currently experiencing. As a Civilian or Law Enforcement it could be any character who appears in those roles. As a member of the Iron Cross Army it could be a Machine BEM whose power(s) you bought, or a Ninder. As a Commander it could be Amazoness, but not Professor Monster himself.

70s Budget (+100): Normally as a jump this would be wholly immersive and realistic, the special effects and looped footage intended to save money while providing an impression of how things were supposed to be happening with super speed or the like would be replaced with actual cybernetics and super speed. By accepting certain budget cuts, however, you can recoup some CP, but even your out of jump powers and items seem to be the result of cheap 70s tv special effects, the eyes on people's costumes moving between glances, and everything just coming off as cheaply made, and you will find yourself experiencing looped footage where individuals - including sometimes yourself - repeat an action, and you are unable to change it in any way.

Arachnophobia (+100): You have a terrible fear of spiders. Even the idea of them will give you shivers, and having to touch one or squash one will have you running for someone else. Hopefully you don't have to fight Spider-Man or a spider-themed Machine BEM because such a giant sized 'spider' would be even worse.

Can't Save Them All (+100): You will grow to care for people here. You will find them worming their way into your heart no matter how well you could normally close it. And some of them will die. No matter how hard you try to save them or revive them, some of those you grow to care about will die. And you will have to live with that.

Compulsive Crawling (+100): Occasionally you will feel the compulsive need to perform random acts of parkour or climbing around on the top of buildings or high objects. This compulsion seems to strike most often in the midst of battle, causing you to divert from battle to climb on top of something and crawl around pointlessly ontop of it for a few moments; you can still defend yourself during this compulsion, but you won't really be fighting.

Facial Cybernetics (+100): One half of your face has been replaced with bulky and goofy looking cybernetics. This doesn't hinder you in any particular way, besides making half of your face rather unattractive and ruining the symmetry of your appearance, but these cybernetics will follow you in all forms, and even if you shapeshift, making disguise a bit difficult.

I Want Blood (+100): Like Professor Monster you need regular blood transfusions to live. Only one human's entire supply worth of blood at a time. It'll last you a full year, if this is your first jump. You'll need it a number of additional times a year equal to the number of jumps you've taken previously, and you'll need it spaced out across the year so you can't just get 300 people's blood and call it done unless you can preserve the blood.

All I Believe in is the Sound That Vibrates Through You (+200): You just want to race and ride motorcycles. You can still be made to do other things, but you'll only be truly happy when you're riding a motorcycle. Nothing else will provide you with the same level of thrill, excitement, or just plain happiness, and when you are not riding a motorcycle you will feel a sense of listlessness and emptiness.

Expanded Universe (+200): In a promotional manga Spiderman crossed over with Kamen Rider v3, and in the Spider-Verse event he was dragged into the events of that story. Now you will find that both are true for you. This world is now part of the shared timeline and continuity of Toei Tokusatsu shows, existing alongside Kamen Riders, Super Sentai, and Metal Heroes; and you will find that whatever help you can get from those aligned to you due to this, it is outweighed by the amount of trouble caused by the expanded roster of enemies.

To make matters worse you will find yourself somehow dragged into the 2014 Spider-Verse event near the middle of your stay here, even if you're not a Spider Totem, and events of the Marvel Multiverse which follows. While you'll not have to worry about Incursions either because this is a Toei owned universe or because of how the multiverse was recreated with internal continuity, you'll have to deal with threats from the Marvel Multiverse starting to come in to mess up whatever your plans here are once that happens.

If you take this you may choose to import continuity from chronologically earlier jumps to Toei shows you have taken into this world, and/or your actions in Marvel universes as alternate universes in the local multiverse.

Giving Up Peace (+200): It would seem the Iron Cross Army are not the only ones trying to conquer the Earth. You will find that the Earth in general - and Japan in specific - is continuously targeted by kaijin and Tokusatsu villains during your time here. And Japan must not be conquered or destroyed during this period, well ok you are allowed to conquer it, but other kaijin can't and it has to still exist. If you take this with Expanded Universe expect to be pulled into a world or reality threatening full-scale 'event comics' threat each year, and to have to deal with various comic book supervillains, alien invasions, demonic incursions, and the like as well as kaijin. And through it all Japan still must not be conquered (except by you) or destroyed during this period.

It's Not Often You Earn Any Money (+200): Out of jump sources of wealth locked for you and your companions, and inability to use Out of Jump items or powers to obtain money. You will be continuously broke; hopefully you can convince people to help support you.

Enduring Day by Day for 400 Years (+300): You begin this jump trapped in a cave. You are reduced to the abilities of a normal human, possessing none of your powers, abilities, or perks, access to your warehouse/items, or companions and will be unable to leave the cave. You will be stuck in this cave for 400 years, being assaulted by venomous spiders constantly, but you will not age or die from hunger or spider bites during this time. Once these 400 years have passed you will regain your powers, perks, items, warehouse, and companions and the jump will begin properly. There is no danger of death from this drawback... though is the experience and the potential madness worth the CP?

Hell is Full of the Screams of Hatred (+300): The enmity and hatred of all those you have ever killed has concentrated and merged together, creating or resurrecting a powerful demon bent on destroying and opposing you. Empowered by their souls the more and more powerful beings you have killed the more powerful this monstrous entity will become. Even if you haven't killed anyone a demon will form with power sufficient to threaten Spider-Man.

No One is to Know the Truth (+300): Your companions forget your jumper nature and their past lives. You must keep your nature as a jumper, and in fact any of your more than human activities a secret from the general public and your companions. You must maintain and live a life as an ordinary citizen throughout the jump; though moonlighting as a hero or a villain is completely allowed. Individuals may learn your identity without failing, but not your companions or more than a handful of secret keepers, and your enemies must not be able to confirm your secret and live more than an hour.

Outro:

So you've failed your chain, or survived the decade. Either way you have reached the end of your jump and the final decision which comes at its end.

Go Home: Did a story of a man working to avenge his father touch heartstrings? Or if you failed your chain this is admittedly the only option. Return home, your chain is over, though you keep what you gained from it.

Stay Here: Or maybe you've grown to love this world and its people, believing that they need a protector even now. In that case stay here and remain in this world as your chain ends, though again you keep what you have gained.

Continue: Or finally you can continue on your chain, moving on to the next world and the next adventure.

Notes:

Jump by Fafnir's Foe

I'd have let you get the old lady's magical ritual for sealing the bakeneko except I wasn't actually able to point to anything it did except mildly annoy it.

I am unclear how Spider-Man's x-ray vision works. He referenced it twice, in the subs I was watching, and if the second time hadn't been 'neither my spider sense or x-ray vision' I'd have assumed it was just part of his spider-sense's occasional clairvoyant moments.

The boy phantom's village did manage to knock out Spider-Man and then either teleport the village or change the entrance so he couldn't find it again, but as that was the whole village working together I did not feel it translated into a personal feat. His teleportation was one off, and while he timed it to dodge a motorcycle, he was obviously standing still setting up for it, and none of them did it in combat implying to me it took concentration and effort.

Teleporting Retreat was based on how often the ninders would simply teleport to escape Spider-Man, and sometimes the Machine BEM would too. However they seemed to need to escape combat first, and the Machine BEM never did so more than once per episode so I went with the limits it got.

Machine BEM is intended to be weaker than Emissary of Hell (as the various Machine BEM were weaker than Spider-Man) without any pre-existing purchases or powers, even if you pay for an extra power (or maybe even two), but be more flexible and allow you to fill in niche powers more easily.

Garia only continued to exist as a spider for 2 episodes, but I wanted to include 'the spider that tells you what to do' as an item option.

I thought about including an item based on the Spider Boogie pop song but decided it would be too much effort.

Marveller's speed came from a wiki. I could find no indication in the show, unless it was stated in the first episode and I forgot. I hope the wiki was getting it from supplemental materials.

The potion to resurrect the dead was used 4 times on screen, and stated to be empty. All the bodies it was used on were wholly intact, though 2 had fallen to their deaths. Given

the villain's stated intent was to revive dead Machine BEMs with it, I assumed it could work on non-intact corpses. Given Takuya never even considered trying to revive his father and it wasn't used to revive any of the previously killed Machine BEMs, I assumed the corpses had to be fresh.

Changelog:

Version 1.0.0: Released.

Version 1.0.1: Realized that 2 of the 50 CP perks (Yeah Yeah Yeah Wow and Fill Out the Suit) had been left in personal WiP note form. Fixed them.

Version 1.0.2: Minor typo fix.