

GREENY / V1.1

# SPIDER-MAN

INTO THE SPIDER-VERSE

## JUMPCAIN

Welcome to Earth-1610, home of the short-lived Peter Parker, the young and currently confused Miles Morales and the notorious Kingpin. This world is in need of a hero. Or perhaps several. You could choose to join the colorful cast of Spiders in their attempts to get back home, stay with Miles to help with his responsibilities in protecting this universe, or even work for the Kingpin in his attempts to tear apart the multiverse looking for his family. Whoever you side with and whatever you do, you'll need these:



1000 Spider Points.

# ORIGINS

First of all, how did you end up in Miles' world?

## Drop In (Age 13-99)

You don't belong in this world, having been brought here from your last dimension by Kingpin's particle accelerator. Unlike the others trapped here in Miles' dimension, you won't be able to get back home. Regardless, you might still want to involve yourself in the events that are about to unfold, if only to prevent this multiverse from collapsing in on itself.

## New Age Hero (Age 13-21)

With Spider-Man's untimely death, this world needs new heroes. And as part of the generation touched by this hero's sacrifice, you'll be joining the likes of Miles Morales in choosing to fight against enemies both new and old as you attempt to keep order within your home universe.



## Villain (Age 18-99)

Joining the ranks of Tombstone, Doc Ock and Prowler, you are one of Kingpin's underlings tasked with helping take down Spider-Man and ensuring his particle accelerator is a success. Kingpin has no patience for those who fail him, but succeed in his missions and he will reward you generously. Just know that very soon, the single Spider-Man you've grown accustomed to will be the least of your problems.

# POWERS

## Amazing Spider-Jumper (300SP)

After being bitten by a radioactive spider, you've gained a set of spider-themed abilities. The proportional strength, speed and reflexes of a spider, high durability and rapid healing, the ability to stick to walls, and your own spidey sense are all included in this standard Spider-Man power package.



## Ultimate Spider-Jumper (200SP, requires AS-J)

Was there something... odd about that spider that bit you? Like Miles Morales of Earth-1610, you've got some extra spider powers to add to your



arsenal. When you touch an enemy, you can release a dangerous venom blast capable of knocking out an ordinary human in one blow, and you may turn yourself effectively invisible with the use of spider-camouflage. Just be careful, it may take a while before you're able to use these powers on command.

## Absolute Unit (200SP)

People will be in awe at the size of you. You now possess an immense strength that allows you to compete with the likes of Spider-Man on an even footing, with enough power to lift buses and throw them at your enemies. You may also use this perk to adjust your physical proportions to fit this new strength, making your new musculature as absurd as you would like.

...I'm pretty sure you know the rest. Sometimes it takes too long to explain your full backstory to someone. So now, you can begin a montage at will during conversation in which you narrate over a vision of your finest moments, interspersed with some levity and lowlights. Your montage will arrange and update itself automatically, or you can manually decide what gets included, but either way, this perk makes the introductory stage go by much quicker.



## Smart girls is where it's at (300SP)

And they don't get smarter than you. Like Doctor Olivia Octavius, you're an expert physicist with a speciality in the field of other worlds. Although this perk doesn't provide you with the resources for building such a thing, creating a means of reaching into the multiverse like Kingpin's supercollider is entirely within your grasp. Perhaps with enough time and rigorous research, you might even find a more portable and less dangerous means of dimensional travel, like the bracelet briefly seen in the possession of the Spider-Man of 2099.

## Drop In

### Stylistic Decisions (100SP)

Something about you is visibly off, something that betrays the fact that you



aren't from this world. How this manifests is up to you. You might be in black and white, you might have a cel-shaded appearance, but whatever artistic license you choose, this is a purely cosmetic effect, and you may toggle whether others notice it or not at will.

### ...Gwanda? (200SP)

It's African. I'm South African. Did he really buy that? When you're forced to come up with an excuse on the spot, people will react as if you came up with something feasible no matter how much you phone it in with your lies. No one will raise an eye when you identify yourself as Joe Fakename, and claims of a supervillain stealing your homework will be met with sympathy by most teachers.

## Weaponized Glitching (400SP)

Your atoms aren't real jazzed about being in the wrong dimension - but maybe you could put that to good use? Like all those brought in from other worlds, your body has a habit of 'glitching', but you can control it in a way that others can't. By forcefully bringing about a 'glitch', you may mask your actions behind what appears to others as a broken mess of textures, as well as teleporting (or 'glitching') several feet to the side. Doing this too often will result in exhaustion, but it's an effective way of hiding attacks or passing through walls.

## Reluctant Teacher (600SP)

When someone wants to learn from the best, they come to you. Of course, teaching is a lot of hard work, and sometimes it's more fun just to throw your pupils into the action head first. From now on, whenever you want to teach someone to be like you, whether that means possessing your skills, using your combat techniques, or embodying your ideals, you won't have to



put any extra work in yourself. Just by observing you in relevant situations, your students will pick up on how to handle such things themselves, learning in weeks and months skills and ideals which would take some people a lifetime to learn or understand.





## Passing the Torch (600SP)

When people are on their last legs, their mind often turns to what will happen after they are gone. For people with special titles and responsibilities like superheroes, the question of importance is often who, if anyone, is worthy to be their successor. Now, as long as you are on good terms with someone with a secret persona and have proven yourself to be capable, they are far more likely to choose you as their successor before they die or retire, allowing you to adopt their mantle. You will know when this has happened instinctively even if their end comes too suddenly for them to vocalise it, and if you do accept this honour, all will respect you as their rightful successor, with none doubting your authenticity. If you want, you can even have people believing that the original never died, and that you still are the original hero, assuming such a thing is feasible with their manner of death.





# Villain

## Take the Shot (100SP)

You're a master marksman when it comes to any kind of ranged weaponry, able to hit even miniscule targets from a distance. If that wasn't enough, you are also skilled in identifying and targeting visible weak points in mundane armor, in order to ensure your shots achieve their maximum potential. If you were less villainously inclined, this perk would massively buff your aim when web-slinging.

## My Friends Call Me Liv (200SP)

For most, maintaining a double life is a difficult task. But for you, it's easy to keep your super and normal identities separate, with even your closest companions not questioning your prolonged absences and ignoring any evidence of a link between you and your alter ego. Whether you want to be a world-renowned scientist or just a loving uncle, you can do so as a supervillain with no fear of having anyone identify you before your dramatic reveal (or before you are caught and unmasked).

## They Think We're Dumb (400SP)

Luckily for you, your enemies have a tendency to underestimate you. If you look strong and imposing, they'll assume that you're a dumb brute they can outsmart, while if you seem intelligent, they'll feel that you'll probably be useless in a fight. The exact nature of how they underestimate you depends on how you present yourself and what first impression they get of you, but will always work to your benefit. This power can be toggled off at will, for when you want your enemies to truly understand what you're capable of.























