

Marvel Productions Universe

Version 1.0.0



In 1981 Marvel bought DFE Films and rechristened it as Marvel Productions. Over the next 16 years they'd make a variety of cartoons, including many in conjunction with Hasbro, but the first three shows they created were pure Marvel creations: Spider-Man, Spider-Man and his Amazing Friends, and the Incredible Hulk.

It is a somewhat lighter and goofier version of the Marvel Universe, where Doctor Doom is routinely foiled by Spider-Man, three perpetually broke college students have a secret transforming crime lab in Aunt May's, and Iceman can solo Surtur. Still it is a world of heroes and villains, a world of bravery and dastardly super crime, a world with more than its fair share of threats and dangers, and more than a little need for a protector.

And it is this world that you are arriving into at the start of your choice of Spider-Man, Spider-Man and his Amazing Friends, or the Incredible Hulk cartoon. Whether as a new Amazing protector, an Incredible force that can't be contained, a sinister threat to the world, or just a common guy trying to sell a newspaper, you'll be living in this world for a decade. To help you take these to define your character in the world

+1000 C(artoon) P(oints)

Good luck and good jumping.

Location:

You arrive in a location on Earth of your choice. New York City seems to be the happening place, though there's also the Gamma Base out west with the Hulk, or maybe you'd rather go somewhere exotic like the Savage Lands. Maybe Latveria, the rebels would probably be happy for a superpowered champion.

Age and Gender:

If you dropped-in your age and gender are the same as the last jump, otherwise you may choose any age from 18 to 80 and your gender can be selected freely.

Origins:

Your origin determines your history and nature in the world around you. Each origin provides you with an appropriate background, leading you to your role, or the cusp of entering it, and appropriate connections to the world around you; though any background may be used as the Drop-In option forgoing all connections to the world around you and simply appearing. Your origin also determines which perks and items you have discounted with the associated 100 CP perk and the first copy of the associated 100 CP item being free.

Hero: You're the star of the show. Or you could be. With an upbringing that has left you with a strong moral compass, and potentially more than a little bit of experience as a lone vigilante, you are ready to fight crime, save the day, and protect people.

Amazing Friend: Or maybe you're better as a guest star, or supporting character. Still your background isn't much different from a hero's though you might have experience as part of a team instead of a lone agent.

Civilian: Perhaps, though, you'd prefer not to be part of the whole big game of cops and robbers that dominates these worlds. You're one of the ordinary people who fill out this world, having lived an ordinary life. Maybe you're a journalist, a doting old aunt, a military general, a diplomat, or a non-mad scientist.

Criminal: Whether part of organized crime or merely a lone, criminal mercenary and agent, you are on the wrong side of the law, and ready to throw down with the greatest heroes this world has to offer you. Even if you aren't currently wanted by the law, if you don't have a record it's only because they've been unable to pin anything on you directly.

Scientist: Well more mad scientist. Yours is a brilliant mind, brimming with plots, schemes, and how to build the coolest secret forts. Or maybe mind control devices. Lasers... You might or might not actually understand much about science, but you've definitely got a mad genius to you, and you might well be one of the greatest scientific inventors of this age. Maybe you'll buck the trend and not use it for super crime? Though... you could probably steal all of New York City's oil to hold the city for ransom.

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.

Hi Gang, It's Me Stan Lee (50 CP): Stan Lee narration occasionally follows your adventures. It won't give you any particularly useful information, but you can hear Stan Lee discussing events and locations around you, and playing hype man for you, your powers, and your adventures. You can toggle this off if you don't want to hear him for a while, and toggle it back on when you're ready to again.

Not Bad for Somebody Who Never Took a Sewing Class (50 CP): Despite your seeming lack of experience you're an expert when it comes to sewing, and could easily make your own clothes in a variety of designs and styles. You're best when it comes to active wear, though, as unitards, bodysuits, and let's be serious superhero costumes you make are more comfortable and easier to wear than they normally would be. They even deal with heat and cold better.

Sidewinder (50 CP): Well you don't have to be a villain, Betsy Ross has these skills too. But you're a fully functional cowboy, capable of riding horses, bulls, mechanical or otherwise, and flying machines built to resemble them all with the skills of a master rider. Beyond this you know basic cowboy skills like how to herd cattle, and a little bit of handyman skills. Most noticeably, though, you're an expert with a lasso, able to use one effectively as a means of restraining foes and with expert aim.

Won't Shut Up (50 CP): Like Spider-Man, but (possibly) taken somewhat to a greater extreme, you find yourself able to talk in a variety of situations which should make it impossible. Underwater and holding your breath? Sure. In the vacuum of outer space? Feel free. Voice muffling mask? You'll still be understood just fine. Mouth is full? You won't even spew crumbs. This won't make it socially acceptable, or help you be heard over other sounds, but you can talk while holding your breath (somehow), or when you should be muffled as long as you were not intentionally gagged to prevent speech.

Military Pilot (100 CP): You could easily be one. You have the skills. In fact you could pass as a fully trained pilot for all military vehicles of the 1980s, and not just in the 'could pass basic proficiency tests' sense, instead seeming to be a veteran expert on any you care to name. Your skills should make you a top pick for test pilot on experimental vehicles, and help you fly them into battle even against creatures such as the Hulk, and aren't truly limited to military vehicles, you could certainly fly a space shuttle.

Living Hair (200 CP): Like Medusa of the Inhumans you possess long, beautiful hair. Beyond a natural tendency to a healthy luster, and being beautiful - by the standards of hair - your hair is a little bit odd. In specific, your hair can stretch out to several times its ordinary length and be used almost like combat tentacles. Its strength is of course based on how much you're using, but with a full head of long (before stretching) hair you might be able to lift Spider-Man into the air and restrain him, though he would eventually be able to overpower it. Of course if you get stronger so too will your hair, and you can split it into multiple tentacles, though controlling more than a few at a time will likely be difficult.

Atlantean (300 CP): You possess powers like those of Namor the Submariner. You are strong enough to easily overcome Spider-Man in a test of strength, something like carrying a small truck over your head or throwing it would be doable and you could overpower a mutant monstrous giant octopus or a tyrannosaurus, though your feats of strength are nowhere close to this world's hulk. You possess similarly heightened toughness and durability and are also able to fly under your own power with max speeds faster than land vehicles, breathe underwater, and swim faster than boats or submarines. These powers do require you to stay hydrated; you don't seem to get weaker just by not being actively moist, but anything that truly dries you out - like spending time in a blazing inferno or swimming in a pool of desiccating alcohol - will remove these powers till you can moisten yourself once more.



Count (300 CP/500 CP): You now possess the ability to transform into a vampiric form, or at least one that takes on paler skin, somewhat inhumanly predatory facial features, pointed ears, fangs, and looks vampiric. In this form you possess a powerful hypnotic gaze. This gaze can work with line of sight even if they can't really see your face, such as hypnotizing someone in another nearby plane, but requires interaction to maintain control for more than a few minutes, though the longer you interact together the deeper and longer this control becomes. This gaze can be resisted with sufficient willpower and you do seem to have a limit to the amount of control you can exert at once; you might be able to keep a superheroine who had initially been attracted to you calm and sedated as you travel to Transylvania to make her your lover and even control the pilot of another plane to make an unnecessary emergency landing, but controlling said superheroine to kill her allies would stop you from even influencing them to leave, and even then having them stir up the heroine's memories would risk undoing your control. While in this form you can turn into a bat capable of speedy and maneuverable flight, and this transformation is fast enough to be used to avoid attacks. You can also teleport yourself (and clothing) short distances though unlike transforming into a bat this seems to take a few moments of concentration enough to make it useless for dodging attacks, and only at the limits of its range would it be faster than walking.

This form is vampiric, though, and as such possesses a significant weakness. Specifically exposure to sunlight - or any bright enough light - will force you from this form, and strip you of the powers it grants for some time. Unlike the Dracula of this world it won't give you amnesia and turn you back into your unwitting human alter ego, but it will end your mental control over others and render you unable to access these powers for some time.

For the increased price you possess the full range of powers shown by Dracula in this world. You can cause monstrous changes to people or objects firmly under your control; these changes take some of your mental powers to maintain, but you could turn your enthralled butler into a wolfman, a jet into a bat-themed plane (capable of bat-like flight), or make a non-functional robot into a Frankenstein's monster. This seems to be low end reality warping based around traditional gothic horror tropes like you might see in old Universal Studio monster movies or old Hammer Horror films. These creations won't be as strong as say Spider-Man, and you must have firm authority/ownership of the targets, but you could warp things to fit a vampiric aesthetic, create wolfmen servants, or possibly grant a lower end version of the unupgraded perk to others by biting them. These changes to reality will all end if you are exposed to sunlight.

Golden Spinner (300 CP; discounted with Spider-Jumper): You have gained a new alt-form that takes the shape of a humanoid torso from the waist up - albeit with somewhat odd skin tone, increased musculature, and pointed ears - and a spider's body sans its front pair of legs, pedipalps, and 'face' from the waist down (leaving you with only 6 spider legs). In this form you have powers similar to those granted by **Spider-Jumper**. You lack any particular super agility, or spider sense, but your strength, endurance, and other spider powers are slightly heightened compared to Spider-Man. In addition you possess armoring chitin strong enough to protect you from handguns, and the ability to fire golden yellow webs from spinnerets located at the back of your spider abdomen. While these webs lack the full ease of shaping of those fired from Web Shooters - being mostly limited to nets or the individual strands made by actual spiders and not showing the finesse to make exploding balls or instant parachutes - they are stronger than Spider-Man's webbing, comparable to a thick mass of it in their normal projections and easily able to restrain Spider-Man himself and even enough to force you to struggle to escape them.

If taken at a discount with Spider-Powers the overlapping elements will still be less than twice that granted by Spider-Powers but will be somewhat greater than this perk alone.



Ruby Beam (300; Discounted with Eye Beams): You possess a powerful, ruby red beam that you can fire from your eyes. This beam is powerful, stronger than the energy blasts granted by Elemental Power, though it can't linger after use and is not nearly as shapeable (no cages or walls with this) and don't expect to fly with it. Still it's powerful enough to be used to dig deep trenches in moments, simply blasting furrows into the ground, or if focused to melt through thick walls made of this world's adamantium. And, because each time Cyclops used his beams in this world they were different, you can choose between pure concussive force hitting with extreme power to knock enemies flying, destroy walls, or crush opponents against them, some sort of energy that simply disintegrates matter, or heat which can ignite objects and melt metal; this is not a permanent choice but made each time you fire these beams.

Eye Beams (400 CP): You are able to project a variety of eye beams like lasers from your eyes. These beams keep going until they hit something but can be reflected if something is reflective enough, potentially able to reach global range if properly reflected, say through satellite mirrors; these beams will retain coherence passing through the atmosphere and at least out to such distances. Your eye beams include: a beam that makes people more suggestible, and easily influenced while also rendering it harder to think though the effectiveness seems to vary, a janitor might give you the secret launch codes, where diplomats would need a demonstration of capability to be convinced that Doctor Doom was actually going to feed the world with his new super food growth ray, and a superhero might only be momentarily disoriented; a telekinetic force beam strong enough to push Spider-Man back step by step as he strains forward and capable of turning dials; a heat beam capable of quickly melting metal; a freeze rays capable of coating a man-sized object in ice or quickly cooling them; a destructive beam that can blast holes in walls; a beam that can make plants, fungus, and fruit grow to great sizes though they become inedible and rotten at greatly accelerated speeds so that they will be inedible within days, this beam can also grant them limited animation though the more flexible and vine-like the more they can move (a tree trunk won't be, but limbs might); and a teleportation beam which can transport small objects. With the teleportation beam you may only affect objects about the size that you could carry in one hand, and when struck an object disappears, either into your warehouse, personal reality, or another personal dimension you possess, and you can then make such objects reappear with another beam. In case you lack such a dimension this power gives you a small pocket space of about a backpack in volume.

Jumper of Tomorrow (400 CP/800 CP): You possess psychic powers either telepathy or telekinesis. By the standards of Marvel comics these are very low end versions, but you should be able to match what was shown by any individual on screen in the show. If you select telepathy you possess the telepathic power to read thoughts, probe minds, or even force people into unconsciousness or compel basic actions though this last is easiest to resist. You will need to concentrate and focus on a single target to perform any of these tasks, though it is significantly easier to do something like simply have a telepathic conversation with an individual, or even multiple individuals at once (possibly in a form of group chat). If you select telekinesis you are capable of manipulating objects with the same sort of finesse as a hand, though with enough power to easily lift a person or an elephant without much strain although you will have to focus and concentrate on the task, and could possibly lift something larger than an elephant though it would come with increased effort, strain, and difficulty.

For the higher price your powers have improved. Not only do you possess both the listed telepathy and telekinesis, you possess additional psychic powers. You are able to use your telepathy to an extent passively, obtaining surface thoughts with greater ease, and capable of sensing minds; distraction or otherwise directed focus could allow someone to sneak up on you despite this. You are also capable of turning objects invisible with your psychic force, or render them visible again simply by willing it. While the act itself seems to require concentration, you could keep a single object the size of a large van invisible in this way for a day without any sign of strain, and this is unlikely to be your upper limit though it will get more difficult as size increases past this point, and exponentially as additional discrete objects are rendered invisible.



Videojumper (400 CP/800 CP): You possess the ability to transform into an entity that looks like it stepped out of an arcade game. In this form you are nearly flat - around the thickness of a thick sheet of paper, and are head and shoulders taller than you would normally be. In this form you possess increased strength similar to Spider-Man's. You also possess several energetic powers related to the form, able to project destructive energy blasts somewhat less in scale than a destructive application of **Energy Power** below from your hands, coat your body in similar energy, create simple and short lived hard-light constructs from your hands capable of flying while carrying you and another individual, or fire heat or cold rays from your hands (or mix and match what your hands project). You are also able to transform further, turning into electrical energy to transport yourself as an electrical current; your distance through air is highly limited, but through a wire, or ionizing beam to create a path that will allow you to retain cohesion and remove insulation in your path you could travel across the world to appear out of electrical sockets or screens. Eventually use of your powers will make you run out temporarily and force you to return to your normal form, and the more power you actively use the less time you may maintain this form for.

For the increased price you are no longer limited to the powers of just the heroic videoman but are able to learn and master some of the powers of the villainous ones as well. You can turn yourself intangible, being nothing more than a field of energy in your previous shape, and return to tangibility. You can also generate semi-independent hard-light constructs from video game displays. These constructs will mostly move and act like those on the screen, and can even project energy blasts if the original could, though ultimately they draw their energy from you and cannot do anything you could not already replicate with your powers. You can also use your beams to transform other creatures into electrical entities, projecting them into computer screens, it is possible for such a trapped individual to escape, though images on the screen can also interact with them as if they were solid. All of these powers do come with significantly increased energy costs associated with their use. To help you maintain your form longer you can also learn to absorb powerful sources of electricity to refuel yourself or even increase your size and power in this form. While this mainly means the energy of electrical currents and power stations, mutant powers in this world are associated with increased electrical activity in their brains and you may absorb that excess energy removing their powers; this effect will continue to linger for a time even after you stop feeding on them. In future jumps this will apply similarly to all psychic powers as well as other versions of mutant powers, or similar powers such as Next abilities or Quirks, allowing you to shut down these powers and use this draining effect to feed your ability to maintain this form. The range of this drain is limited - you'll need to be within a few hundred feet - but you

could potentially grow to several times your ordinary size, or maintain this form for much longer, by draining an electrical power plant, or simply siphon off of a city's power grid to maintain this form indefinitely.

Gamma Monster (500 CP/800 CP): Like a certain Bruce Banner you have been thoroughly irradiated with gamma radiation. When you are put under extreme stress, this gamma radiation can trigger your transformation into a larger, more powerful, super muscled, oddly colored monster. In this gamma suffused form you possess incredible strength, able to leap miles in a single bound, throw people hard enough to leave craters and imprints in stone, simply charge through stone walls several feet thick without slowing, throw dinosaurs as projectile weapons to take out other dinosaurs, create fissures in the ground with a hard stomp, punch rock faces so hard they split apart, tear apart military vehicles with ease, create shockwaves with claps, and create turbulence and gale force winds with a heavy breath. You are similarly resistant to damage; while powerful plasma weapons might pain you, no conventional weapon known to man is strong enough to cause you serious injury, and even an explosion that completely destroys a compound built into a mesa and blasts you at least hundreds of yards away wouldn't do you any real harm. This energy inside of you can also make it difficult for certain more esoteric attacks to affect you, offering resistance - though not reliable immunity - to mind control, teleportation beams, and similar such effects requiring some measure of power to overwhelm your own. All these powers increase with your anger and rage; with sufficient rage there's not a man made material in this world that could withstand your might.

This irradiation does have some limits and drawbacks. While unlike Bruce Banner you are able to prevent the transformation no matter how stressed you become, and stop the automatic transformation from such things as solar storms or injury, you cannot trigger the transformation at will, instead requiring you to be heavily stressed. Maintaining this form is tiring, effectively being an adrenaline rush, pushing you beyond your normal maximum output. Coupled with still needing to breathe this leaves you vulnerable to anesthetic and knock out gas, or anything that forcibly calms you as it can force you to transform back into your normal state. Finally, like Banner and the Hulk, this form is one with a clouded mind, and overwhelming emotions; your intelligence is massively reduced to a mere fraction of what it was and while you still have the same general set of emotional attachments and even purpose you will be prone to acting purely on your emotions with little thought.

For the higher price these drawbacks are mostly removed leaving you in ways closer to She-Hulk with Hulk's power level or the Hulk for the brief period where he managed to somehow copy her control over to him. The transformation will still be a tiring adrenaline

rush, and you still need to breathe, but you are now able to trigger the transformation at will as long as you are not too exhausted to do so. In addition you retain your mind and emotional control while in this state, while it will still lean towards a natural inclination to get angry, and be able to draw power from increasing rage, this will be no worse than any other adrenaline rush.



Eight Feet Tall with Blue Eyes (600 CP/800 CP): Well actually you aren't at all. Instead you've gained a new alt-form which is actually a radioactive sphere of meteoric metal about the size of a head and which glows blue with its radioactive energy. However you are able to project your consciousness from this sphere into a swarm of hive dwelling insects of a kind chosen when you select this perk, such as bees, termites, ants, or roaches. You can casually control enough such insects to form an eight foot tall humanoid form, though you may be able to control more with increasing effort. You are not truly limited to a humanoid form, if you'd prefer another shape, but you will always have 2 glowing blue 'eyes' through which you are able to channel the radiation of your meteorite form. For the purposes of your perks, powers, and abilities this swarm that your consciousness is in is considered to be you, and your body in specific. Any individual constituents of this swarm which move too far from your main body will cease to count

as you, though you could do something like split in half and separate the two halves by a few feet without issue. This swarm also possesses superhuman strength though not necessarily to Spider-Man's level.

This swarm form is not your only power. You possess a mental command over other members of your chosen insect variety, allowing you to command their actions; this isn't fine tuned control - you don't share their senses or a 2 way telepathic bond - but they will follow your commands and you can issue such commands telepathically. With a beam from your 'eyes' you are able to make the hives of your chosen insect grow massively in scale, turning an ordinary bee hive into a structure several stories in height. Similar beams can also be used to make members of your chosen insect variety to human-like sizes granting them great strength (enough that 2 bees grown this way could carry a car and passengers aloft) in the process. A final beam allows you to forcibly hybridize individuals with your chosen insect variety, granting them increased strength (though not to Spider-Man levels), potentially flight if the insect variety can fly, and bringing them under your control forcing compliance to your will. Unfortunately individuals which have already been spliced with another species - such as Spider-Man - or already sufficiently suffused with another form of radioactive energy - such as Spider-Man or the Hulk - are immune to this effect.

These powers are, however, reliant on the radiation from your meteor. While this easily has the range to go from a farm in New York state to the furthest edge of New York City, it will not extend through low Earth orbit and is probably limited to a range only slightly greater than 100 miles though it is possible to slowly build up the strength of your radiation to extend this range through effort and use of these powers, much like exercising a muscle. Once outside of this range affected individuals will revert to normal, and be freed from your control. This radiation can also be blocked by lead or other radiation shielding to the same effect. This limit also applies to your consciousness transfer to the body of insects which count as you; if they leave the range from your meteor form, or are shielded from it your consciousness will return to the meteor.

For the higher price you no longer need to choose one variety of insect. You may now apply it to any hive dwelling or swarming insect. No arachnids, and no solitary insects, but you could mix and match various species, turning some people into ant-people, others into mosquitos, and others into wasps, while composing your body of dragonflies, cicadas, and termites. This also increases the initial range of your radiation to somewhat over 500 miles and it will increase at five times the rate that it would have otherwise.

Sandjumper (600 CP/800 CP): You seem to have undergone an amazing transformation. Or at least you can undergo one. Through an act of will you can convert some or all of your body into living sand (and assuming you're in a relatively complete state back to flesh if you desire). You can harden this sand to near rock-like hardness, or allow it to loosen until you're almost a cloud of sand, and you are able to continue to control and move this sand that formed your body as long as it remains connected to you, or recall it to you if it is some distance away. This allows you a rather free-form ability to reshape your body, forming various objects from it, blast it forward in a pressured stream like a ranged weapon even as you recall spent sand, hiding in money bags that should be much smaller than your body, turning into sand castles, or slipping through small cracks, and renders you extremely resilient to traditional harm and damage as you no longer have specific organs. This also, incidentally, gives you great strength, sufficient to overpower Spider-Man with brute force, though you're a very far cry from the Hulk, and you can increase this strength further by incorporating additional sand into your mass, though this is hard to maintain and control, you could use this to grow to towering sizes several times your normal scale and with it far greater strength; though you'd still be far from the Hulk.

You are nearly immortal in this form, but you are not without weaknesses. You are vulnerable to extreme heat which can melt you into glass, and being mixed with other materials - such as water or cement - reduces your ability to control your shape, and can immobilize you and prevent you from easily changing back to your non-sand form; being hosed down won't do much, but don't go swimming across an ocean in sand form. These are ultimately only temporary hazards, and, with sufficient time, you can revert from glass to sand, or force out such contaminants. Sufficient force might also disperse you beyond your ability to easily reconstitute yourself. While the upper limit to your ability to reconstitute yourself has no hard cap and can be worked up theoretically infinitely, you do need to be sufficiently whole to maintain your consciousness, and it will be slower both the further apart and less of you there is in a single mass. If you are dispersed to a non-conscious state at the end of the jump it will be counted as death, though one-ups and death contingencies can be triggered by such a dispersal at your discretion.

For the higher price you seem to have absorbed some radioactive Martian sand into your being. This allows you to produce radiation from your body that weakens and sickens those around you, able to drain even a hero such as Spider-Man of his ability to fight back with relative speed and ease, leaving him too weak to move through just a few seconds of full body contact. This weakness passes quickly once you are gone, however. You can also channel this radiation through a touch to weaken materials, causing a police car to immediately collapse under its own weight, or destroy Spider-Man's webbing

almost instantly, or as radioactive heat to weld metal together. You are able to turn this radiation on and off while in your sand-state.



Jumper M (800 CP): You are now a master of magnets possessing powers similar to the Magneto of this world. These magnetic powers allow you to manipulate ferrous and magnetic objects from afar - though the range is measured in hundreds of feet, maybe thousands not in miles - with enough force that if you focused on one object you could overpower Spider-Man after a tug of war. You are able to divide this force between multiple objects without additional strain, though this gives you no special multitasking ability or cognitive ability to guide multiple objects with finesse and skill at once so don't expect to be magnetically fencing with several swords with just this, though it does have similar finesse to using your hands. You are also able to create magnetic force bubbles capable of holding air or even lifting people, though non-magnetic objects can easily pass through them, and unless someone is wearing metal armor or constrained in metal they'll be able to pass through with little effort; these bubbles can be made to fly towards another metal object magnetically and affix to it.

These powers may seem unimpressive on their own compared to the other options at this level, but that is because these are only your baseline powers. You are able to draw additional power from electrical generators, or specialized devices made to amplify

magnetic energy. By forming a link with a power source on the level of say the hydroelectric plant at Niagara Falls you could greatly boost these powers and maintain this link over a distance of hundreds of miles. With such a link you could fly on the Earth's magnetic fields, extend the range of your powers into tens of miles possibly hundreds, lift multiple train cars and smash them together, lift people by the iron in their blood, or create force fields capable of containing entire prisons - though an individual with Elemental Power would be powerful enough to overcome such a forcefield. And this would only be actually using a fraction of its power (although enough to cause brown outs across the region supplied with power from it). With a greater power source, or just the full might of Niagara Falls, your strength could also become significantly greater as well, but it is possible for your power to go out of control if boosted beyond this point and find yourself at least temporarily unable to control your vastly increased powers; with experience and training it should be possible to increase how far you can boost these powers safely. With a specialized device you might be able to - safely project your power all the way to the dark side of the moon, and hold down a rocket designed to launch a satellite while it's running at full lift-off thrust, or lift an entire army base's metal and move them across state from a south pacific island.

However, even boosted materials such as lead can block your powers, and non-magnetic objects such as Spider-Man's webbing (apparently humans have enough water and iron in their blood to count as magnetic but webbing and lead do not) can still pass through even your strongest fields and elude your control and manipulation.



Hero Perks

Quick Change (100 CP): Some heroes might be able to use their powers to change into their clothes. Not you, though. You are, however, able to change your clothes fast, capable of completely undressing yourself - including belt, shoes, etc - in a few seconds and dress again in the same time. Even without super speed you could duck into an alley and change clothes before anyone even noticed you were gone.

Neither Rain Nor Sleet Nor Dark of Night (100 CP): Being a superhero who goes on patrols is a rather nasty time. Pouring rain, horrible hail, depths of night, or worse a superhero doesn't get to choose when crime happens. You're now less bothered by such discomforts. You won't necessarily like them, but you can put up with those sorts of hardships far better than most people, and they do seem to just simply discomfort - and distract - you less than they would otherwise.

Forgivable Tardiness (200 CP): Superheroes have a way of missing appointments, standing up dates, not quite making deadlines, or just in general being chronically late. While people still won't be pleased by you doing these things, they will give you considerably more leeway than usual. Stand up a girl on dates regularly and she won't be pleased, but as long as you make it up to her with the occasional gift and manage to actually make one (even if late) every once and a while she'll still consider going out with you. Miss an appointment and you'll find it surprisingly easy to set up a new one, and that they aren't too thoroughly angry at you for it. Miss a deadline and you can probably get an extension, or maybe something went wrong on the other side and they're delayed as well. In general you find that your being late is more forgivable than it normally would be.

Identity Protection (200 CP): Maintaining secret identities can be hard. You and your alter ego might both have some identifying allergies - like to sabertooth tigers - or your aunt might find your costume in your closet, or an enemy may be hiding as a pile of sand when you change costumes. You have an easier time of it than most, however. Luck, circumstance, and just a certain amount of convenience seems to help you to maintain double lives/secret identities. Enemies who find out get convenient amnesia; when your aunt finds your suit she dismisses it as a costume for a costume party; you and your alter-ego both being allergic to sabertooth tigers is dismissed as just a coincidence; if an enemy does discover you're somehow find it easy to get an opportunity to fake someone else having your powers so that they can see you at two places at the same time; etc. This isn't completely iron-clad; you will have to put effort into gaslighting an enemy who discovers your identity, and if you go around openly displaying your powers in your

civilian identity someone will put two and two together, but with a bit of effort - like changing your hairstyle, posture, and putting on glasses and doing a fake accent, or wearing a mask that doesn't really muffle your voice - you could keep your identity secret for years even from nosy aunts and investigative journalists who date both of your alter egos.

I Go to College (400 CP): And you seem to be a science major. Though even if you don't go to college you have a rather impressive understanding of science. While this does give you a basic understanding of chemistry, physics, engineering, and the like, the real place where you shine is in super science of a sort. You aren't a super scientific inventor creating comic book science, for that you need **Doctorate**, but more like Spider-Man and occasionally Bruce Banner you are an expert at understanding how others are applying super science, and how to create countermeasures or sabotage such things. While you might not be able to build robots from the ground up, or a magnetic amplifier to boost magnetic powers by orders of magnitude, you could understand at a glance how to take control of Doctor Doom's robots, or figure out in mere moments how to use Magneto's magnetic amplifier to take control of his powers. Beyond merely using other people's tech this makes you good at figuring out countermeasures to it such as how to create a headband to jam the hypnotic frequency, or how to trace the energy signature of a villain's super tech with a pocket radio. These devices tend to be limited in scope, ability to survive prolonged use, and effectiveness, more jerry-rigged one use tools than anything permanent, and you can't expect to create something that will really change the world (unless a certain supertech has reached societal saturation) when you're dealing with technology that crosses over into what should be physically impossible you can find means to at least mitigate it even if not always completely counter it. This can even extend, albeit at a lessened effect to creating technological counter measures to superpowers, psychic powers, and paranormal but non-magical abilities, though doesn't apply to magic or mystical abilities unless they're rooted partially in a scientific basis (such as some magitech).

If taken with **Hero** the two will naturally synergize as long as you are playing into the hero's role, helping you to stumble onto the resources to make such devices, and to jerry-rig them quickly without preparation. This will help especially with applying it to non-technological threats, and even allow it (though still at highly reduced effect) to such things as countering magic, and mystical abilities.

If taken with **Doctorate** this helps in the opposite direction. That is with additional time for research and additional resources you'll be able to make devices that are even more

effective, wider in scope, and more rugged and durable and less jerry-rigged one-shot tools.

Spider-Jumper (400 CP): You possess a rather standard version of the Spider-Man power set. You are strong enough to lift a car regularly, and are capable of more extreme showings of strength: such as using yourself as the brakes for a runaway train car, lifting one side of a train car, or managing to move a stalled subway car. Besides strength, and corresponding toughness, this grants you the ability to climb walls or even run on them, superhuman 'spider' agility, and improved reflexes, the ability to function with less air and hold your breath longer than human, resistance though not immunity to knock out gas, drugs, and the effects of chemicals, a nervous system and sensorium different enough from human to make you immune to certain attacks that target human automatic responses, reduced need for sleep, an enhanced immune system although a bad flu could shut down these powers for a day - instead of keeping you under the weather for a week - and quickened healing speed in general. Of particular note your Spider-Sense seems to be somewhat more acute than common showings of the standard version, not merely being a danger sense, but able to detect nearby robberies, or help you find secret doors into enemy bases, and generally alerting you to interesting or important things nearby. This extra sense is not perfect and things can still be overlooked by it, but it is an extra 'importance' sense, albeit primarily geared to action, adventures, and physical danger.

Hero (600 CP): You're no Amazing Friend, Rick Jones, or side character now. You're the Hero now, the one who gets the job done when others can't. This doesn't make you stronger, or smarter, or even really better, but you seem to have something that allows you to save the day where stronger, and more powerful individuals might fail. In plain terms you possess a hero's plot armor.

Attacks seem to be less lethal against you, and more likely to be mere glancing blows, and enemies are less likely to finish the job and find themselves more likely to gloat. You have a way of stumbling onto important information, just happening to find clues that point to villainous plots, to overhear vital information, or just randomly spot a dangerous meteor through a telescope you happened to look into. Resources you need tend to become available, like encountering an expert WWI fighter pilot willing to fly you into a super-villain's lair for your last \$2, stumbling onto the enemy's weakness, or even finding a useful ally (though one from this perk will never match yourself). Any time you're working to save the day, stop a disaster, or put an end to an active villainous plan you see to find the stars aligning in your favor, and luck and circumstance ensure you have a leg up if you need it.

This is, however, a hero's plot armor. It will not help you at all in attempts at personal gain. It won't help you proactively track down and capture individuals (even wanted supervillains) who might eventually become a danger to others but are not currently engaging in schemes. Except for its direct survival based aspect, it only really works when it comes to playing the hero, and saving other people for the sake of saving them from clear and immediate threats. Even its survival based aspect is dependent upon you not being actively playing the villain yourself.



Amazing Friend Perks

Angelic (100 CP): It'd be easy to say you look good, but really there's more to it than that. You seem to exude a certain level of romantic charisma that has a tendency to get other good looking people to take a romantic interest in you. This charisma seems to be most effective, for better or worse, towards those who are on opposite sides to you, making villains prone to falling for you if you're a hero, or heroes prone to it if you're a villain. Who knows maybe you can use it to turn them from their thieving ways, or as a means of getting away from them.

Heroic Aim (100 CP): While villains don't seem to be able to hit the broad side of a barn, heroes have surprisingly excellent aim. Now you do too. While this will have you acing shooting exams in the army or police if you decide to go that route, you're not preternaturally good with guns. However your aim doesn't seem to be much worse if you don't have a sight to aim with, and your accuracy with thrown objects, wrist mounted weapons, or those that project directly from your hand itself (or another easily directable part of your body) is every bit as good as with a rifle.

Lord of the Savage Lands (200 CP): Whether a Native American, or a British lord raised in the jungle you seem to possess a deep understanding of the natural world. While you can't literally talk with animals, you can communicate with them through tone, and gestures, getting a sense for their feelings and desires from their actions and calls, and getting them to understand your own with relative ease. Animals are also very well inclined to you, if you wandered too close to a snake's nest it'd probably give you no more than a warning to alert you that its eggs were in your path and to turn away, and you might could even calm one down to allow someone else who had gotten far too close for comfort away, similarly most animals will accept your presence. Only the most vicious, enraged, or hungry meat-eating animals are liable to attack you unprovoked, and even then convincing them otherwise is rather easy unless they're really starving and you're the only available food. Now if you attack an animal first it will fight back, and if you live as a hunter, tracking and killing them they may come to fear you and flee from your presence instead of accepting it. This also comes with wilderness survival and tracking skills enough that you could hunt nearly any animal that lives through nearly any environment not immediately lethal, and know how to find food and water in any natural terrain where it exists, and how to survive in any environment humans can survive in.

Wild Man (200 CP): Like Kazar, a caveman, or Captain America your physical fitness is simply unparalleled by normal people. Your general level of athleticism could allow you to compete in any Olympic event and even if not win you'd not embarrass yourself; and

if you had proper form and training for the event you'd probably win it. You could be described as peak human, each of your physical abilities pushed to near the top of human capability and given this is a superhero show somewhat above the top of human capability. This even applies to things such as your immune system making you particularly hardy and resistant to disease, or foreign chemicals, and your senses giving you eyesight, hearing, olfaction, etc among the sharpest known to man and probably a little sharper than real life.

And this is the baseline of your physical fitness. If you're not a human, you'll be to an average member of your species what someone capable of breaking Olympic records across the board is to an average human (of course for many fantastic species there are elite and special individuals that go beyond this already). And if you had radioactive spider blood that made your strength proportionately better for your physique you'd be stronger due to having a better baseline physique (though it's worth noting the spider bite also improved Peter's physique to well above average). This does not however apply to supernatural abilities even if derived from biology, or mystical or psychic elements of a species.

Elemental Power (400 CP): Like Firestar, or Iceman, you possess power related to an element of your choice. This power allows you to project that element from you in some way, shaping it as you do so, though you cannot control or manipulate a preexisting source of it. In addition to being useful for projecting blasts of the selected element, or even creating walls or (temporary) objects from it, you can typically use it for some amount of utility. If you selected heat/fire you'd have powers like Firestar's able to melt quickly through metal, thick concrete walls, or even the ground, create cages or walls of fire, and fly through thermal heat. If you selected cold/ice you'd have powers like Iceman's. You are not limited to these elements, though the wider and more versatile an element you choose the less raw power you will possess. Still these powers tend to possess some utility function - such as Firestar's flight and Iceman's ice slides.

Choosing electricity might give you the power to shoot devastating lightning bolts and magnetically levitate yourself. Choosing light you could create blinding flashes, shoot devastating lasers, and maybe bend light to create images, or somehow fly. Weather might allow you to create a vast array of effects such as winds to carry you aloft, lightning bolts, or small snow or rain storms, but you'd simply not be able to match Iceman's cold, or an electricity user's bolts. Magnetism might allow you to emulate Jumper M, but you'd not be able to draw on external energy like Jumper M allows, and your magnetic fields would be much shorter lasting, and your powers likely shorter ranged than even unaugmented Jumper M (and you again couldn't change existing

magnetic fields except by projecting one that diverts it requiring you to maintain such an exertion instead of merely changing something). If you selected gravity you might be able to emulate telekinesis, with less concentration required - especially for a simple repelling blast - and greater ease at moving yourself, but with less finesse and likely a lower maximum force and strength.

Regardless of what you choose, you are immune to harm from the element in any amount that you can generate. Despite not being able to directly manipulate the element you do ultimately draw on ambient energy and existing material at a microscopic scale to project it. As such things that do not exist in the surrounding atmosphere tend to be off-limits (earth/rock for example). If you choose water you ultimately require moisture in the air (albeit often an unbelievably small amount or perhaps long range to draw on it), fire/heat could be shut down by surrounding you with too much cold, ice/cold by too much heat, weather wouldn't work in a vacuum, and it might be possible to shut down light powers by locking you into a completely dark room, gravity wouldn't work in microgravity, etc. Again the more universal, and thus hard to shut down, the element is the less raw power you will possess.

That Hero Appeared (400 CP): There's something just plain heroic about you. Oh, this won't help you save the day, at least not directly; if you want plot armor go look at **Hero** instead. This is more about a heroic presence and an almost karmic charisma. The closest individual to compare you to is Captain America. Like him you just seem to exude the sense that you're a hero who can be trusted and relied upon. If you don't live up to this you can lose this air easily, but if you lean into it and live the role of a larger than life hero you will find that even staunch opponents of vigilante justice and costumed adventurers - like a certain J. Jonah Jameson - will not only accept you but sing your praises and hold parades in your honor... as long as you don't do things like web him to his chair for fun. Even your enemies will find it hard not to have at least a grudging respect and admiration for you, even if they find you a paragon of an ultimately flawed system. But this is directly proportional to how much you live the life of a hero. Fight crime, save the day, and punch out villains, and you will be loved far and wide enough that even countries you fought against might recognize you as the greatest hero of the age, but if you begin performing acts of unrepentant villainy, or just staying on the sidelines, you will see this fade to merely the initial air of being someone who could be a hero.

Not-So Required Secondary Powers (600 CP): Physics and superheroes have a somewhat loose relationship at best; many powers come with required secondary powers such as how super strength allows you to lift a car without it tearing in two. All the powers here already include such basic secondary powers, but yours - from here and other places both - seem to go beyond that. Whatever 'superpowers' you possess you will find that it is easier for you to control them with extreme finesse, and fine control. In addition physics are far 'softer' around your powers in ways that help prevent collateral damage or facilitate your using them in interesting ways.

If you possessed fire or heat powers you could melt chains on someone's body with your fire powers without the metal you're melting burning them, vaporize dirt without creating toxic gas (or even fiery hot gas), and carry yourself aloft by generating thermal updrafts and thrust without heating up a person in your arms. With super strength you might be able to rip up a street to send a wave through the asphalt to strike enemies without destroying the entire strip of asphalt (despite asphalt not being that flexible), create a controlled shockwave with a clap, or even maneuver slightly in the air by flexing hard enough.

Don't expect any substantial increases in raw power from this increased softness, but an increase in flexibility, and a removal of nasty side-effects that would logically come from their use (this won't protect you from those that are inherent to the powers like them being physically draining, corruptive, or an explicit double edged sword). These effects apply, albeit to a lesser extent, to any weapon or power granting item you wield. This will also allow you to make any of your attacks non-lethal, and grant you extremely fine control of collateral damage from your attacks. While you won't be punching someone and having it pass through them without harming them to hit the person behind them with just this perk (maybe if you were also a master martial artist), you could hit someone into a crater without doing any permanent damage to them, fill a room with fire and barring something like a pile of gasoline you could practically choose which objects get burnt and which ones don't even get warm, or radiate a dangerous energy so that it only affected your enemies and not your friends. And since it should be clearly said, yes this will apply normal superhero comics secondary powers to your powers that would not normally possess them - things like letting you lift entire vehicles with super strength even though force applied to only one end of them should see them snapping under their own weight, or prevent you from burning your own skin off when running with super speed.

Civilian Perks

Bystander (100 CP): Many of the civilians here are just that. And now you can get away with it as well. As long as you don't give someone a reason to particularly target you - such as standing up to them, running a major company, or what have you - you won't be lethally targeted by individuals. Oh you might be kidnapped, but if they start shooting hostages in a bank you'd be the last one chosen from their acceptable targets list (if you were on it at all), and you won't be targeted by serial killers unless you're really the only one around who fits their criteria. Beyond this you're highly resistant to being collateral damage in something that you're not actively involved in. You could drive past a superhero fight and the chance that you'd get hit by a stray attack would be almost none, and if someone happened to drop a nuke on the city you're in you'd almost certainly be away from the epicenter (unless you were in a specifically targeted building) and behind a structure that'd shield most of the blast.

Professional (100 CP): Professional what? You decide. You have the equivalent of 15 years of training and experience in a civilian profession of your choice that was available in the 1970s. This also comes with credentials proving you have this training and experience, which will update in future jumps as long as the skills would apply (1970s computer science doesn't necessarily mean much in the year 3000).

May Have Ben (200 CP): You might not be a biological parent, but you'd make an excellent one. You have excellent child rearing skills, knowing not only how to care for a child, but how to raise one, teaching them what they need to be a fully functional member of society. You are particularly skilled at instilling a strong sense of morals, ethical code, or behavior pattern when you are ~~indoctrinating~~ raising children. While this doesn't make you particularly talented at teaching specific skills, especially higher level professional ones (basic things like reading/writing and simple arithmetic do fall under this perk's purview) you'd probably be an excellent preschool, kindergarten, or elementary school teacher.

Untarnished by Association (200 CP): You'd think that after Doctor Doom had attempted to abduct the entire UN and replace them with his puppets, twice, that publicly associating with him and even inviting him over to your estate would leave you a social pariah and massively tank the newspaper you very publicly run, especially when he uses this invitation to attempt to destroy New York City. But that doesn't seem to apply to you.

You don't seem to be judged by the associates and friends you keep. As long as you don't actually seem to be intentionally helping them in villainous schemes, or sheltering active

fugitives, if you happen to be a (plausibly) unwitting accomplice then you won't be judged for your mere association with them. If you do seem to be knowingly aiding in crimes then this won't protect you.

Bugler (400 CP): While Jameson's past is not explored in this world, he makes it clear he was once a reporter himself, and traditionally he took a floundering and failing Daily Bugle and built it up to one of New York City's most respected newspapers and cornerstone of a highly successful publishing empire. It's easy to forget that outside of his myopic hatred of Spider-Man, and seeming love of East European villain-dictators, J. Jonah Jameson is a highly skilled and capable businessman.

You're one now his equal. You have the business savvy and corporate skills to take a failing newspaper and over the course of a few years turn it into one of the most successful in the world and a highly respected and even revered name in the industry. And this doesn't have to be a newspaper, or even media publishing. You could excel at any form of business administration and management, even if you are especially skilled at building something up from a weak position to a titan of the industry.

Major Fool (400 CP): Don't worry, this perk won't make you one, but it'll help you get away with it. Like Major "Noodlehead" Talbot, Mortimer Jameson, or even old JJ himself, you just seem to be able to get away with a lot of gross incompetence, and assholery. You could make a comfortable career in journalism or the military despite routine failures or repeatedly forcing a newspaper to print retractions due to faulty investigation and not get punished for it. This wouldn't see you necessarily soaring through the ranks, or getting promoted, but you're mostly protected from the direct effects of your mistakes, sloppiness, or just plain laziness. This won't protect you if you intentionally attempt to sabotage your own side, such as letting spies in on purpose, but if they sneak in on your watch because you messed up, or just didn't feel like applying your out of context powers you are unlikely to receive direct punishment for it. Even something like creating a slime-monster that eats anything except a special material and then not sealing it up properly so that it got loose and became a threat that would have destroyed the world if not stopped by a weakness to gamma radiation would see you receive little more than a slap on the wrist and maybe being fired from your current position. Though this perk wouldn't go so far as to ensure that the monster gets stopped, and if it didn't the perk would reach its limit at some point to stop lynch mobs from being after you in the mid-societal collapse panic.

This perk doesn't merely stop at social consequences, but will also help you survive the effects of your own incompetence or stupid mistakes. This isn't completely foolproof, but

you'll have a better chance than you should to survive stupid crashes, idiotic mistakes, or accidentally creating and then not containing a murderous slime monster. Push your luck repeatedly and it might fail you, and this only covers incompetence and truly stupid actions; going up against a supervillain you have a reasonable chance of beating and losing isn't included, attempting bad kung fu movie kung fu against a supervillain who could casually crush you like a bug is.

Visions of the Future (600 CP): You might just be a fortune teller, but you definitely possess the ability to see the future. This ability isn't wholly under your control, though with effort you can force visions to come. Usually though, and even when forced, you simply get flashes of future events, showing you images of what will happen. These visions are not necessarily complete, and how far in the future can matter, but even mere fragments of what will come to pass can be a useful advantage. These visions are accurate to what will happen if they are not intentionally acted upon, but even the most detailed of these visions can miss certain elements/don't show everything. If a vision shows a shuttle crashing and exploding the shuttle will crash and explode, barring active distinct action to change it, but if you don't actually see people inside it being killed it's not guaranteed they'll die even.

While it's possible for these visions to show a variety of events, they will typically show visions of danger or disaster which impact you within a few steps of removal. You might see a gantry falling towards the boyfriend of the aunt you are visiting, or an explosion in a nearby area that will rain debris towards you. The more emotionally connected or directly impacted you are the longer ahead of events and more detailed the visions will be; your aunt - potentially - dying in a shuttle crash might give you several days of warning and a fairly extensive vision, while a gantry falling towards her boyfriend you've never met who will be safe might barely give you time to run there in time to get there a moment too late.

Criminal Perks

Cat's Curse (100 CP): Heroes have luck, but criminals have traps. You are an expert at the creation and placement of booby traps. When it comes to rigging an area with traps you have a good idea for how and where to set them up for maximum effect. This of course means making certain that you can move through the area safely if you have any intention of doing so. You can also set these traps relatively quickly, a bit quicker than it really seems like you should be able to; this isn't anything like instant, but rigging an escape route the night before might only take you 90% as long as it really should. This include the basic engineering skill to set up simple traps like might be used in hunting, or to weaken and sabotage structures to turn them into traps, but while it will help you optimally and quickly set up more sophisticated, technological, magical, or exotic traps it doesn't include the knowledge and skills necessary to make them, you'll have to acquire that yourself.

Pick Pocket (100 CP): Like the Black Cat, you are a phenomenal pickpocket. Getting a piece of jewelry off of someone without them noticing it is almost as simple as walking by them in a party and saying hi, or letting someone else say it for you. With the smallest distraction you could remove a necklace, bracelet, or ring from someone without them feeling a thing, and something like stealing a belt pouch, or a wallet would be simpler still. This also helps you identify easy marks, good distractions, and easily gauge how likely you are to be caught barring outside elements arriving.

Acrobat (200 CP): Rounding out your chance to be the Black Cat, this grants you acrobatic skill every bit her equal. This is the sort of skill to make you able to climb walls for upper story work without spider powers, and skills to shame an expert gymnast. In fact you might have greater agility and dexterity even than a **Wild Man**, able to dodge attacks and slip away from even super powered foes with relative ease, avoiding nets, or webs. It'd not be too unexpected for you to slip free from the grasp of someone like Spider-Man mid-air and if you had a grappling hook manage to out maneuver the web slinger on your way down to a landing as an ordinary human.

Get Me 8 Karate Masters Next Time (200 CP): Or maybe you'd rather be able to fight like the Kingpin? While this won't give you the physique to match the likes of Captain America or even the Kingpin you do have similar skills to the latter. Enough that with a physique like the Kingpin's you could defeat three karate experts - black belts at least - in 15 seconds. You are skilled enough to be considered a master unarmed combatant even by the standards of a world as fantastic as this one, capable of challenging an individual such as Spider-Man through pure martial skill as an ordinary human, though he'd still

beat you quickly he'd have to put in effort to do it, and if you possessed a physique like Captain America's or Kazar's it wouldn't necessarily be a quick fight any longer, and you might manage to pull off a win especially if he lacked his web shooters. This perk also helps provide you with skill with muscle powered melee weapons so if you had a weapon of your own - say a certain shield - the fight would become much more equal.

Not Wanted in New York (400 CP): It seems that extradition does not apply to you. As long as you committed a crime in another territory then where you currently are, law enforcement just won't seem to care about the crime. Well the individuals involved might care, but they will not take legal action against you for it, and your crimes are strangely easy for the common man, in law enforcement or not, to overlook as long as it happened somewhere far away. Now, if you specifically did so against a major official or functionary of the current territory this won't apply so don't attack the UN or diplomats. But otherwise if you did it over there, it's over there's problem and over there has to handle them itself. Not only that but law enforcement won't follow you from one territory to another. Oh, they might inform neighbors of your crimes or even broadcast them on the news, but they won't move a muscle to actually apprehend you outside of the territory you committed the crime.

Exactly what counts as far away will vary with the society in question. In the modern day this would be another state, province, or administrative region, not as simple as going to the next town, but for large nations still within national borders. In ancient Greece though this really would be just going to another city-state, and in a space opera setting this might mean going to another planet or star system entirely.

Stuntman (400 CP): An accident has fused your body with a cyborg movie prop and somehow this has made you a fully functional cyborg. These cybernetics provide you with super strength slightly edging out that of Spider-Man's, though you don't possess his other powers. Instead your cybernetic form possesses a variety of useful gadgets and tools, 3 or 4 useful gadgets on the scale of utility and usefulness as finger mounted laser beams capable of wounding humans, or cutting through ropes or webs, rocket powered roller skates to allow you to zip past cars, or a series of small containers to hold objects scattered across your body. The metal portions of your body are naturally more resistant to cutting and penetrating force as well as providing you generally increased toughness and durability.

Because you're paying CP for these cybernetics they will adapt to any and all of your perks and powers that would work for your body, meaning that you can heal them with your accelerated healing factor despite them being machinery and not biologically parts.

This also means they will not interfere with your fiat backed powers functioning such as having reduced access to the Force (from Star Wars) or similar difficulties which cybernetics can sometimes cause.

If you would prefer you may have this cyborg form be an alt-form.

Conservation of Heroism (600 CP): Spider-Man and his Amazing Friends often fought the very same foes that Spider-Man fought alone. And yet despite Firestar and Iceman's help it didn't seem to regularly be much easier for the trio than Spider-Man alone. Some of this might be that Spider-Man himself had fewer instances of rising to the occasion, but the foes seemed to actually grow stronger: Kraven went from possessing the speed of cheetah to the speed to outrun one, and strength to stop a charging rhino to that of 10 gorillas (though those might just have been his self-hype), Doctor Doom suddenly had rocket jets, and powered armor that actually increased his strength, the Green Goblin developed super strength, Sandman developed the ability to grow to gigantic scale, and the Chameleon went from wearing disguises to some form of shapeshifting.

Now, like these foes of Spider-Man, you seem to simply become better when fighting groups. Whether you're smarter, faster, stronger, or just have new tricks and powers, you'll find yourself rising to threaten entire teams when you are faced with them. This only counts meaningful enemies, so someone who is so far beneath you that they effectively are no threat to you even with the others, or who is so far removed from the conflict as to be effectively outside of it, won't add to this boost; so antagonizing people all over the world won't help you fight Spider-Man, though antagonizing an angry mob in New York City might. Though before you pick fights with mobs, this boost seems to cap out at about 7 opponents, and unless your enemies are actively getting into each other's ways you'll never see enough of a boost against a team to make fighting them as a whole easier than fighting the strongest individual member would be (assuming in both cases you were fresh), and as the boost will go down as you defeat them and effectively remove them from the conflict you'll still be generally better fighting them one at a time given the choice. That is unless they are so inept at working together as to actually get in each others ways, have differing goals to the point of potentially fighting each other while fighting you such as heroes working to stop an anti-hero 'ally' from using (excessive) lethal force, or you actively work to sow dissent and turn them against each other. Still it should help you play the big bad villain, and if nothing else being able to take out entire teams at once is a time saver.

This is of course best used when working alone, though having allies doesn't completely disable it. You just can expect to need your side outnumbered for it to activate and to get

the boost you'd normally get from 2 people you'd need to be (roughly) outnumbered 2 to 1, 3 people 3 to 1, and so forth. Now minions who are so weak that they are effectively only cosmetics not being any threat to your enemies don't count against you, and just like how the boost would fade as you beat a team, if your allies start dropping till you're the last man standing you'll see the boost increase so allies are far from useless. Even minions can be useful to wear down opponents through waves before you fight them. Maybe that's why the Kingpin waits to fight Spider-Man alone.



Scientist Perks

Evil Genius (100 CP): Well you might not be a genius in the ordinary sense, but you do have a certain genius when it comes to evil. You seem to be able to always come up with inventive and original ways to use your powers and abilities for the purposes of super villainy. This won't help you with more white collar crime, but when it comes to the flashy acts of super crime you can always come up with a unique, and new scheme that has a touch of flair and panache to it. Besides helping you have proper villainous style, this does help you come up with ways to actually use your powers to help you steal, blackmail the world, or abduct the entire UN and replace them with robots.

And if you're not feeling villainous, this will also work for petty acts of bullying, pranking, and general dickishness. You'll never get into a rut of just webbing Jonah to his chair, but be able to come up with new and original ways to torment him with your powers.

Salvaging Plans (100 CP): Villains have a tendency to lose. It's unfortunate, but that means you need to have contingencies in place for when it happens. You know how to create your plans to help you recoup at least some of the resources you used even in the case of a total defeat, or at least gain meaningful information and intelligence. In less than total defeat the amount you can recoup from a failed plan will of course go up. And just in case you really mess up and end up jailed or captured, you're an expert at hiding portions of your assets and preparing supply caches for when you manage to escape or get free.

All They See is a Janitor (200 CP): Janitors can get in everywhere, especially in this world where they seem to have access to top secret launch codes, and that is not a fact that all villains can afford to overlook. By taking on the role and guise of a janitor, or another such low status servile role, you find it easy to get past suspicion and security. When applying for such a position you find that getting past background checks is surprisingly easy even if you have a rather significant criminal record - or are missing a background entirely - and even when you're merely disguised as one you find that people just don't look at you too closely even in relatively high security areas. In general, when acting as a low ranking menial it will be easier for you to go unnoticed, and you will find security in your path laxer.

Reptilian (200 CP): You are able to turn into a reptilian form with increased size and strength. Your scales do help armor you, though not to the extent of being truly bullet proof. The form does however grant you super strength, significantly less than Spider-Man's, but closer to his than a normal human's, as well as an ability to climb walls that is again similar to but less than Spider-Man's (you definitely won't be running on them on two legs). It does grant you some odd abilities however, you are able to regrow limbs in this form, and can detach your tail only to regrow it nearly instantly - though this is calorically intensive - and are able to squeeze through tight spaces in a way that a human would have difficulty or find it impossible to do despite your increased bulk. Finally you possess telepathic abilities that allow you to control and command non-sapient reptiles. This is not a mere empathic ability, but allows you to actively command and control them. You won't be able to see through their eyes, but you could turn every reptile within your range into your unswerving soldier, moving out to patrol the streets and attack any human in their path. You seem to require relatively close proximity - or at least the ability to perceive them directly - to give commands other than one to call them to your location which seems able to work from at least a block around if not further, but once a reptile is under your control you can command it from across a city such as New York City at least.

Lair Builder (400 CP): A supervillain needs a proper lair. And if you can't find one, you know how to make one. You have a keen eye for locations which would make for good secret bases, and an understanding of the engineering and architectural requirements for creating a hidden lair. You are an expert at creating secret doors, facades, or buildings that outright transform, understanding the (sometimes outright fantastic) design principles about such things, and are able to build a supervillainous laboratory complex that from the outside looks like nothing more than an ordinary - and rather run down - warehouse. This even lets you build transforming facades or rooms which seem to have walls which are bigger on the inside than the outside - you're not going to be making living spaces this way, but you might be able to fit a secret crime lab into the wall of a small apartment where they'll unfold with a switch, including bulky machines that appear to fit into the outer wall which as seen by its window is in no way thick enough to hold them. And those lairs you do build are somehow harder to find than they should be even at that, as if there was some sort of cognitive filter or good luck charm keeping people from noticing them or seeing people coming and going; this isn't an absolute guarantee, but if you're doing your job right even only half as many people noticing should cut it down to quite a small number; though do be careful of independent heroes they have a tendency to fall into the portion of the population not affected by this.

This ability naturally synergizes with **Doctorate** helping you to work such super tech into your lair as devices and defensive emplacements.

Similarly it synergizes with **Curse of the Cat** making you an expert at including hidden traps into your designs, and giving you the engineering base for much more complicated and elaborate traps built into structures, while **Curse of the Cat** just simply gives you a natural eye for where traps would be good in a structure and how to make them effective.

Tyrannical Legitimacy (400 CP): How did Doctor Doom expect his plans to work? Even an absolute monarch handing power over to another is far from guaranteed to see that power actually transfer, and the UN, or most Heads of States, don't have the authority to directly transfer their authority to another, instead having to deal with constitutions and elections and the mechanisms of state. Except maybe they don't? If you can get the legitimate head of an organization - including a nation - to declare a transfer of power to you, it will be respected as you having just as much legitimacy to the position as the one transferred the power to you even if they don't have the authority to do so by any means - such as the President of the US unilaterally declaring you the US's new executive branch head. Just be careful if it's discovered they didn't actually do it, or were mind controlled or the like, this legitimacy will disappear. This won't guarantee that no one has a problem with this, or that the means you used to obtain it won't be seen as illegal, but - continuing the presidential example - you will be recognized as just as legitimate as if you had won the election yourself. Of course this only gives you legitimacy to their powers and authority; you'd be recognized as the legitimate president but that wouldn't give you absolute dictatorial authority or the right to serve more than the rest of their term. Still you don't even have to be legally capable of the position - such as becoming president without being a US citizen - and you can use mind control, coercion, or deception to obtain this position as long as it is not publicly revealed before you have firmly established your power and authority.

This also seems to help you turn any organization you control towards an absolute concentration of power in its head or leader, allowing you to turn a government bureau you are head of or a company you are CEO of into your own personal fiefdom or steer even the most democratic or republican government towards an absolutist system with you possessing dictatorial power and authority. This won't happen overnight, but given a few years you could make your power as absolute as Doom's is in Latveria. Of course Doom does face rebellions in Latveria, and you may as well, especially if you're as abusive and tyrannical as Doctor Doom, but no rebellion or usurper to your authority in an absolutist system will be seen as legitimate by the people, or anything more than an uneasy poser as long as you live, and should they attempt a full uprising and fail to kill

you decisively early on into the conflict you will find that their moral is shattered and they will begin to crumble away needing to rebuild momentum anew instead of holding what they have successfully taken or pressing their advantages.

Doctorate (600 CP): You are truly a scientist now, one who can be counted among the likes of the great Doctor Otto Octavius, Doctor Victor Von Doom, Bruce Banner, and the Lizard. You could be one of the greatest inventors of this world, and while that's not quite as meaningful as in the main continuity, mind control devices, radioactive weather control devices, shrink rays, robot duplicates, and even time machines all are things that you could with time and effort learn to invent and create. By taking this you have in effect become a comic book mad scientist, highly skilled in engineering and the creation of devices which seem to rely on far softer laws of physics. These creations will take time and effort, but the sheer variety of things that you can create, not to mention the possible power is immense.

This scientific skill would also allow you to duplicate the technology of any technological Items you buy in this jump. They won't have any abilities based on pure fiat (such as automatic repair or resupply, the **Throwing Shield's** ability to return when thrown, **Web Shooters'** ability to go through force fields for no discernible reason) but you could replicate their technology, potentially mass produce them, with this scientific skill and knowledge, and will have the knowledge and skill to do so included without having to research them or reverse engineer them; in fact, if you'd prefer, you could be considered to have made (and invented) them yourself as part of your background. If the item has anything that is reselected each jump, or each year, you only gain this knowledge for your initial selection for it, though being able to make a serum to remove one power at least would give you a leg up on others.

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.

Jumper Toys (50 CP): This is a small collection of about a dozen action figures depicting yourself. These toys are not particularly large, a few inches at most, but are in fact robots, built to move and act on their own. They don't have anything resembling a sophisticated AI, but will walk, jump, and mimic some of your common powers in a non-dangerous, kid friendly way.

Jumper and Their Amazing Companions Complete Series (50 CP): This is a set of DVDs, blu ray discs, cassettes, or other media storage devices containing the Jumper and Their Amazing Companions cartoon in its entirety. For each jump you've visited, and each jump you visit in the future, there will be a season - maybe as short as 3 episodes or as long as 26 - of a cartoon depicting some version of your time and the events there. These cartoons are in the styles of a 1980s children's cartoon tending towards somewhat more silly and less serious, episodic adventures, and will always remain safe for work so the exact amount they actually resemble the jump they're based on may vary wildly. Many episodes will include narration by Stan Lee.

Blood Brother (100 CP): This is a large and dangerous wild animal. Well wild might not be the best word, and it's not dangerous to you. It is your blood brother, as loyal to you as Zabu is to Kazar, or Kraven's giant constrictor is to him, and even if you can't understand each other it would clearly fight for your sake, even against dangerously super powered foes without flinching, and will serve as your loyal companion and protector (though it counts only as a follower unless you import it as a companion). It is at the peak all around for its species, and if it would be smaller than normal human size will even be enlarged to human size (in case you wanted Quasimodo's bat), and is unusually clever and intelligent, you're not going to have conversations weighing the merits of philosopher's in detail with it but it can sometimes seem surprisingly human in its comprehension of events and its survival and battle instincts are excellent.

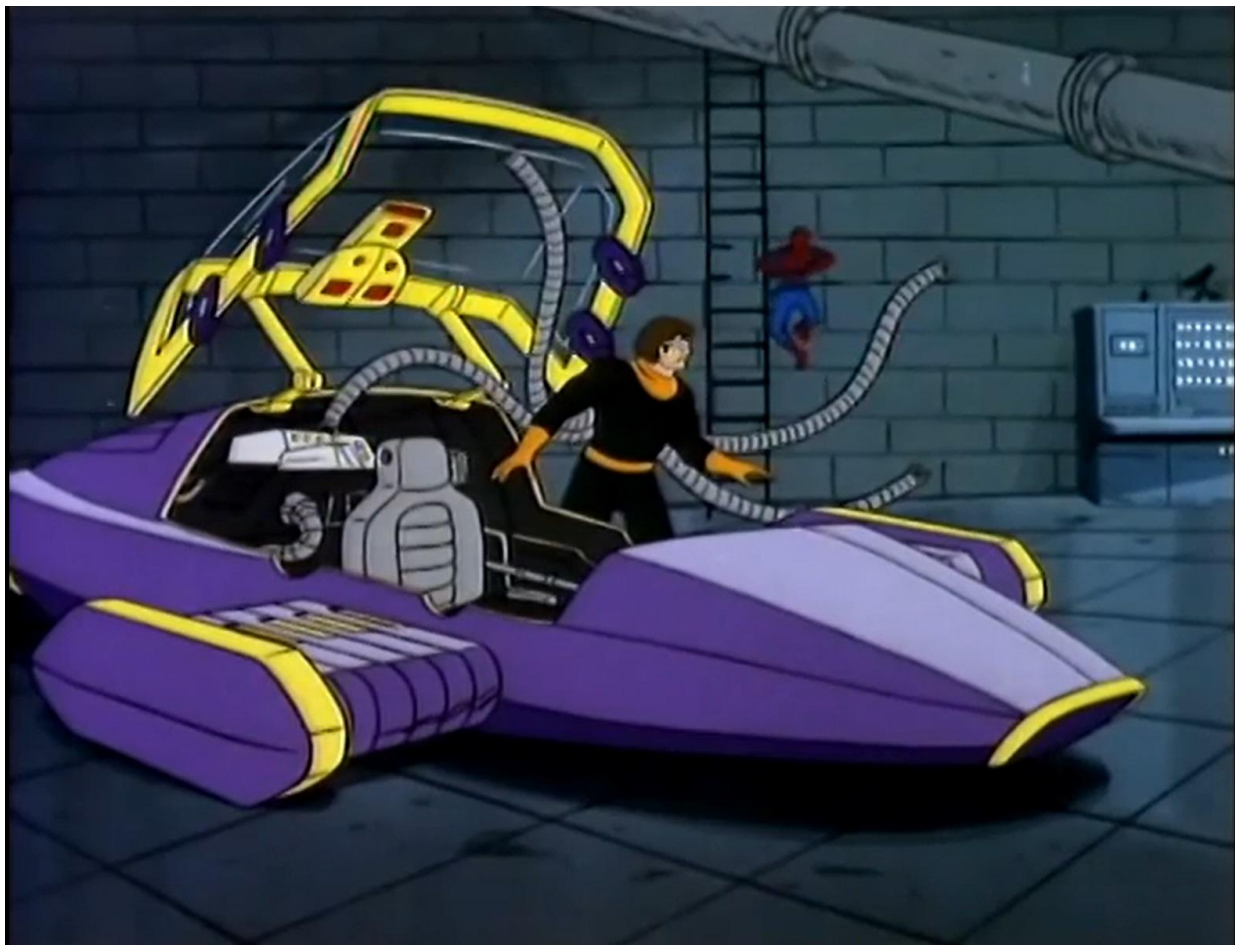
Goblin Broomstick (100 CP): Well really more of a glider, but Norman called it a broomstick and I'm not argue with him when he's laughing like that. This is a small flying machine, designed to be ridden with your feet placed on its wings, which are to either side of the large rocket that provides thrust. While not necessarily as comfortable, or sheltered as a helicopter, it is a fair bit faster and its smaller size helps it to move freely where a helicopter might not be able to. Plus it does seem to only need your feet to steer and control it leaving you a fair bit freer to fight when piloting it, in fact since you're paying CP for this it doesn't seem to so much need to be steered by controls as you can control it like part of your body when you've got both feet firmly on it. Like the car it does automatically repair/maintain/refuel, and replaces itself within a week if destroyed.

Remote Controlled Plane (100 CP): Cars, broomsticks, what about just a regular plane? This private jet is on the smaller side for an intercontinental plane, but its passenger area alone is still larger than a car or two. Oh and it doesn't need a pilot, as it comes with a remote control built into a throne which can be used to fly it with a planetary range. Will even come with a screen that displays sensor data from it so you can see what's happening, though more useful than the visual is probably the other sensors, and the controls do seem mostly autopilot based 'fly here'. A bit of work and scientific know-how (such as a **Doctorate** though that's actually far more than needed here) could allow you to make a wearable glove to replace the throne if you wanted. Like other vehicles here it automatically refuels/repairs/maintains itself and will replace itself if destroyed within a week.

Temple Lion Dog (100 CP): A protector of Tibetan temples, at least according to Sunfire. Well whatever the breed's actual purpose this small-ish dog is certainly loyal to you, and smarter than it seems. Its nose is excellent, able to track a specific car across New York City simply by seeing it kidnap you - or one of your friends - and starting to follow it, though it's possible for it to lose the scent if they take proper precautions. Of course tracking isn't all it can do with its nose. It seems to possess the ability to tell (your) friends from foes with its nose, able to smell malice towards you, as well as smell through disguises, shapeshifting, and impersonating clones. Beyond that this dog is a fair bit cleverer than it should be, not really a person, but a surprisingly sharp and obedient animal, which seems to have the **Hero** perk.

And yes, if you'd prefer this to be a sabertooth tiger or some big, dangerous animal you can combine this item with **Blood Brother** to have an enemy-detecting giant eagle, bear, or something.

Villainous Submarine (100 CP): This is a small submarine, made for a single person, though it is roomy for them even with its (odd?) design choice of assuming they possess tentacles they'd want to extend out of its sides diagonally from their body. The submarine is strong enough Spider-Man can't beat through it, even the atomic glass which allows you to look out of it in front. As mentioned before it has 4 holes designed to allow the pilot to extend tentacles through them, but in case you lack tentacles of your own, it can have four metallic grasping tentacles installed, capable of extending to significant lengths and manipulating objects, though these won't have the flexibility, ease of control, or even strength to match Doctor Octopus's. It also possesses a pair of tubes (in and out) to siphon oil or other fluids from one location to another in industrial scales.



Paralysis Beam (150 CP): Though they come in many forms and types - such as cold based guns that somehow freeze up movement, guns that disrupt nerve signals, or guns that project force fields that hold the target - weapons that shoot paralyzing beams are quite common in this series. Regardless of the variety chosen the effect of this rifle-like weapon is strong enough to restrain Spider-Man, though with heroic effort he could move one or two fingers, and will eventually wear off after a few hours as well as being able to be disrupted by outside forces; it could probably mostly constrain someone like Namor as well, making it stronger than even a **Golden Spinner's** webs, though don't expect it to work on the Hulk if his gamma energy and strength don't disrupt it, they will once he gets angry. Still it's a good way to non-lethally contain foes if you're interested in that, and should be able to restrain ordinary humans with ease, just be wary of individuals with great luck, or the willpower to do the impossible.

If you'd prefer, instead of a hand held rifle you can have a mounted gun. Harder to move and carry around with you, you can however leave it continuously re-applying its beam on a target, leaving them needing to either break free or have outside help as time can no longer save them.

Sonic Sword (150 CP): Sonic technology built into it allows this katana to glow brightly and cut through blocks of ice, bronze statues, and robots with almost no resistance, seemingly through both vibration of the blade and projecting destructive sonic vibrations out from it. These vibrations will even shatter ice or dissolve webbing wrapped around it without needing cutting force. What's more it even functions somewhat as a ranged weapon as it can project an amount of sonic force outwards in an offensive beam capable of knocking people out, though you'd need several such beams at once to bring down Spider-Man or even Iceman when he's armored with his ice, and it's not a sure one hit down for a normal human.

If you'd prefer something other than a katana, you can select another melee weapon. Something with a blade might work best, but the sonic energy will still add to the impact of even a bludgeon.

Anti-Gravity Beam (200 CP): This man sized device is capable of projecting a beam across long distances (hundreds of miles at least, though straight line beams and Earth's curvature can prove problematic) which negates gravity in an area where it strikes. This beam can be set to be at least wide enough to cover 4 lanes and the sidewalks on either side, and potentially wider, and will simply turn off gravity in the area, passing through physical objects to do so, and causing objects in the affected area to begin to float no longer constrained by the force of gravity, and instead being affected by the centrifugal

force of the Earth's spin. This device does, however, require an external power source so make sure to plug it in.

Hypno Gas (200 CP): This is a small canister of gas that makes people who breathe it in highly suggestible, as well as making their memory of recent (and happening) events extremely malleable. This combines to allow you to fabricate memories of events which have happened in the last several minutes - possibly an hour with a particularly concentrated dose - and suggest ones for them to see in the next few minutes as well. You get 1 canister of this gas which is enough to work on several individuals who are standing close to each other, or a small room, and it restocks in a matter of hours when used.

Lair (200 CP): Not every villain has the time or inclination to build their own lair. Perhaps you'd prefer this. This is a secret base, built to be disguised as either a geographical feature - such as a mesa, part of a mountain, or just a small hill - or with an outward facade as some other type of building. It is however a fully equipped lair, built partially - or even mostly - underground. It comes equipped with various defenses and booby traps, spartan living quarters, as well as a certain amount of space dedicated to either laboratories or your hobbies and villainous inclinations; maybe you want a miniature indoor jungle instead of labs, a barracks for minions, or just luxury accommodations. Whatever you choose to fill the space with, it has its own generator that can provide it with a reasonable amount of power, as well as its own water supply, and will be aesthetically designed to fit your costumed aesthetic and style - whether heroic or villainous.

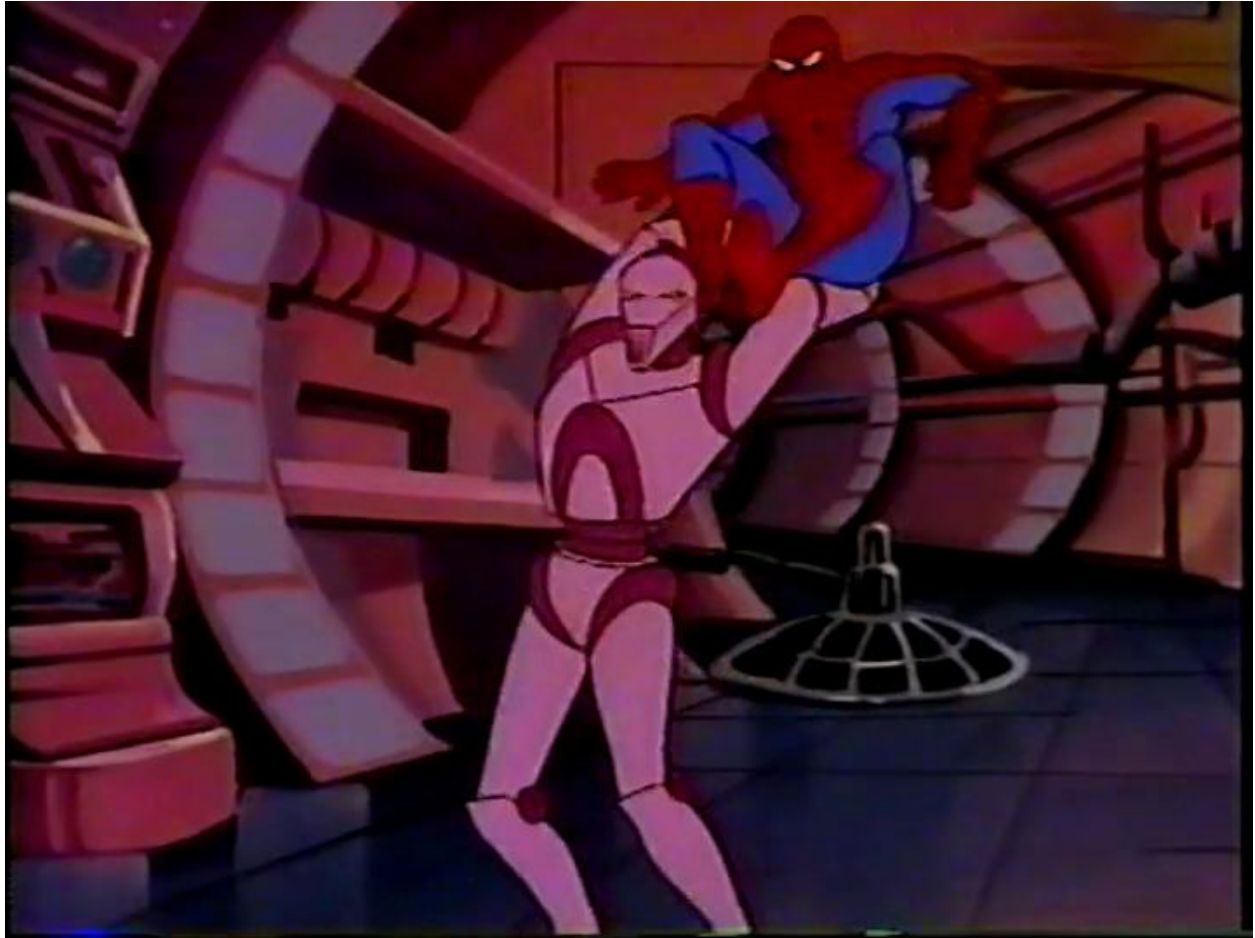
If destroyed your lair will be replaced within 3 months. It will automatically repair damage, and maintain itself over time as well as refuel the generator/refresh the water supply though this is not fast enough to maintain peak usage continuously.

If you took **Cat's Curse** you'll find the traps better optimized and more thoroughly designed.

If you took **Lair Builder** it will count as being built by you, gaining the cognitive blocking/luck to avoid detection effect of secret lairs you build (and other perks that apply to your creations), as well as generally being higher quality in general from better traps, to better labs and accommodations, even a slightly stronger generator.

Additional purchases (made at a discount) can either be separate back up lairs, or combined with this lair to make for a larger lair. Each time you purchase a **Lair** to combine with another it doubles the total size of the **Lair** and lab/optional space. If you

purchased 4 lairs and combined 3 of them you would have 1 normal sized lair and a single lair at 4 times normal size. If you purchased 6 lairs and combined 2 of them together and the other 4 together you'd have 1 double sized and one at 8 times normal size.



Robotic Legion (200 CP): Well maybe not legion. These are 20 robots similar to the purple ones that Doctor Doom uses as his basic soldiers in Latveria and his various evil lairs. Controlled by a large (car sized) computer, of the old, no GUI variety but full of switches, levers, and buttons, they have no will of their own though they do have simple AIs capable of performing patrols or military maneuvers and basic military tactics. Each is armed with a beam weapon of some sort capable of being set on both lethal and stun - the latter knocking out targets though some foes will be too powerful to be affected by the stun setting. Overall they're not really much more dangerous or powerful than basic armed goons, though their stun rays are better for taking prisoners than a submachine gun, and a well-trained military squad will be more than a match for them man to bot, but they are absolutely under your authority, and have far more stamina than a human. Just

make sure no one gets to the master controls which do include a self-destruct if you ever need it.

They will recharge/maintain/repair themselves automatically when not in use, and destroyed models are replaced after 1 week.

If you purchase this item again (at a discount) the number of robots gained is increased by an order of magnitude each time.

If you purchased any of the following in this jump you may pay additional CP to replace their basic blaster with them instead (though each robot will only carry 1 weapon):

Paralysis Beam, Sonic Sword, Omniblasters, Shocker Gauntlets, Shrink Ray, Web Shooters, Throwing Shield, Cat Claws, Deadly Tentacles (upgraded if you

purchased that), or despite only one proper Doom Bot showing up **Armor of Doom.**

This cost is only paid once no matter how many weapons from the list you purchased, and you can mix which weapons they have (if you want 10 with Sonic Swords and 10 with Throwing Shields). However this additional price is 50 CP + 50 CP for every 2 purchases of Robotic Legion after the first so 2000 robots with Omniblasters would cost you 500 CP plus the 300 CP for buying Omniblasters (and 200,000 would be 800 CP plus the 300 CP for Omniblasters).

Goblin Formula (250 CP): This liquid, chemical formula, transforms those who drink it into super powered goblins. This transformation grants them low end super strength, improved healing speed (though don't expect them to come back from being skewered that came much later), stamina, green scales that provide a slight armoring effect albeit no better than chainmail if even its equal, and psychosis. Oh yes, it does include the normal maddening effects of the goblin formula, twisting the mind much like it did with Norman Osborn.

You get enough to spike a major city's drinking water reservoir and turn everyone who drinks it into a goblin. And if you for some reason use this it'll be replaced within 3 months.

Invisible Paint (250 CP): This paint renders whatever is painted with it invisible from the direction that it was painted thus; if you painted the outside of a building you could still see the building from the inside though you might need to paint both sides of the exterior if you didn't want people just looking in through the painted side or maybe not, it's really rather hard to say. This could even turn something invisible from only certain directions, such as painting the front of someone but not their back.

The paint does wash off very easily, and will wear off with time as well even without a good rain storm or hosing down. You get enough to paint a whole blimp or helicarrier, or scores of individuals, and any you use will be replenished within 3 months.

Jet Marine (300 CP): The Jet Marine is an experimental fighter jet capable of vertical take off and landing. Its name probably comes from the fact that it is fully submersible, designed to act as either a small one person submarine or as a fighter; though it is large enough to carry a passenger or two (or a captured Hulk) comfortably. Of course you're not paying because it's a fighter jet that can submerge, or at least not just because of that. Besides being an absolutely top of the line (by 1980s standards) fighter jet, it contains many supertech devices and capabilities. Its sensors can detect specialized energies or radiation, and beyond your ability to program them at the start of each jump you can select a single variety of 'energy signature' that it can detect - such as Gamma Radiation in this world, though you could also choose the increased electrical brain activity of mutants and in future worlds you might be able to select such things as 'chakra', 'devil fruit users', or 'psychic energies', it can't be a specific individual though, but a broader category of energy. These sensors are useful for its stun (and regular) missiles, which can be set to follow and strike a target by following an energy signature such as heat, a type of radiation, or whatever special one it can detect. These stun missiles are strong enough to knock out a person and won't kill them, though against a monster like the Hulk will merely budge him back some, but given most conventional missiles have trouble doing that that's still something. In addition to these missiles - and the normal weapons you'd expect from a jet - it possesses plasma bolts strong enough to completely destroy small boulders or cause the Hulk pain, a gravity beam that can render a target temporarily weightless and floating (like the **Anti-Gravity Ray** albeit with much worse range and area of effect), or increase their weight substantially by more than double though as this was shown to make the Hulk stumble and have to strain at first to walk and he can jump miles probably a fair bit beyond that, as well as vertigo rays that leave target dizzy, and while not shown given it was designed for submersible combat it is likely armed with depth charges and torpedoes as well.

It maintains and refuels itself, repairing damage over time and being replaced within a month if destroyed.

Omniblaster (300 CP): A jet is good, but wouldn't it be better to pack that firepower into a rifle you could carry by hand? Well the omniblaster here might just do that. A beam rifle with several settings it arguably possesses more punch than the Jet Marine, and really probably provides the strongest energy blasts available for purchase except for **Ruby Beams** and what it lacks compared to those in power it makes up for with versatility.

Its most basic beam is an explosive ray capable of destroying rocks larger than tanks. Though its magnetic ray allows for levitating metal objects at least up to and including the largest tanks in common use in the 1980s. The heat ray setting is capable of almost instantly creating holes in 6-ft concrete large enough for grown men to walk through with ease. Its last ray is a freeze ray capable of instantly freezing people into blocks of ice. And as a final option it has a self-destruct button which can be used to cause it to explode in a destructive blast more dangerous than any of its beams if you have need for it. None of this will so much as scuff Cap's shield (though you might be able to freeze or levitate it), and the Hulk probably won't be more than angry about its strongest settings but it's a potent weapon for this world.

Shocker Gauntlets (300 CP): Well despite being called gauntlets they actually work with the included suit. These metal bands partially cover your hands and forearms, including bridges over your knuckles apparently for punching people. Not that punching is something you're likely to be doing much of when they give you additional options. With just the gauntlets you are capable of creating vibrational blasts capable of blasting through prison walls, potentially bringing down entire buildings, or breaking Spider-Man's arm with a direct hit to it. Of course they do work better with the suit which allows for finer control and radiating the energy through your entire body to create force fields around yourself to block attacks from the likes of Firestar or Iceman completely, or to vibrate and blast people or objects from your body; this won't be as destructive as the directed blast of your gauntlet but it's still enough to send Spider-Man flying if he was grappling you. Even when not actively creating a forcefield, the gauntlets and suit do work to mitigate incoming force against you, shunting it away so that an ordinary person could take a few hits from Spider-Man without going down. Do be careful, though, as it can't maintain the forcefield indefinitely, it isn't exactly designed to maintain the full forcefield and attack at the same time (attempts to do so will leave both at less than half effectiveness), and if the suit is damaged your shield is gone, while if you lose the gauntlets none of it works. Still you could fight the Spider Friends with just this... until they focus fire on your gauntlets and destroy them.

Doom Blimp (400 CP): This is a truly massive blimp. An anti-radar screen makes it invisible to radar, and despite its size it is able to fly higher than and faster than Air Force 1. It possesses a tractor beam capable of pulling Air Force 1 - or another plane - out of the air and into it. The blimp also possesses rather comfortable quarters fit for a king, as well as more spartan quarters for their entourage and a fully functional villainous lab, with its own generator, the ability to store enough water for long periods in the air, as well as 20 robots like those provided by **Robot Legions** though they are powered by the blimp and will lose power soon if sent off of it.

Like most vehicles here it automatically refuels/repairs/maintains itself when not in use, though it can go weeks between times it needs to land to perform refueling and maintenance. If destroyed it will be replaced within 3 months.

If bought with **Gamma Base** you may combine them to get a SHIELD Helicarrier (or equivalent vehicle). This will replace the **Robot Legions** with trained soldiers - similar to those granted by **Gamma Base** - while increasing its size to that of a full sized carrier, complete with rooms and quarters for what is in effect an airborne military base with multiple top end science labs. It will retain the Doom Blimp's speed, anti-radar, and tractor beam, though this last will be made significantly more powerful. This will replace the **Gamma Base**'s tanks and jeeps with additional airborne vehicles to help you really serve as an airborne carrier or to simply ferry personnel on or off the carrier. Finally it will now refuel/repair/maintain while fully airborne, no longer needing to ever land receiving food and water shipments like the **Gamma Base**, though it still cannot sustain peak output 24/7.



Shrink Ray (400 CP): This handheld beam weapon, closer to a large pistol or handgun than a rifle, is able to fire a beam that causes an individual to shrink down so that a person - including what they wear and carry - will be reduced to a mere few inches in height. Theoretically this can probably be used on non-living objects as well, though anything much larger than an elephant will be too large to affect, and it only shrinks the entirety of an object. It can also be set to undo the effects of this ray if you want to return something to its ordinary size. And is one of the few weapons actually guaranteed to work on the Hulk (though even a shrunken Hulk is dangerous).

Intergalactic Car (600 CP): This is a small spacecraft, which if one removes the thrusters and wings really would be about the size of an ordinary car, seating 2 up front and 3 in back, though the wings and thrusters do increase its overall length and width. This spacecraft is capable of casual intergalactic travel, traveling between galaxies being a brief trip, and probably capable of traveling across multiple as a day trip. It is fast enough to flee from nebula crabs, capable of going warp 3 where traveling to a nearby galaxy is seriously a few minutes at most, and ripping holes in the time stream by braking in the middle of such high end warp. It's very hard to aim where in the past - either in space or in time - you'll end up when you do this, however, it does allow for time travel, sending you into the past and leaving a hole in spacetime that can be used to return to your original time. It also possesses a photon disintegrator which can destroy giant space crabs in a single clear shot, and is probably safely said to be stronger than the Omniblaster in raw destructive capability.

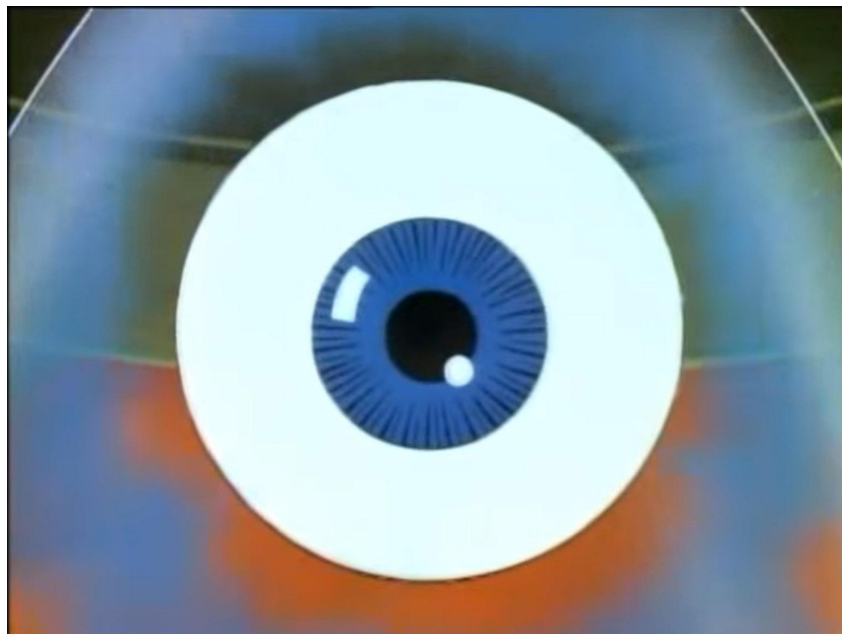
Cyclopean Mountain (800 CP): You have here a fortified mountain base, with walls thick enough to withstand a full siege from the conventional weaponry of the American army, and high powered energy cannons, for hours, if not longer, assuming those inside it did nothing to stop them. Built on a scale to be the cornerstone of the American military defense it probably can take some thermonuclear weapons and remain standing, and its fortifications are enough to give even the Hulk pause. Should something get past the front walls it is filled with hundreds of robots roughly equal to those granted by **Robot Legion** although they seem to receive power from the base and will soon shut down if removed from it, as well as being fortified to a level well above your typical lair with internal security cameras, defensive weapons, hologram filled labyrinths, and defenses tools to give the Hulk difficulty in making his way through it. Complimenting this lab space twice that of a **Lair** and an extensive compound for the maintenance of troops. All this and its own power plant capable of providing it with power on a scale to fuel an entire city.

And these are really just the minor bells and whistles. Inside the depths of this mountain complex there lies an AI built on a scale to manage the entire US Military in total war,

coordinating every theater of war and actively controlling its mechanized divisions as drones. Of course those aren't the only machines it can control. It is capable of taking control of computers on a global scale - though closer ones are easier - and any machine controlled by them is vulnerable to its manipulation and control given time. Now computers sufficiently advanced beyond those of the 20th century will prove more difficult, but the heights of modern technology would be only a small stumbling block that it would learn to overcome on its own quickly, and short of another AI it will overcome them eventually; even another AI might prove vulnerable especially if it is given a chance to learn and adapt or given help.

And this AI is loyal to you, a simple mouse chewing a few wires after some internal impacts knock things loose is not enough for it to decide to play at AI rebellion against you. Even if it does turn against you, you possess a shutdown code that will shutdown the AI for repairs or simply to take it off line. This AI counts as a follower unless imported as a companion.

This mountain fortress will maintain itself and refuel its power plant's generators at a rate to allow for continuous ordinary operation and the occasional peak output periods. It will only slowly repair itself, and if destroyed will take at least years to replace itself if it does so at all before the start of the next jump.



Hero Items

Automatic Camera (100 CP): This is a simple camera like a news photographer might carry. There's nothing too special about it. It's got a timer if you want to set it in place and it'll take pictures if you do. Though it does oddly seem to be able to focus on events in the general direction (at least a 120 degree field) that it's pointed in, and take shots of them apparently from multiple angles while set up this way, specifically taking pictures of things you set it in place hoping it would if it's possible; say if you wanted to take pictures of your own fight you might find that it takes pictures of significant moments in it. Useful. Also it seems to develop and resupply its own film overnight.

Spider Tracers (200 CP): Shaped like a spider - or in some way emblematic of you - and a little larger than a quarter, these devices are peculiarly easy to aim when thrown, seem to throw further than they really should, and when thrown onto an object or individual will stick to them. They each transmit a signal which you can pick up with any extrasensory perceptions you possess, at a range greater than your normal range for that sensory type, which informs you of the device's general direction and distance growing more precise as you come closer to it; with Spider-Sense you could easily follow these devices across all of New York City.

You get 6 such devices, and if one is destroyed or lost it will be replaced within 24 hours. You also get a radio device capable of tracking them within a city in case you lack any extrasensory perception.

Web Shooters (400 CP): You possess a pair of web-shooters like Spider-Man's own. Worn around the wrists with small pressure triggers extending to the hand, by pressing down on one of the triggers with two fingers you can shoot a spray of web fluid from the shooter which quickly forms into web. This web is strong enough to restrain even superhuman foes, though Spider-Man is strong enough to burst out of it in all but the thickest cocoons. It also disintegrates on its own after a few hours, leaving it to disappear from evidence rooms, while being strong enough that even a thin strand can support substantial weights, and to allow a person to swing across town using it. The nozzles of the web shooters are also sensitive and controllable enough to allow you to shoot it in a variety of intensities and shapes.

Since you're paying CP for this, you get some of the more special qualities of Spider-Man's web shooters in this world. You are able to shape constructs with them with almost incomprehensible ease, easily forming web balls that explode on contact with a solid object, parachutes, gliding web-foils, webs that instantly spread to fill the space

between walls or buildings to form an actual web between them at the point you aim for, hang-gliders, diving bells, protective cocoons to shield you from explosions, and more with absolute ease. This same bizarre trait helps you aim these web shooters in general, making them far more accurate than they should be and allowing you to make shots with your arms constrained in something like force fields that should be just a little impossible from your angle. And on the subject of force fields, these web shooters seem to ignore force fields with even more reliability than those of this world's Spider-Man's (which sometimes had a reason given, sometimes were blocked, and sometimes just ignored them for no stated reason).

You get 6 web cartridges. If used 2 web cartridges will be replaced daily, and if the web shooters themselves are lost or damaged they will be replaced within 24 hours. You also get instructions on how to make more web in case you need it; though replicas of these web shooters will lack the ease of shaping, aiming, and bizarre force field penetration.

Power Removal Serum (600 CP): This is a vial containing a serum that strips super powers from the imbiber. What super powers? Well that's a bit of a question. Theoretically the serum has to be specially made for each power set, oh you could make a serum that removed Hulk style gamma mutations and would work on She-Hulk and the Hulk, or maybe even spider-hybridization and have it work on Nephila, Spider-Man, and the Arachnoid, but it's not broad enough to remove powers from all Mutants much less all super powered individuals. Though your serum actually seems to exist in a state of uncertainty. When you need to use it you can will it to have always been a serum for the power set in question. Removing a power does require them to drink the full dose, that is the full vial. And once drunk, or spilled, or lost, you'll get another such serum within 1 year.

If taken with **Doctorate** you will merely know how to make a single specific serum chosen when purchased, not one that retcons itself into being the one needed. However, that will still help you learn to create more such serums.

Ally Items

Instant Costume (100 CP): Having to change into a costume is such a slow waste of time. Leave that to figures like Spider-Man and Tony Stark. This costume you can simply summon onto you, calling it from seeming non-existence by flaring any superpower you happen to possess - or striking a heroic (or villainous) pose - and willing it. Whatever you're wearing - baring objects like explosive collars, mind controlling devices, and cursed items which will remain on as part of your costume - will go into the same non-existence this costume had been in as it materializes over your body, possibly with a bit of a change to hair style thrown in. And when you're done you simply need to will it gone and you'll be back in whatever you were wearing beforehand

Beyond saving you the hassle of changing into your super suit, and carrying it, this costume is able to adapt to your powers, not interfering with them, but instead functioning along with them. If you change form it will stretch and change form to fit you. If you have a power that only affects your body it'll affect this costume as well. If you have a power that requires skin contact it's up to you whether the costume blocks it or counts as your skin, though this is a one-time choice. Whenever you summon the costume it's fully cleaned, and as long as it does not have an armoring effect is fully repaired, and if it does it will add a nice, concealing underlayer without one that is fully repaired so you can always be decent when wearing it.

Transformable Room (200 CP): This is a room, or suite, either in a property you own, or in a house, apartment, or dorm which rents out rooms each jump. If a rented property you will find that your Benefactor seems to have already set up automatic payments of the rent in perpetuity for you at the start of each jump. More important than the living quarters is the fact that these rooms possess a switch which will flip the furniture into secret compartments - somehow even stowing large furniture in external walls that definitely do not have the room for it - and reveal a sophisticated anti-crime (or maybe crime planning) set-up. This includes a miniature chemistry and forensics lab for whatever work you need done, and a sophisticated crime detection computer and - admittedly rather bulky - sensor equipment allowing it to detect a broad range of energy emissions, as well as tap into police broadcast and databanks. This computer is useful for alerting you to criminal happenings in the area, as well as being able to make predictions on behavior based on psychological profiles and past actions of others. This room also includes a secret passage leading outside of the building, somehow going up out of the ground even if you're not on the ground floor and would have to pass through another room on your way down.

Throwing Shield (400 CP): This is an extremely resilient, nearly indestructible round shield; it's probably the only material in this world that the Hulk can't smash, and nothing available here could so much as scratch it. And it absorbs more of this force - or energy - than it should; a blast that could blow up a boulder the size of a tank could hit this shield and not only would it not be scratched, you'd barely feel it on the other side of the shield. If it is somehow destroyed you'll find it replaced as good as new within a week.

It's not its indestructibility that tends to be most notable, however. When thrown the discus-like shield is not only extremely accurate you will find that it is able to ricochet with extreme ease, and even curve in flight towards your desires. While you cannot actively mentally control it to change direction midair once it's thrown, if you intend a certain path it seems to become much more possible and accessible, especially when it comes to returning to your hand; you could throw it straight away from you and up and somehow like a boomerang it would curve back to your hand, and its ricochets improbably lead it back to your hand. It's also made of an extremely hard material, good for using as a bludgeon, and as a bludgeon it is extremely, some might say improbably, good at knocking individuals out nonlethally.

Doctorate would teach you how to make its alloy, though like (the later comic addition of) secondary adamantium compared to primary adamantium, while it would be highly resilient, and likely a match for this world's adamantium, it would not be a match for the original shield. And of course the alloy almost certainly is based around vibranium so you'll need a supply of it or it will be significantly weaker (although still stronger than real world titanium or steel alloys).

Jumper's School for Gifted Children (600 CP): This is a sprawling mansion and surrounding grounds, large enough to serve as a small private school. It will even have a headmaster and small staff of dedicated teachers (really probably only 2-3 individuals including the headmaster) should you choose to put it to work in this function. Its real function, however, is that the school attracts and collects super powered children to it, serving as a site to train them into an elite fighting force. You can choose whether it endeavors to turn them into heroes like the X-Men, or serves more villainous purposes.

The school is also rather defensively fortified with the ability to go on a high security lockdown, and many very high end traps including adamantium and vibranium rooms, as well as being able to create plasma bubble force fields capable of preventing teleportation and dimensional travel out of them, and a holographic labyrinth as well as a holographic training room like the X-Men's danger room. To power all this super tech you have a

rather impressive power generator under the mansion, and there are machines in place to self-destruct it in a large explosion if you ever have need.

In future jumps this school will continue to gather super powered children. If superpowers are a thing in the setting it will gather ones appropriate to the setting, if they are not it will gather children who have spontaneously developed (usually lower end) mutant powers.



Civilian Items

Cigar (100 CP): This is a high quality cigar. People don't seem to mind you smoking it either and you'll find it's good for your nerves and calming when you smoke it. And once you have you always seem to have another one in your pocket when you need it, though there will only be one cigar at a time.

Helicopter (200 CP): This is a rather ordinary helicopter, the kind that a news company might have for getting a scoop from the skies. It comes with an expert pilot, who counts as a follower, and automatically maintains/repairs/refuels itself when not in use, being replaced within a day if it is destroyed. Its pilot doesn't really seem human as they cannot leave the helicopter, or even their seat, but also do not need to eat, drink, or sleep, and seem to have no existence beyond piloting the helicopter; they probably aren't sapient and might not even be sentient and are repaired/replaced as if a part of the helicopter. It also has a convenient tendency to arrive at your location within minutes of you deciding you needed it, as if the pilot has some precognitive ability to detect your need and fly to your location when they sense you will need them.

Delta Base (400 CP): This is a small US military research base coming complete with tanks, men, and enough top of the line research facilities to support several different brilliant scientists and their projects simultaneously. This isn't a particularly large armed force, and is in fact quite small for a military base probably because of animation budgets, but you might have around a thousand men under your command, with a relatively large number of accompanying tanks and jets, and civilian support crew. The base could house more men, and is set up to train more if necessary, but you will have to provide these yourself.

The base has its own power supply, water supply, and receives regular shipments of food from somewhere. Damaged structures are also quickly repaired unless it is being besieged in some way, and lost men are replaced - albeit more slowly taking a full decade to completely replace them if they were wiped out.

This base does come with a military rank in setting, and which will update in future settings if you wish to take on a military rank. Due to the base's nature of working on top secret research this is a bit higher than you'd expect from the number of men on base. And if you choose to have the base inserted as part of the setting's established military you will find that it will continue to have a background and history as a high security research base for high end military funded research projects. Though you have the choice to forgo these connections either appearing as a completely out of the blue military force,

or as a private military contractor licensed to exist (though likely still watched rather closely).

Daily Jumper (600 CP): You have come into possession of a highly lucrative, successful, and respected newspaper, like the Daily Bugle under Jonah. And like the Daily Bugle it's only actually part of a media empire which also deals in radio, and to a limited extent video, as well as publication of other non-news related texts. Like the Bugle and Jameson you can run this yourself, though it comes with an editor-in-chief on the level of "Robbie" Robertson who could easily step in and keep it up to an exacting and high standard of success and journalistic integrity. And unlike "Robbie" Robertson he's 100% willing to bend that journalistic integrity for your personal political leanings if you'd rather sacrifice accuracy and the truth for propaganda or a personal crusade against the masked hero who has - in the time since starting in his senior year of high school and going immediately into his current undergrad life - defended the city from megalomaniacal supervillains for 10 years.

As long as someone competent is in charge this news enterprise should leave you comfortable well off, not one of the richest men in the world - or New York City - but still wealthy enough to fund a mayoral campaign if you felt like it, or to have your own private estate in the Hamptons where you could host foreign heads of state to their exacting Latverian standards. In future jumps it will continue to import as a well known and respected news service if possible (and desired), and since print is dead you will find that it will update itself to fit the proper news technology of a setting, meaning in something more modern it would be increasingly internet based, though it will never downgrade below the printing press.



Criminal Items

Cat Claws (100 CP): This is a simple pair of gloves, good for keeping your fingerprints off of things, but thin enough to not interfere with your sense of touch or the dexterity and movements of your fingers in case you need to do some delicate pick pocketing, safe cracking, or lock picking even if primarily by touch. More importantly these gloves come with a set of retractable claws in the fingertips which you are able to make extend; theoretically by flexing your hand in the right way but because you're paying CP they'll never come out if you don't intent it and come out when you want it even without you moving your hand. An inch or two long, these claws are sharp, strong, and precise enough to cut a near perfect circle through glass, shred Spider-Man's webbing with ease, or leave nasty wounds in an opponent's flesh.

If you'd prefer the Wolverine look you could have blades that come from the back of the hand between the knuckles. Somehow these don't limit your wrist movement while retracted despite being at least an inch longer than your fingers. They will be roughly comparable.

Secret Jungle Herbs and Spices (200 CP): You have here a set of 6 containers hollowed out of horns - potentially capable of being placed on a belt or other article of clothing. Each of these containers is filled with part of the ingredients required to create the potion which gives Kraven his superhuman capabilities. By mixing the paired ingredients you can create an elixir which grants the imbiber a temporary increase to their physical capabilities. Upon drinking it someone would be able to outrun a cheetah, to stop a charging rhinoceros, and possess strength greater than a gorilla (though 10 was probably a hyperbole). While under the effects of this potion an ordinary athlete would have superhuman agility, speed, and strength approaching - though not quite obtaining - the level of Spider-Man. You get enough ingredients for 3 such potions, ready and prepared to mix, and these potions will keep indefinitely while in their containers, at least until they're mixed at which point you'll need to drink them. A used (or somehow lost) potion will be replaced within a day.

In case you need more of the potion you are given the recipe, though these secret jungle plants are not guaranteed to be easy to obtain, and the potions you make yourself are not guaranteed to keep until mixed.

Collection of Masks (400 CP): You possess a collection of strangely, perfectly lifelike masks. There's only 3 of them at a time, but whenever you need to disguise yourself as an individual if you check this set of masks one of them will have been replaced with one that perfectly mimics your intended target. Also seems to come with clothing and costumes to match, these clothes and costumes won't have any special effects or powers - you'll have to find another way to duplicate powered armor or even armor - but might have padding to help them better work as disguises and do at least look the part.

Doctorate would teach you how to make such impossibly life-like masks, but not make them just happen to be who you need at the time; you'd have to tailor each mask yourself, and study the targets to do so.

Hypno Disco (600 CP): This is a disco tune that has an effect on the human nervous system. This music renders those who hear it easily controlled and influenced, capable of making them walk off window ledges to obey the command to join a mob, or to make normally law-abiding citizens form a mob that stampedes a bank. However it is keyed to the human nervous system, any entity whose sensorium or physiology is significantly different from that of a human, and even just spider powers would count as significantly different. Still find a way to pipe it out across a city and you could have them all marching to your tune. Though it should be noted that this sort of trance does a rather substantial number on critical thinking and creativity; it can cause people to walk off cliffs to get to where you're telling them to go, don't expect intelligence from your mobs.

Still since you paid CP for this you'll get a new musical tune at the start of each future jump, and another 2 over the course of each jump (including this one) keyed to another physiology such as a tune for controlling annoying spider people, or maybe one that can control a person made of living sand. You don't have precise control over what tunes you get, but they are normally useful to you in some way.

Doctorate would let you know the science behind the original tune, helping you to replicate it with different physiologies without waiting for more tunes to simply appear. It might even be possible to make it not be disco.

Scientist Items

Memory Amplifier (100 CP): This yellow, maybe goldish, colored helmet allows the wearer to project their memories as holograms. Simply by focusing on a past event you can project it as a visible image for all to see. Its projection range is rather small, you won't be projecting anything at sizes much larger than a person - though it can shrink down images to make them fit - and they're not 100% opaque or at full life like definition generally making it clear that they're not real events (though maybe you could pass them off as a ghost), but it will help you show other people your memories and past events. A bit of tinkering could allow it to simply project your imagined images in the same way.

However it does have an odd quirk. Occasionally it will project near future events related to the memories instead of the memories themselves. This is rather unpredictable when it happens, and they won't be complete visions, but even small flashes of future events can be useful.

Deadly Tentacles (200 CP): This girdle worn around your stomach possesses four metal tentacles attached to it each ending in multi-pronged grasping claws. When you wear this girdle you are able to manipulate these arms with your mental energies. While normally only a few times longer than arms, these tentacles are able to stretch dozens of feet outwards in the heat of combat, and with concentration and time to focus on a single tentacle you could snake it through hundreds of feet of pipes. These tentacles are waterproof and strong, capable of overpowering Spider-Man when multiple are used in conjunction and bending metal bars with ease which Spider-Man must struggle to bend back. As they are controlled by your mental energies you can even continue to control severed pieces as long as they are close enough, though it requires significantly more concentration and mental effort to do so, only increasing further with range.

Since you're paying CP for this you will also find that multi-tasking to control all these limbs is easier than it should be, the four tentacles no more difficult for you to control at once than 2 arms normally would be, and likely even easier to use for disparate tasks than it is to pat your head and rub your belly simultaneously. Similarly, like Doctor Octopus's, their dimensions seem to vary. Not just how far they can stretch, that's part of the technology, but they can be wider than a man's arm, or narrow enough to snake through a sink's main drain. They do seem to lose some strength when their thickness decreases, but they also change when and how you need them to.

For an **additional undiscounted 100 CP** these tentacles have been upgraded. The manipulator claws can now transform into diamond tipped drills or diamond bladed saws.

In addition they have ruby lasers capable of quickly cutting through the hulls of oil tankers, and a sonic quartz vibrator which produces a sound capable of causing enough pain to immobilize ordinary humans with the agony of the noise though some individuals will be able to power through this pain.

Armor of Doom (400 CP): Powered armor that is. This heavy metal suit provides motorized assistance not only to move it, but to give you strength comparable - or even slightly beyond - Spider-Man's own, perhaps even edging out the cybernetics of **Stuntmaster**. Besides increasing your strength this armor is armor, protecting you from blunt force on a level similar to Spider-Man's own durability and resilience, as well as protecting you from military grade handheld guns (though not experimental beam weapons like the **Omniblaster**), and even machine guns, low level energy attacks, and explosives; the armor would let you survive being in a castle that was destroyed by an explosion and buried you under the rubble without being wounded. Besides functioning as armor, this suit possess jet boots - not quite strong enough to allow you to fly while carrying someone else - heat beams that can quickly and easily melt large quantities of ice though lack the raw power of **Elemental Powers**, a fire retardant refrigerating gas that can put out and smother fires while reducing the temperature in the surrounding area, and destructive sonic rays capable of shattering some solid objects, or potentially knocking out human individuals.

If you'd prefer you could have something closer to the Wizard's suit. The armor would be reduced noticeably, and instead of edging out Spider-Man on strength he would edge you out. But the flight systems have significantly greater force, using gravitational manipulation instead of jets, and the weapon systems are replaced with a gravity based repeller and tractor beam powerful enough to knock down common walls, or to pull a person towards you.

Whatever you select the armor will repair itself over time, and refuel/recharge any resources used in its baseline functions listed above; if destroyed it will be replaced within a week. You also do not have to stick to Doctor Doom or the Wizard's aesthetic choices; you could have armor that looked more like Iron-Man's, the Beetle's, or something of your own design as long as the function is the same.

Replacement Robots (600 CP): You have here a collection of robot duplicates of influential individuals. This is around 250 robots, built to look like, and passably behave like, important or influential figures of your choice from around the world; maybe you

want every single head of government recognized by the UN, and some major media moguls, or maybe you want to replace the US Senate and Supreme Court (and have a lot left over for other purposes), or over half of Congress, or well whatever you want them for. These robots are visually indistinguishable from the originals, and while their behavior is not perfect it's enough to let them pass casual inspection though people who know them well will eventually figure it out and they don't know any true secrets from the originals.

These robots are equal in physical capabilities to the **Robot Legion** albeit without weapons, and are actually smarter, capable of passing a turing test and fully capable of human like intelligence although like the **Robot Legion** there is a central computer you possess through which you can offer them orders. This also comes with a machine to help you create more of these robots, though you will need to stick the original into the machine to scan them and print the new robot, and while it is battery powered, you have to charge it yourself and provide all resources needed to build the robot.

At the start of each jump you get to select a new 250 individuals to have robot duplicates of. They won't possess any special powers or secret knowledge of the individual, only things that careful observation and a good private detective or spy camera could program in, but they will look identical and have a general idea of how they should act.



Companions:

Companion Import (50+ CP): For every 50 CP you can import or create 2 companions with 600 CP; they gain backgrounds as normal.

If you desire to give a companion more CP you may transfer CP to 2 companions at a time where for every 1 CP you pay both companions gain 1 additional CP for their own use.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character that showed up in the shows.

If the character is substantially above the power level of Spider-Man, Firestar, and Ice-Man, such as the Hulk, Thor or Juggernaut they cost 100 CP instead.

Fanon Companion (50+ CP): You want a Marvel character who didn't show in the shows? For 50 CP you can recruit a Marvel character who plausibly exists in this universe who is no stronger than one of the Spider Friends. For 100 CP you can recruit a Marvel character who plausibly exists in this universe who is no more powerful than the Hulk. As above they will be toned down to the show's scale, and characters more powerful than the Hulk, as well as the Fantastic Four, are off limits with this option.

OC Companions:

All OCs can have their genders freely changed. While a relationship - often familial - is included in their background, if you drop in you will instead meet them soon after entry into this world in a way conducive to forming a lasting friendship and alliance.

Amazing Friend (50 CP): This college coed lives a double identity, one you discovered some time ago. Born a mutant they had had some experience playing a superhero as part of a team of costumed adventurers, but having moved to college they had also found themselves now playing a solo act. A solo act that they soon discovered they weren't ready for.

More heroic and brave than they are necessarily smart, they're not much of a detective, but they are a good ally to have at your back, and easy on the eye as well. They're eager to help people, whether in civilian life or as a costumed hero, and quite willing to do so even when it means putting themselves at risk. Still they look to you as a more experienced figure, especially one who survived as a solo hero, and are typically better suited to follow than lead. Despite that they do seem to have a winning personality, being

friendly, outgoing, and talkative, able to easily make friends and socialize, even if they're no strategist and they know it. Of course the stunts they can pull off with their eye beams are pretty impressive, fine controlled melting of an object, reheating the inside of cookies without burning the outsides, freezing enemies in blocks of ice where they can be safely defrosted, and more.

They possess the **Heroic Aim, Angelic, That Hero Appeared, Not So Required Secondary Powers**, and **Eyebeams** perks as well as an **Instant Costume**.

Caring Aunt/Uncle (50 CP): This older individual, your aunt or uncle, has always been like a parent to you, and potentially raised you if your parents are out of the picture for some reason. Unable to have children of their own they have always seen you as a surrogate child for themselves, the closest thing they'd ever get to their own son/daughter. They're quite willing to overlook even glaring faults in you, and to dote on you to excess, though they do have a tendency to worry about you and baby you as well; even well into adulthood being the sort to stop to make sure you remember to wear your coat in winter, or to interrupt your studying to remind you to make sure not to work too hard. Of course sometimes they bring fresh baked cookies... or a nice shiny new car for you.

After all they're not only your aunt/uncle, they're a highly successful publisher, running the Daily Globe, a respected and profitable newspaper they have built up from the ground floor. They might coddle you like a stereotypical little old grandmother, and have a tendency to lose themselves and make a stupid ass of themselves when one of their pet causes is brought up and gets a bee in their bonnet, but you shouldn't let their affection for you personally, or their occasional bouts of comedic incompetence fool you, they can be a highly capable and cutthroat businessman even in their advanced age, easily able to swim in the sharky waters of the news industry and come out on top, and are fully capable of doing so in a heartless and ruthless manner, and they still remember their time as a crime reporter breaking big exposes on organized crime.

They possess the **Bystander, Professional (investigative reporter), May Have Ben, Untarnished by Association, Bugler**, and **Major Fool** perks. They also have the **Cigar** and **Daily Jumper** items.

Criminal Sibling (50 CP): As kids you two were real close, your older brother (or sister) having been something of a protector from other kids and common bullies. They were always a bit on the violent side, and always did have a tendency to hang out with the ‘wrong’ sort of friends. By their teenage years they’d really fallen in with the wrong sort of crowd, and with time you were separated by their criminal lifestyle.

Now they’ve returned to your life with a dark secret that they need help with. They worked with a certain Dr. Essex for a time, who attempted to replicate the Hulk’s powers in them with a genetic sample from the Hulk. Things worked out a bit too well. They got the powers of the Hulk, but unlike Jeniffer Walters they got the downsides too. They destroyed the lab, and haven’t heard from Dr. Essex since, seemingly having killed him in the accident. For all the power they now possess they still need your help coming to terms with his new transformation, made all the worse by their already existing tendency to get violently angry. Still they really are trying to get control of his life once more, and they’re looking to you for support and help for what might be the first time ever.

They possess the **Cat’s Curse, Pick Pocket, Not Wanted in New York, Gamma Monster, Salvaging Plans**, and **Identity Protection** perks.

Flaky Love Interest (50 CP): You seem to have found yourself in a somewhat awkward relationship. They’re a nice person, kind, caring, attentive, unswervingly moral (possibly beyond a fault), and a really good significant other... when they’re around. They have this habit of standing you up for dates, being late, and just sort of disappearing. You could probably be forgiven for thinking they’re cheating on you, though if you’re observant enough you’ll realize that their disappearances almost always coincide with the activities of a certain armored superhero.

Having obtained and bonded with an alien suit of armor, and possessing a sense of justice that borders on the self-destructive, your new sometimes date partner seems to have decided they have to use the suit in the name of truth, justice, and saving people. And they’ve been doing just that, playing the superhero in between studying for their engineering degree, and they actually have a pretty good track record. While they lack a leader’s charisma they’re rather smart, especially when it comes to thinking up solutions in the heat of the moment, and they don’t back down for anything when it comes to saving people.

They possess the **Quick Change, Neither Sleet Nor Rain Nor Dark of Night, Forgivable Tardiness, Identity Protection, I Go to College**, and **Hero** perks. They

possess a suit of alien powered armor which is effectively **Armor of Doom** as well as an **Instant Costume**.

Villainous Parent (50 CP): You never got to know them much growing up, they were always in and out of jail. Still this parent of yours really does seem to love you. Not quite enough to give up their life of crime, but at least they do tend to try to use their criminal acts to better your life whether it's stealing you a college fund, putting your childhood bully and their parents into a coma, or attempting to take control of New York City so they can give it to you for your birthday. They are a very doting, if criminally insane and ostentatiously hammy, parent.

Whatever their parenting skills or lack thereof they are not without their criminal and scientific brilliance. Like many super villains, if they just patented and sold some of their technology they could probably make millions or billions. Well that is unless someone else weaponized it and killed them to keep the rest off the market, that is sadly common with super tech people who actually try to sell. But they just don't seem to work that way, and you'd swear there's more than a little of them that is hoping you'll join them in trying to take over the world. Still at least they seem to have fun in the attempt, even if one of their schemes led to them gaining the powers of a proportionately sized ant due to a lab accident they can't quite manage to replicate.

They have the **Evil Genius**, **Salvaging Plans**, **All They See is a Janitor**, **Lair Builder**, **Doctorate** perks and their ant powers are functionally identical to **Spider-Jumper**. They possess a **Memory Amplifier** and **Paralysis Ray**.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade after your time here.

Continuity (Toggle): While the shows are definitely their own universe and it's unlikely you directly jumped to it before, it is completely possible to have arrived in the Marvel multiverse at an earlier date. While the universe you arrive in will be one untouched by your previous actions, you may use this toggle to make it so that the multiverse is not, and that it may be possible - through traveling the local multiverse - to revisit old friends... or have old enemies track you down.

What is Canon? (Toggle): While the 3 shows that Marvel Productions made set in some version of the Marvel universe in the early 80s (as opposed to the many Hasbro related productions) are naturally grouped together, the Marvel wiki assuming they're all Earth-8107 (the official designation for Spider-Man and his Amazing Friends), and were treated as such for the jump, it's actually questionable if they share a universe. While the Hulk exists in Spider-Man and his Amazing Friends and a scene from Spider-Man (1981) was used as part of a flashback in it, unlike with the later 90s shows there's no concrete crossovers between them, and many villains and events between the shows don't actually mesh well (Spider-Man met Firestar and Iceman years ago in college, but is a solo-act in college in Spider-Man and Kraven ends a known felon while he's not at the start of Amazing Friends, the Hulk has apparently been working at Gamma Base since before becoming the Hulk in the Hulk cartoon, but is a wanderer in Amazing Friends which came first), and reusing animation from another unrelated cartoon was common practice in the early 80s. Although to be fair even just internally the timelines have issues within the shows (or else Pete has just been an undergrad for a decade, since he's apparently been Spider-Man for a decade... and started as a senior in high school like in the comics) so these inconsistencies are merely a reason to doubt and not proof positive. Still if you want 2 or all 3 of the shows to exist in the same universe/continuity as each other you can make sure of that here, if you'd rather visit only 1 of them where the other 2 are not canon that is also an option.

Allergies (100 CP): You have some serious animal allergies. Just being near one of the animals you're allergic to for a few seconds can get your head stopped up and get you sneezing. This won't completely disable you or anything, but you also won't be fighting at your best with a head full of disorienting mucus and sneezing every few moments. For some reason you seem particularly prone to animals you encounter in dangerous situations.

Always on a Deadline (100 CP): You just keep finding yourself with strict time limits on tasks. Making things worse, usually these deadlines come as a shocking surprise, an assignment that has to be done ASAP, or simply that the teacher or your boss assigns way later than they should have, or else somehow you simply aren't able to act on tasks until near the last minute. These deadlines remain doable, and you don't fail the jump for failing one, just will suffer consequences of some sort, but there's a disturbing tendency for things to come up when you're rushing to complete these tasks.

Bizarre Accents (100 CP): Why is Wolverine suddenly talking with a very strong Australian accent... wait ok that normally happens in this world, but normally it's just Wolverine. Now, though, everyone seems to have an inappropriate, exaggerated, and oftentimes distracting or hard to understand accent. This is more an annoyance than anything, but some people will be particularly difficult to understand, and in the midst of stopping a villain's plot you probably will be wishing your allies were easier to understand.

Incredible Stories (100 CP): Somehow you will find yourself having to deal with super powered adventures on a regular basis no matter what you do. You can embrace this as a crime fighter, but even if you try to stop it, super villains (or heroes) will come to you, aliens will land in your backyard, ancient ruins will be found next door to you and empower someone with the powers of a dark god, etc. You are a main character and you are living a main character's life. This doesn't provide the plot armor such a main character typically possesses.

Left Out in the Cold (100 CP): You seem to have difficulty standing out, or being the lynchpin of an effort. If this was a show you could be one of the 3 main characters and maybe get 1/12th of the big moments between the 3 of you at that, and most of the time regulated to 'also ran'. You'll still contribute, but the number of times you'll come out as the big player in events will be far and few between, and you'll often find yourself failing to perform at your highest capability. You'll still not be an active detriment to a team due to this, but you probably want to make sure you've got friends if you're doing anything seriously critical or highly important since more often than not you'll be reduced to merely contributing to the success of others.

Monster (100 CP): You look nasty. This isn't just ugliness, though, but the sort of large end physical mutation that leads people to question your humanity when they see you. And in a way less attractive than She-Hulk's. Maybe you're like Quasimodo, the Hulk, the Beast (even the original 'man with ape-like proportions' would be acceptable),

Nightcrawler, or the Leader. And unlike the Hulk and Quasimodo you'll be stuck in this form, and no serum will fix you, and trying will probably make things worse.

Only the Wiggly Webbing of Spider-Man (100 CP): You think you can quip. You really, really, really can't. It seems your joke writers are seriously not up to the standards set by your comic version. Your lines fall flat, your jokes are weak, and you're just not funny. Not that you'll ever stop trying or believe it, as you're now convinced you're extremely funny and that you should throw quips and jokes into situations regularly. There can admittedly be humor of a sort in how badly you fail in your attempts; but don't be misled, the laughter isn't with you, it's at you.

Perpetually Broke (100 CP): You just don't seem able to hang onto money. It's odd really. You are constantly at threat of running out of money, even a regular salaried job never seems to pay enough to keep you from having to scramble in some way for cash at a minimum once a month, possibly through a sidegig or heavy overtime, and you might be better off working on commission. Even normally tax free properties you'd own from purchases (including your warehouse) now require you to pay rent to your benefactor to use them, and the same is true of utilities and replenishing supplies; you don't necessarily need to pay a huge amount but you'll have to pay for each of those infinite bullets, or infinite potato chips. And don't even think about out of jump cash supplies; they're strictly off limits.

Sinister Foes (100 CP): What sort of superhero franchise would this be without a rogues gallery? So here's your very own rogues gallery. You possess from 4 to 10 sworn enemies in this world. They're strong enough to force you to take effort to beat them, to do things you would want stopped, and that if they all came at you at once they might win... if they didn't start fighting over who gets to finish you off the moment they got the upper hand (a very real possibility), but despite having to take time and try you can beat them one at a time even without more than short breaks between them. Still they have a tendency to find ways to neutralize the advantage your companions and friends give you, whether that's minions of their own, getting rid of them, or simply scaling to you and your amazing companions like Spider-Man's rogues do, and are seemingly impossible to keep dealt with long term meaning you can expect to deal with each of them at least a few times while you're here.

With Great Guilt Comes Great Responsibility (100 CP): You blame yourself for the death of a close loved one. This guilt eats at you, festering in secret even when you do not openly show it to the world. It especially seems to give you a bit of a death wish, as you find that it drives you to throw yourself into a variety of dangerous situations. Maybe

you're trying to make sure something similar never happens again. Maybe you're trying to atone with good deeds. You can't bring them back without extremely unethical means and great effort, not that you're necessarily going to try that, and the guilt will drive you to endanger yourself in some way

Fantastic World (200 CP): Characters from a fair bit of the Marvel universe, at least as it was in the early 80s, show up throughout the three series. Dr Donald Blake (and Thor in a different show), Dr. Strange, Namor, Captain America, the X-Men, Iron-Man, even a narration telling us that Peter Parker's lawyer who can't help him is Daredevil, but one cornerstone is rather notably absent. Despite Doctor Doom making several appearances, the Fantastic Four is apparently absent, an absence further proved by Spider-Man being Doom's archnemesis and the only one to have stopped him. Oh a few characters from their corner of reality still showed - Namor who was a hero in his own right, and the Puppetmaster who is a recurring Hulk villain along with his daughter (and the Thing's long time love interest) as supporting cast for him - but all the threats they'd normally deal with just don't seem to exist. Now that's no longer true. A Negative Zone portal will be opened and Annihilus and Blastarr will make their presence known, the Moleman will scheme and rise, skrulls will be get involved with the Earth, you can expect for the Kree as well possibly even bringing Ronan the Accuser, and more varied and sundry Fantastic Four villains of the Silver and Bronze Ages will exist in this world and threaten to wreak havoc upon it, though the single worse will probably be when Galactus arrives to eat the world. You won't necessarily have to stop these threats on your own, or at all, but they're definitely above the Spider Friends and the Avengers were still second stringers to the Fantastic Four for another 2 decades, and these threats while they will be toned down somewhat to fit this world are more like how Loki was toned down than Doctor Doom, and Galactus is a fair bit beyond Loki. This will generally increase the danger level of the world as well, making Thor's, Dr. Strange's, and the X-Men's corners of the world both more prominent and likely to bleed over into your life.

If Aunt May Catches Me in my Jumper Threads I'm Finished (200 CP; requires Incredible Stories): You are now required to live a costumed double life for your time here, maintaining a dual identity, and acting as a costumed superhero or villain for your decade here. Making things worse there's one little old lady, irrevocably tangled in your personal life, who if she ever learns you are a super powered individual will die of a heart attack and you will fail the jump. She could be one of your loved ones, or maybe she's just a nosey neighbor. But whatever you do you can't remove her from your life, allow her to die, or allow her to find out your secret identity. It's highly likely that she will be

recruited by someone (with the help of mind control) to murder your costumed identity at some point, just as a heads up.

New York Attitudes (200 CP): This is a lighter and softer version of the Marvel universe, for the most part. Still sometimes the people of the Marvel universe are to put it mildly ungrateful assholes. Even in this world it's possible for you to sneeze - while wearing a cloth mask - while rescuing them and have someone try and stop you from saving their lives to chew you out for not using a hanky (while let me remind you, you're wearing a mask that completely covers your face). While before this would have been rare, now you'll find that this is unfortunately common, and worse can be expected. If you're a superhero expect people to regularly berate you for not being hero enough and take you for granted. If you're a supervillain you can expect people to ignore how scary or intimidating you should be to berate you for being an asshole. Even if you're a civilian the people here are just sort of jerks... maybe that's why so many people turn to supervillainy.

Noodle Head (200; requires Left Out in the Cold): Simply put you are incompetent, totally and utterly incompetent. While this incompetence is more likely to result in you comically tangling yourself in wires when you try to play hero than directly in your death, it doesn't guarantee your survival by any means, and you had better have some Incredible protectors hanging around because you have the sort of incompetence that will be putting yourself and other into extreme danger. If you were put in charge of a military base you could be expected to let spies onto the base regularly through your own personal slip ups, activate potentially dangerous and all powerful AIs without the shutdown codes, or just not to seal the bottle you put the slime that eats anything but one substance and continuously grows at a rate that it could eat a military base in under an hour in. Where Left Out in the Cold ensured you'd not excel, this makes your sheer stupidity and carelessness a threat to yourself and others. I'd suggest supervillainy, but you're likely to release Mordred from his dark dimension, or build this world its own version of Ultron. Maybe just run a diner, there's a limit to the harm you can do there.

Starry Eyed (200 CP): You're in love. Or you're going to be. You have a tendency to fall in love, fast and hard. These romances won't really work out in the long term. Something always happens. Usually this is that they're actually your sworn enemy trying to abduct or arrest you, though it's possible that they're merely doomed to be attacked by AIM, turn into a crazed cyborg, and blame you for it all, swearing a personal revenge against you before dying in your arms. You might have other suitors who aren't doomed to be your enemies, but somehow you just never seem to take a real interest in them that way.

When All You've Got is Octopus Arms Everything Looks Like a Score (200 CP):

You will find yourself turning to super powered crime as your answer to all your problems. Need a cheap piece of quartz? Instead of buying it discreetly you'll steal it from a lab. You will always find yourself gravitating to the more criminal options for succeeding at your goals even if they actively endanger your goals and are less effective and efficient than the legal ones. Maybe it's a style thing? Still, you just find yourself naturally defaulting to over the top supervillainy.

Split Personality (200 CP/300 CP): You possess an alternate ego in your mind. This can manifest in one of two ways. Either it can be an alter-ego that is opposed to your goals, like Norman Osborn's desire to reform and get back to living a normal life with his son and the Green Goblin's desire to cause chaos and mayhem in a psychosis filled rampage that involves abducting his niece and turning New York City into goblins. Whether you're a hero, a villain, or something not even in that spectrum, this alter-ego will possess all your powers and abilities and actively work to upend your life whenever they come out; they're not suicidal so they won't try to kill you, but whatever your goals in life they'll want to throw a monkey wrench in them.

Alternatively you're more like Bruce Banner and possess a bestial alter-ego. This alter-ego is a version of you that is mentally inferior, as well as lacking any of your intelligence boosting perks and many of your skills, and emotionally unstable and exaggerated. It possesses all of your abilities, other than those that boost intelligence, allow for emotional control, or involve skills that require high levels of education or intelligence to use. Unfortunately you don't. You retain those perks, powers, and abilities which boost your intelligence, or are purely cognitive in effect (emotional control and willpower sure... psychic powers no), as well as mundane skills within human levels including super science and clarketech if humans could replicate it if taught. Still your alter-ego wants the same general things you do and won't be trying to screw up your life, though it does have a tendency to act on animal instinct and doesn't fully share your memories so if you try and lock it up it will try to escape.

Either way while sufficient stress will always be able to pull this alter ego out, it has a tendency to come out due to other reasons - maybe solar flares trigger it, or the new menu item at a restaurant just happens to have a combination of herbs and spices that can - so even if you live a completely stress free life you can expect them to be coming out semi-regularly. This alter ego also doesn't look like you - barring shapeshifting powers used to do so - but like how both Osborn and Banner transform in this version instead has an inhuman skin tone, and monstrous features; green tends to be in for this but maybe you want to buck that trend.

For the higher value your powers are locked as with the brutish monster, but you have the actively sabotaging alter-ego who is in full possession of all your powers. Good luck.

Menace (300 CP): Did you accidentally lead to the Red Skull capturing Captain America or killing him? No? Well people sure treat you like you did. You are the most hated person in the world. Even if you've been saving it for a decade, you can expect lynch mobs to swarm over you on sight for whatever it is you've done to piss off everyone in the world. You can fix this, person by person, maybe even borough by borough, but no matter how charismatic you are it's going to take work, and effort, and usually one on one time convincing them that no you are not the worst thing since the Devil. And if you go the supervillain route you might find things like the world uniting of their free will behind Doom to stop you, or people actually choosing to knowingly work with Mephisto because they see him as the lesser of two evils.

Mind Swap (300 CP): The Red Skull has stolen your body. With it they get any physical capabilities or perks you possess, and anything directly tied to your body and its physiology (including psychic powers due to genetic mutation). Any attempts to swap bodies back won't succeed. Still you keep anything purely tied to your mind, and any purely meta/narrative perks you possess. But the Red Skull is out, free, and using your powers and face for evil, and you're in a very mortal, very dungeon bound, sort of out of shape and past its physical prime body. Oh, and the Red Skull has your warehouse key, and probably will be reaching your companions before you can. Thankfully they're not 100% sure killing you won't lose them some of their new powers, so they don't intend to kill you immediately unless you do something that pushes them to do so, but by the end of the jump he will confirm otherwise and become convinced that by killing you he can take your place on your chain and bring the Red Skull's dominion to the world; though it's unclear if he's correct in this assumption.

Outro:

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

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

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

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, passing further than even the nexus of all-realities might allow you, continuing on to another world and another jump. Proceed to your next jump.



Notes:

Jump by Fafnir's Foe

Any perk that talks about transforming and doesn't mention being an alt-form is not intended as an alt-form, but an ability that lets you transform whatever current alt-form you are in in that manner. The descriptions assume a basically humanoid form, but if your form is significantly non-humanoid they will change to match. Multiple such powers could be used together, such as becoming a vampiric reptile person with Count and Reptilian or a nearly flat video game sprite sandstorm with Videojumper and Sandjumper.

If multiple perks in this jump would give you an alt-form you also gain an alt-form that is a merger of those forms.

I tried to include anyone who appeared in both Spider-Man and Spider-Man and his Amazing Friends. In general it was easier to include characters who appeared in Spider-Man, because Spider-Man and his Amazing Friends spread screen time between the titular trio, a villain, and often a guest star while Spider-Man lacking the Amazing Friends to take up screen time focused more on the villain or the guest star (usually with the villain taking a bit of a back seat for the guest star).

I'd have included more X-Men abilities because they did show up... but except for Cyclops they didn't really use their powers much and didn't really show where their limits were. Colossus was captured immediately though did conduct electricity. Nightcrawler hung upside down by his tail and teleported... once only to get contained by a force field for the rest of the episode (and he didn't even take anyone with him making it questionable if he could), Wolverine jumped on Juggernaut and was thrown aside, Storm shot lightning twice, Shadowcat walked through one wall, and Thunderbird transformed into a grizzly bear... meaning can't even go 'they have their comic powers and just didn't show the feats'. Actually given Cyclops's eye beams melted something and disintegrated something else very questionable what their powers are.

Sorry the powers in the general perks got long. A lot of these characters had weird and rather unique power sets, or odd differences than the version I am used to (Magneto), and I felt the need to point out that the Hulk isn't just strong even in the early 80s, but is oddly resistant to weird things when necessary.

The eye beams perk was based on Goron's power. He's one of the characters unique to the shows and so I wanted to include it. I took some liberties with his teleportation power

as he only ever used it in quick succession to disappear and then reappear an approximately hand sized object so it's highly possible once used the next beam had to be returning it.

Gamma Mutant is theoretically the most raw power of any available super power. Those that cost more or can equal its upgraded cost tend to grant you more versatility (Videoman gives energy blasts, teleportation through electrical wires, summoning, and the ability to shut down certain powers), range (Jumper M can boost itself to massive reach and actually surpass base strength of Gamma Mutant), or something very significant (Sandman's near immortality). Still if you want raw destructive power it should be the highest especially if you get angry enough.

I had to sort of just choose a range for Swarm's radiation. It was quickly out of range once the rocket was launched and the farm was seemingly close to New York (we are talking about a state college field trip) so I went with 100 miles which was possibly a low balling range.

I included some of Sandman's weaknesses from the comics that did not show in the show (where he was defeated by being mixed with concrete twice), on the assumption that his standard weaknesses still probably applied even if they were not shown. Specifically being melted to glass (Firestar hit him with fire but given she wasn't trying to kill him probably not of the glass melting intensity). I thought about mentioning the 'has to breathe' one but I'm not sure if that still applied even as far back as the 80s (and arguably didn't in his first appearance) and it's just so very silly.

Jumper M was hard to place. I don't really know if it actually compares to Hulk without its downsides, or being immortal and able to zap superhumans into unconsciousness, but Magneto was pretty much the most powerful supervillain in *Spider-Man* (1981) and *Spider-Man and his Amazing Friends* albeit in both cases reliant on outside boosting. Given how easy it is to boost though and how much more it receives from boosting than Videoman I went with 800 CP.

Wild Man is less strong than Reptilian, and less agile than Acrobat, and less of both than Secret Jungle Herbs and Spices, but compared to the first two provides superior senses, endurance, and immune system, compared to the last it's comparing a temporary boost to a passive perk, and explicitly stacks better with super strength. When it talks about individuals who go beyond that for species... Thor (or Odin) as Asgardians go significantly beyond what an Asgardian athlete could reach even if they trained their body forever (in Thor's case this is partially because he's half-elder god and Odin is All

Father and has the Odin Force), you'd be closer to one of the Warriors Three and Sig (the pinnacle that training can bring an ordinary member of the species) than to Thor though you might be somewhat above them; if ki wasn't a factor you'd be stronger and more fit than Vegeta or Goku during the Saiyin saga, though it'd do nothing for your ki. Similarly as a Viltrumite you'd stand above veteran warriors, but you'd not necessarily be the equal to a eugenically selected Regent class who stands several times above them. You are Captain America compared to the average Joe, but you don't necessarily scale off of super powered individuals who stand above the species as a whole. The bit about Spider-Man's spider strength is just a thing noting that it's not really a super strength power, it's a super fitness power; magic that gives you Thor strength whether you're a 90 lb weakling or an olympic athlete isn't going to care, but something like - say being a Hulk - where it's a multiplier of your base fitness will see some serious gains.

So with Elemental Power it ended up vaguer and more 'do it yourself' than I like, but it also felt sort of like that fit. You won't be turning into your element, so no playing Hydroman or Sandman, and you won't be much more powerful than Firestar/Iceman. If you really want to replicate either of those two, especially Firestar, you will also need Not So Required Secondary Superpowers for her ability to burn only what she wants and nothing else, and Heroic Aim might help too. Compared to Jumper M, Jumper M without external boosts is probably a bit stronger than Magnetism, a bit easier to use, and much easier to maintain long term. And for those who actually watched the whole show, light probably doesn't make you an equal to Iceman's half-sister Aurora; she was stronger than Firestar/Iceman for that you probably want Conservation of Heroism as well.

Building Black Cat probably involves Angelic, Quick Change, Acrobat, Curse of the Cat, and Pick Pocket. This was made back before she had actual bad luck powers, and instead she just rigged booby traps in her planned out escape routes.

Get Me 8 Karate Masters Next Time, while based on the Kingpin, is intended to also cover Captain America. Given Spider-Man's star power in this continuity I'd put my money on him against Cap... but I'd not expect it to be easy or a sure thing depending upon the plot in question and relative armaments given how it went down when Spidey and Firestar fought Cap and Iceman. But Heroic Aim + Wild Man + Get Me 8 Karate Masters Next Time + Throwing Shield should give you full Captain America (for this continuity) fighting ability and sans plot armor a good fight against Spider-Man (or Spider-Jumper + Web Shooters + Heroic Aim).

When it comes to importing items into the gadgets from Stuntman the answer to whether you can or not is... you do you. You want to be able to do so to share your perks/powers

with your items in some way and for some super powerful broken OP combo... you do you. If you feel that would be broken and unfair... you do you. The perk is meant to help you be your basic cyborg super villain, and the part about applying perks/powers to your cybernetics is there to prevent it from being a trap option. Any emergent properties or interactions beyond that are up to you.

Conservation of Heroism explains why it exists. It's a very common comic book trope that a villain sort of gets a boost when going up against a team, and comparing the 1981 Spider-Man show and Spider-Man and his Amazing Friends the villains pretty much all got boosts in the latter.

I am not 100% sure what inspired Salvaging Plans. I think it was Doom though not really sure how or why, though at least two episodes did seem to actually have him use a failed plan to do another plan. The Green Goblin shows the caches best. Still it isn't rare for them to fight Spider-Man, escape, and get part of their goal so... eh it fits enough I guess.

Reptilian ended up with sub Spider-Man strength because unlike in the comics, he never really got the clear upper hand with it. Spider-Man was messed up with allergies and still managed to rip his tail off, and chase him off one on one, without having to lure him into refrigeration or find some way to weaken him. Still is closer to Spider-Man than a normal human.

The traps in the Lair are the sort of ones you'd see in a typical super villain's lair in *Spider-Man* (1981) or maybe *Spider-Man and his Amazing Friends*. Things like some defensive energy weapons, pit traps, nets, and maybe an electrified floor, or a heat/cold chamber. Don't expect exotic supertech, for that you want something like the Cyclopean Mountain or School.

I honestly have no idea how large a military base like Delta Base should be. It certainly wasn't like Fort Bragg and a city unto itself. Ross was in theory a general who should be commanding thousands of troops, but his second in command was many steps down from a general and only a major, and seemed to actually regularly be left in command of the majority of the troops there. They didn't seem to actually be able to completely surround the Leader's Mesa base given they missed the Hulk being blasted free and Rick and Bruce snuck up on them. So I mostly just grabbed a nice, round number. Honestly it would not surprise me if they never bothered to think about how many people would be on it themselves.

Semi-Arbitrary Perk Strength Comparisons

It's hard to get exact numbers for strength feats in a children's cartoon. And really in many places the only thing that can be ascertained is 'stronger/weaker than Spider-Man' but giving an order for intent as they were written...

Wild Man

Goblin Formula

Swarm

Living Hair - though it can temporarily restrain Spider-Man it can't match his feats of strength and that has to do with lifting him up and just entangling him.

Count's/Videoman's creations

Secret Jungle Herbs and Spices

Reptilian

Videoman (base level; with upgrade and sufficient power source could go much higher though the return is substantially worse than with Mr. M)

Spider-Jumper

Stuntman

Armor of Doom

Golden Spinner

Mr. M (base level) - Force with which can manipulate ferrous objects. With sufficient power source could overcome Gamma Monster depending upon their rage.

Sandjumper (base level)

Octopus Tentacles (all 4 working together)

Jumper of Tomorrow (Telekinesis) - Compared to Mr. M, Mr. M is better at manipulating multiple objects at once, but without an outside power source you would overpower it in manipulating a single object with relative ease. Golden Spinner or higher would require actual effort, and you might manage to contain a Gamma Monster by lifting them from

the ground and denying them leverage to move (though their breath or claps could cause you problems). Still those above this would win a tug of war against you.

Atlantean

Sandjumper (max size you could theoretically still function at)

Gamma Monster (base)

Changelog:

Version 1.0.0: Released.