

Venomverse

Version 1.01

Created: 07-26-2020

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Introduction

Welcome to the Venomverse, a collection of Marvel centric universes revolving around the Anti-Hero Venom. You will be spending the next ten years in the Earth 616 universe. In five years you'll be pulled into Earth-22249 where creatures known as Poisons are feeding on Venom Symbiotes being summoned by a Venomized Doctor Strange. You'll need to survive this encounter long enough for Doctor Strange to send you and the other Venoms back to your universes. Finally, in the 9th year of your stay the Poisons will show up in your reality seeking to spread the Klyntar among the most powerful superheroes of the world before turning them into Poisons. Defeat the Poisons, or survive them, either way in ten years your time will be up and you'll be free to continue your journey.

Take 1000 CP and good luck.

Location

You'll begin in New York City of Earth 616.

Origin

Each origin receives a 50% discount on their Origin Perks with the 100 CP Perk being free. You may freely choose your age and gender.

Drop In - You have no new memories and just suddenly appear in New York City just as a random Symbiote is nearby looking for a host.

Reporter - You have a decent career as a photojournalist at an up and coming outlet. One day, while on the job, you found yourself saddled suddenly with a new Symbiote sidekick.

Soldier - You were recruited for a secret government experiment using Symbiotes to recreate the Super Soldier Program that created Captain America.



Perks

General

Symbiote (Free) - You get your very own best buddy Klyntar Symbiote who is definitely NOT a parasite. You'll have the option to upgrade your Symbiote further into this Jump Doc, but for now you are stuck with a very basic Symbiote. It increases your strength, speed, durability, senses, can shapeshift into clothing or other simple objects such as blades, crawl on walls or ceilings, shoot out tendrils, and will increase your regenerative ability. Like all Symbiotes, yours will also boost and improve all bodily functions as well as any powers you might already have.

However, things aren't just sunshine and rainbows. Your newfound best bud has an unfortunate psychological weakness to extreme noises and fire. It also needs a unique supply of food, in their case phenethylamine, adrenaline, and other hormones. For those not scientifically inclined, phenethylamine can be found in

both chocolate and human brains, fun! It will also need to consume other things in order to produce the necessary biomass to create its tendrils, webs, or if it loses pieces of itself.

All that said, your Symbiote accepts you as the most perfect of hosts for them to have ever bonded with. They will never seek to leave your side or betray you, unless it is trying to protect you or you ask them to. Although, this will not stop super scientists or other ne'er-do-wells from being able to separate the two of you and kidnap your new best friend. Your Klyntar Symbiote will not have a personality as it is still a newborn, but once it has bonded with you it will begin to demonstrate personality traits very similar to your own. If you are evil and revel in death and destruction then so too will your symbiote, but if you're a goody two shoes who believes in the sanctity of life then so will it. (See **Notes** for more information.)

Drop In

Morality Shutdown (100 CP) - You have the power to shut off all of your emotions to ensure you do what needs to be done, no matter how much it conflicts with your sense of morality. Feeling too much guilt? Shut it off. Too much sorrow? Shut it off. Too much anger? Shut it off. Conversely, you can force yourself to feel these emotions more strongly when you need to give yourself the necessary boost of willpower or rage to get to your enemy's throat. This power cannot be used against your will by an outside force.

Now You See Me... (200 CP) - When it comes down to some fisticuffs there is no better showman than you. You know how to get people's attention and make sure their focus remains on you, all the while looking quite awesome while you do it.

...and Now You Don't (400 CP) - You are an unparalleled escape artist. When goings get tough, you know how to get going. While your foes are still dazed and confused as to what is going on, you're already halfway to freedom. This also makes you exceptionally skilled at escaping if you are ever captured.

I Am... (600 CP) - Your Symbiote has merged itself into your bloodstream so seamlessly that there is no "we", there is only "I". Essentially making you and your Symbiote one being with one mind, your mind. This makes it impossible to separate you from your Symbiote while also enhancing your strength, speed, and durability. (This option turns you into a quasi Symbiote hybrid, with any Symbiote powers purchased applying to you directly.)

However, if you do not wish to become one with your Symbiote then your Symbiote will be boosted to a level matching even the Carnage Symbiote in strength, being stronger than both Venom and Spider-Man combined. Your Symbiote will also retain its increased

resistances to fire and sound. This perk basically puts your skill and bond with your Symbiote at the same level as Cletus Kasady. (See Notes.)

You also receive 1000 CP for the Symbiote Powers section only. You also receive **Fire Resistance** and **Sonic Resistance** for free.

Reporter

The Scoop (100 CP) - You are very skilled at taking selfies! When fighting crime you are skilled at knowing just where to plant a camera to automatically take photos of you that capture you in awesome heroic (or villainous) moments. The kind of stuff that would easily make the front page of any outlet.

Peter Who? (200 CP) - You are very good at keeping your identity hidden. Masks and costumes you wear may break or become damaged, but it's never enough to reveal your identity. You are very good at living a double life to the point it rarely ever interferes with your daily normal life.

Investigative Journalism (400 CP) - You are very skilled at snooping around and finding things others want to keep secret. It's almost like you have a sixth sense for detective work. An instinctive knowledge of when someone is lying or telling the truth and where you might need to go to gather further information.

Radioactive Spider Bite (600 CP) - While investigating a scientific research group you were bitten by a radioactive spider! However, this has come with many benefits. To make a long story, and list of powers and abilities, short you're basically Spider-Man (or woman). Though, not the actual Spider-Man, just one of them. You may also choose to have Miles Morales's ability to produce a Venom Blast or his ability to turn Invisible.

Soldier

Strong Mind (100 CP) - Your mind is immune to PTSD and other mental diseases/illness. No matter the war or battle you are involved in and no matter how bad things get, you'll always be able to walk away with a clear and unburdened mind. This also enhances your own Symbiote's mind as well, protecting it from corruptions that other Symbiotes have fallen victim to.

A Leader (200 CP) - You have all the skills necessary to lead a squad of heroes or soldiers into battle. You are well versed in small squad tactics. In most situations people will almost always look to you for orders, unless someone else nearby outranks you.

Special Forces Training (400 CP) - You were trained as special forces in the military. Survival, recon, weapons, explosives, and everything you need to be considered special forces.

Weapon X (600 CP) - You were held in a facility seeking to recreate the super soldier program. Due to your mutant power to regenerate from nearly any wound, grow claws from your knuckles, and enhanced senses, the government felt you would be a perfect guinea pig (or maybe you volunteered). They experimented on you, fusing your bones with adamantium and trained you into a deadly one man killing machine, even without a Symbiote. If you haven't guessed yet, this is the Wolverine option. Unlike Wolverine, your Adamantium has been treated so it does not poison your body or interfere with your powers as well as being bonded to your bones on a molecular level. You may also choose where and how many blades you have on specific parts of your body, a maximum of six. If you're not interested in having six blades like Wolverine you may choose to have Adamantium claws that can grow from your nails. (Your bones will still repair themselves if they are broken.)



Symbiote Powers

Each Origin gets a Discount on two 200 CP powers, two 300 CP Powers, two 400 CP powers, and two 500 or 600 CP powers. Each Origin may choose two 100 CP cost powers for free.

As a reminder, these powers do not affect you (unless, of course, you have merged with your Symbiote using **I Am...**). These powers will boost your Symbiote which will then boost you, so long as it is still bonded to you. Lose your Symbiote and you lose the powers you purchase here.

Basic Power Set (Free) - Your Symbiote comes with the basic powers of a Symbiote: increased strength, increased speed, a more limited danger sense, a slight increase to all previously acquired powers, increased agility, 360 degree senses, increased reflexes, increased regeneration, wall crawling, shapeshift into melee weapons, enhanced tracking ability, oxygen generation, oxygen filtration, and ability to shapeshift into clothing. At this level a basic human bonded to a Symbiote would be an equal to Spider-Man.

Emblem (Free) - If you're not interested in having a Spider as your Emblem that the Symbiote creates, then you can import or choose anything you feel best suits your persona and your Symbiote will replicate it somewhere on your suited up body.

Custom Personality (Free) - For those who do not want to leave the personality of your Symbiote up to chance, you may choose what kind of personality your Symbiote has to best suit your likes and dislikes.

Import (100 CP) - Maybe you already have a symbiotic organism bonded to you like K7 Leetha from Spawn or an artificial Symbiote from another Spider-Man Jump. This option lets you import that Symbiote into this Jump Doc to upgrade with new Symbiote powers.

Hammerspace (100 CP) - Your Symbiote is capable of creating a pocket dimension within itself to store items that you can later pull out whenever you want. This pocket dimension is only the size of a small closet, so don't go thinking you can store your fancy new spaceship inside of your Symbiote. You may purchase this power an additional five times, each additional time increasing the volume of the hammerspace by the same amount.

Insanity Immunity (100 CP) - When a Symbiote bonds to a host they tend to absorb some of their personality traits, this also applies when a Symbiote devours the brains of others. This perk makes it so if your Symbiote ever bonds with another, whether temporarily or for a long period of time, it will not affect the Symbiote's mental health in a negative manner.

Mental Protection (100 CP) - All Symbiotes provide their hosts with a certain level of mental protection from telepaths and manipulation, but your Symbiote is much more adept at keeping your mind safe. It would take an Omega Level telepath to breach your Symbiote's protections.

Tendrils (100 CP) - Like the Carnage Symbiote, your Symbiote is very skilled at creating and controlling massive amounts of tendrils skillfully and precisely. If a normal Symbiote is only skilled at creating four or five tendrils, then yours could easily create two dozen. This perk may be purchased multiple times, each additional time increasing the number of tendrils by the same amount.

Night Vision (100 CP) - Your Symbiote provides you with perfect night vision, allowing you to see in absolute darkness.

Poisonous Fangs (100 CP) - Your Symbiote can inject your victims with poison from its fangs. What kind of poison you ask? Any poison you feed to your Symbiote it can reproduce through its fangs.

Impurity Sense (100 CP) - Your Symbiote is capable of detecting illnesses, disease, and genetic flaws in others with just a glance.

Internal Bodily Cleansing (100 CP) - Your Symbiote can enter another's body, while still attached to you, and cleanse them of any harmful drugs, toxins and poisons. While bonded to you it can do the same for you as well.

Metabolic Acid Generation (200 CP) - You know what happens when a Xenomorph from Aliens bleeds? Your Symbiote produces saliva capable of that. Spit on someone's face and they won't have a face for much longer.

Augmented Visual Senses (200 / 100 CP) - Your Symbiote's enhanced superhuman sight also allows you to see things that are invisible. For an extra 100 CP this power will also work on supernatural entities such as spirits and ghosts.

Technotravel (Requires Technological Manipulation 200 CP) - Your Symbiote is capable of traveling via the internet or any telecommunication outlet so long as it is wired. Like Venom's Symbiote traveled to Eddie Brock's wife to save her from Carnage. (No, you do not travel with the Symbiote. This also does not work on wireless technology such as WiFi or cell phones. If you merged with your Symbiote, then you would be capable of traveling this way.)

Scanning (200 CP) - Your Symbiote can scan anything and analyze the data and information that is gathered, including not just technological and digital subjects, but also subjects that are biological, chemical, etc.

Techno-Hybrid (200 CP) - This basically turns your Symbiote's personality into an AI. The voice will remain quiet unless you seek to speak to it, but it will treat you as the Alpha User and will not allow any other to interface with it without your permission. (This Power is free if you purchase the following; **Efficacy, Technological Manipulation, Scanning, and Technological Possession**.)

Camouflage (200 CP) - Your Symbiote is capable of blending into its surroundings. This is not invisibility, but more it mimicking the surrounding backgrounds. This can only be achieved if you stand still or move very slowly. This also greatly reduces the scents and sounds you or your Symbiote may produce. This power would put even a cuttlefish to shame.

Voice of the Universe (300 CP) - Your Symbiote has a connection to the universe itself that draws it to areas where it is needed most. This will aid you in your pursuit of protecting the innocent as you have a sixth sense for where you are needed to help others.

Mechanical Intuition (Requires Technological Manipulation 300 CP) - Your Symbiote intuitively understands the operation of any mechanical device and subconsciously/effortlessly creates a schematic in your mind. You are then able to make complex devices or weapons out of mere scrap and "garbage". (This Power is free if you purchase the following; **Efficacy, Technological Manipulation, Scanning, and Technological Possession**)

Technological Possession (Requires Technological Manipulation 300 CP) - This perk allows your Symbiote to separate from you and enter a machine to take control of it. (An example being entering an Iron Man suit and piloting it.)

Pyrokinesis (300 CP) - Your Symbiote seems to have had a run in with the Goblin Formula that gave your Symbiote a form of pyrokinesis. It is now able to breathe fire from its mouth and create explosive "Carnage-Bombs" from its biomass.

Chemokinesis (400 CP) - Your Symbiote is capable of absorbing, creating, and shooting chemicals from its body. The Sleeper Symbiote used this to coat a Hybrid Reed Richards with napalm before Hawkeye proceeded to light him up.

Hardening (400 / 600 CP) - Like the Poisons, your Symbiote is capable of covering you in a hardened bone like shell that is very durable, taking a punch from Venom without even cracking. You can even extend this to your tendrils and shapeshifted weapons to make them more durable or sharp. For an additional **200 CP** (600 total) and with the purchase of the **Hammerspace** power, your Symbiote can mimic any metal you have stored within your pocket space. (If you use one of your 400 CP discounts and 200 CP discounts on this perk you can reduce the price to 300 CP. You can also just use one discount to reduce it to either 500 CP or 400 CP.)

Remote Symbiosis (400 CP) - Your Symbiote is capable of interfacing with and remotely controlling portions of itself that are attached to dead matter. The Lash Symbiote used this ability to control dead small animals and dogs.

Fire Resistance (400 CP) - The Symbiote weakness to fire stems from their creation, when Knull used a forge created from the corpse of a Celestial to burn away their impurities. No longer does your Symbiote hold this crippling weakness. Your Symbiote has become much more resistant to the effects of fire. (This does not apply to Hellfire or fire from magical or cosmic beings like the Phoenix Force.)

Sonic Resistance (400 CP) - The Symbiote weakness to loud sounds stems from their creation, when Knull hammered the first Symbiote, All Black, into the perfect form. The echoes of those hammer strikes crippled the Klyntar race to the effects of loud noises. However, your Symbiote is unique in that it no longer fears those hammer strikes and is now very resistant to sonic based attacks. (This does not give you blanket immunity to things magical in nature.)

Empathic Empowerment (400 CP) - Like the Carnage Symbiote, your Symbiote can take any form of negative emotions around it and turn it into a fuel source both for the purpose of sustenance and a power boost. The Carnage symbiote's unusual power compared to other symbiotes has been attributed to it feeding off and amplifying Cletus Kasady's insatiable nihilistic bloodlust. However, yours can achieve a similar effect without driving you into a bloodlust or mindless rage.

Enhanced Shapeshifting (400 CP) - Your Symbiote is capable of shapeshifting itself, and you, into non-humanoid forms. The list of things it can shapeshift into is very vast, but they cannot be more than double your size nor less than a quarter of your size. Your Symbiote

can also greatly alter your appearance and even affect the sound of your voice. This would allow you to perfectly mimic another person.

Invisibility (Requires Camouflage, 400 CP) - Your Symbiote is now capable of turning itself, and you, completely invisible.

Efficacy (Requires Technological Manipulation 500 CP) - Your Symbiote can take any type of machinery or technology and enhance them, making them better, in some way, than they used to be.

Share the Love (500 CP) - Your Symbiote is capable of temporarily separating from you fully to empower multiple individuals with the power of the Symbiote. (Not compatible with the “I Am…” Perk if you take the option that merges you with your Symbiote.)

Technological Manipulation (500 CP) - Your Symbiote can create, shape and manipulate technology and technological constructs, computers, robots, hardware and other devices that can be termed as "technology". This manifests as a special form of electrical/telekinetic manipulation, a special form of "morphing" which allows physical interaction with machines, or even a psychic ability that allows mental interface with computer data. The user can control the flow of intricate machinery, and assemble or disengage their programming at will and operate most technology at distance. Like Scorn you can communicate either telepathically, by speaking verbally, or by touching it physically, with all forms of technology, including machinery, computers and other electronics. This also increases your Symbiote’s ability to hack into computer systems and bypass firewalls or other protections. Your Symbiote is a machine/Symbiote hybrid, being able to fuse itself with different kinds of weapons and technology. (Does not allow the Symbiote to integrate technology into itself, but does make the process much easier.)

Enhanced Reproduction (500 CP) - All Symbiotes are capable of reproducing once in a generation, but your Symbiote is special. Your Symbiote is capable of reproducing once every ten years. This creates a Symbiote with all the abilities of the original, but stronger. However, these Symbiotes only reproduce like any other Symbiote. (This newborn Symbiote will only have the perks and powers you’ve purchased within this Jump Document.)

Power Negation (500 CP) - Your Symbiote is capable of interacting with others to remove their powers, like how Anti-Venom nearly took away Spider-Man’s powers. This only works on those whose powers come from an outside non-magical source (e.g. scientific experimentation).

Anti-Venom (500 CP) - You have a very special Symbiote who is capable of curing any disease, illness, or invasive creature within another. This power extends to even being deadly to other Symbiotes, and Poisons, to even touch. Noticeably Anti-Venom has cured people of cancer and radiation. This power can be toggled on and off at will.

Programming (600 CP) - Like Scorn your Symbiote can program a certain function in other people and almost all technology to change their pattern of behavior or take control of them.

Attribute Absorption (600 CP) - Your Symbiote is capable of temporarily bonding with others to absorb their powers. Once absorbed your Symbiote can return to you and grant you the powers it absorbed. Though be warned, you only retain these powers for as long as you are bonded to your Symbiote. In order for this to work the Symbiote must remain bonded to the target for 42 hours. (If you have merged with the Symbiote via the "**I Am…"** perk, then you will need to merge yourself with others and remain that way for 42 hours in order for this power to work. This perk does not work on magic and only absorbs physical traits such as Mutant, Kryptonian, and Inhuman genes. Bonding with Doctor Strange will not give you his prodigious magical ability. This also eliminates any penalties your Symbiote may suffer from bonding to such individuals as long as they are removed before too much time has passed beyond the 42 hours.)

Enhanced Regenerative Factor (600 CP) - Like Carnage, your Symbiote is capable of regenerating both itself and you from a single cell. So long as a single cell is left of you or the Symbiote, then it will eventually regenerate you back to full health. Though it may go on an eating binge in the process.

Necrosword (800 CP) - Necroswords are bladed weapons formed out of living abyss, though they usually manifest as a separate object instead of covering their wielder's body like most symbiotes. This sword is deadly to divine and celestial beings. Your Symbiote can either create a small short sword while remaining attached to you, or a large two handed sword if it removes itself from you entirely. While the sword is manifested in its two handed form you may have all of your powers and abilities skyrocket in potency, this power can only be manifested once per Jump (or every ten years), lest your Symbiote destroy itself from the exertion of power. For every Divine being you slay with this sword your powers, your Symbiote's powers, and your sword's powers, substantially increase.



Items

All Items are discounted for their Origins with the 100 CP items being free.

General

Chocolates / Brains (50 CP) - For a single purchase of 50 CP, you receive a cupboard of some kind within your Warehouse that provides you with an unlimited amount of chocolate. These chocolates can be summoned to you at any time by reaching into a pocket and willing one to your hand. For another 50 CP, you receive a fridge stocked with the finest and most delicious of Human brains. These are guaranteed to always taste fresh, be disease free, and of a good size. For a final 50 CP, these chocolates can be any brand or from any bakery or confectionery producer you desire, while the brains will come from the brightest of minds: scientists, artists, soldiers, and others.

Symbiote Container (200/300 CP) - For 200 CP you receive a container that can safely store, hold, and contain Symbiotes of any level of strength. You need only worry about how you're going to get a Symbiote inside of it. For an additional 100 CP, this container purges a Symbiote of any insanity or corruption it might have received from bonding to insane hosts or evil things.

Venom Comics (50 CP) - You receive every comic in which Venom, or one of his counterparts, have ever appeared in. Each comic is in pristine condition and every one of them have been signed by the great, and sorely missed, Stan Lee.

Drop In

Sonic Rifle (100 CP) - This gun produces a high frequency sound wave that is excruciatingly painful for Symbiotes. The gun is even capable of messing with super heroes who have enhanced senses such as hearing and can cause Spider-Man to lose his equilibrium. You receive the blueprints on how to create more and if yours is destroyed a new one will replace it in twenty four hours.

Devil Dolls (200 CP) - Robotic drones, they can hold recordings and mimic selected voices to break their victims psychologically. They can shoot fire out of their mouths and carry little pitch forks while saying things like "We wuv chaos." They can be set to self-destruct and explode with enough force to destroy a small apartment. You receive twelve of these drones with the schematics to create more. Once destroyed a new drone will appear in twenty four hours, meaning if your drones are all destroyed they'll all return in twelve days at a rate of one per day.

Lighthouse (400 CP) - This small "Lighthouse" is actually a tiny space station that uses Pym Particles to shrink down, transport, and house individuals inside. The space station is the size and shape of an oval pill on the outside, but is very large on the inside. From its brief appearance in the comics it doesn't seem to have any other defenses besides how small it is making it basically impossible to find. It can teleport you from any location on Earth and send you to any other location on earth, so long as those locations aren't shielded or have something that could interfere with the Pym tech. The station has many rooms for housing, a cafeteria, a lab, a teleportation room, observation deck, and meeting room. In case of emergency the station is set to restore any residents to their full size back on earth in an instant.

You will be given a smartphone, that you can import any communication device you may have into, that has a number set to speed dial the Lighthouse. When you dial this number a Dumb AI for the Lighthouse will verify who you are and either teleport you up to the station, teleport those near you up to the station, or teleport items on your station to you.

If lost or stolen this phone will reappear on your person after twenty four hours have passed.

Reporter

Camera (100 CP) - You receive a top of the line camera, any from the real world you desire. This camera captures perfectly clear images and videos, is capable of livestreaming on the go even if you have no connection to WiFi, and can automatically upload videos / images directly to anyone computer of your choice. If the camera is destroyed or lost a new one will reappear in your warehouse, but any images on the old one will be lost unless you've saved them.

Apartment / Home (200 CP) - Either a nice luxurious apartment designed to your standards in the heart of New York City, or a large home in the suburbs. Whichever you choose it will be furnished in any design you desire, but nothing alien. This home is a sanctuary that is extremely difficult for villains to track you to. It will be registered to an alias of yours so that pesky reporters, cops, or criminals won't think to look there unless you lead them to it. After this Jump you can place this home / apartment in any location you desire within the universe you are in or keep it as a warehouse attachment.

Jumper Bugle (400 CP) - You own your very own newspaper, the name is up to you. Your paper will print fair unbiased articles based on important events happening within your chosen city with occasional articles on world wide events. The business is successful enough to keep running without your intervention or input, but you can change up what they write about if you desire. The reporters who work for you will often have useful contacts within multiple organizations throughout whatever country you place it in. You'll find that they are more than willing to give you these contacts should you have a need for it. The paper makes enough that you could live comfortably without any other source of revenue.

Soldier

Guns (100 CP) - Choose any real world hand-held weapon, you now own a copy of that weapon that never runs out of ammo. If it is broken you'll receive a new one in twenty four hours.

Arctic Vibranium Bullets (200 CP) - These Vibranium bullets were created by a genocidal mad scientist and can cut through even the armor of tanks like they were made of wet

paper. Flash Thompson encountered these bullets early in his comic run when they tore through U.N. forces armed with Iron Man armor. You receive a crate of these bullets; whenever you open the crate you'll find ammo for whatever weapon you wish to use them with. You'll also receive a magazine that is capable of morphing to match any weapon you own, this magazine holds an endless supply of Arctic Vibranium Bullets.

Secret Bunker (400 CP) - You receive a secret hidden bunker in the countryside of a nation of your choice. This bunker is completely off the books and incredibly difficult to locate. It comes with built in security measures such as sprinklers that disperse napalm and blast doors that can withstand a nuclear blast. The bunker has several levels for containment, research, an armory, living space, cafeteria, garage, hangar, training rooms, and holding cells. The armory is well stocked with many weapons common in the military today, the hangar has a blackhawk helicopter parked within, and a heavily armored Humvee is in the garage. The hangar and garage provide you with plenty of fuel to keep whatever you have parked within running. If you purchased the Arctic Vibranium Bullets then the ammo in your bunker will also include a supply of these bullets. Finally, if you desire, the bunker can also come manned by guards and scientists who have been sworn to secrecy and somehow receive a paycheck from a mysterious benefactor. The guards will ensure your bunker is always protected and anything you have imprisoned within is appropriately guarded. The scientists can study anything you might bring to them and essentially perform the function of "The Man in the Chair".



Drawbacks

Extended Stay (100 CP) - Extend your stay here by ten years per purchase. (Can only be taken five times with each subsequent purchase only being worth 50 CP.)

Great Responsibility (100 CP) - You have heroic tendencies that you just can't ignore. If you see someone in trouble it doesn't matter what you're doing, you'll find an excuse to slip away to go help them. You literally cannot resist. And if you get the bright idea to just go away to where there are no people, your conscience will eat away at you until you just have to return to civilization.

Brock Luck (200 CP) - You have really awful, terrible, atrocious luck. Things in the universe seem to just align in such a way to make your life here miserable. Girlfriend breaking up with you because you always seem to vanish, losing your job because you interviewed a fraud without knowing, or just have villains routinely smash up your home or businesses. This Drawback will not lead to you dying, but you're not going to have many good days while here.

Backseat (200 CP) - When you sleep, and you will sleep even if you have powers that make sleep unnecessary, your Symbiote will take over and spend the night out on the town. Depending on your personality, this could be either a good thing or a very bad thing. If you have a helpful heroic personality then your Symbiote will go out and be a hero while you

sleep, but if you're an evil monster then the Symbiote will go out and terrorize the local populace. This will occur at least eight hours every day.

Assume the Worst (300 CP) - No matter what you do or how heroic you behave the heroes of this universe will always assume the worst when it comes to you. If they arrive on the scene of you rescuing a hostage they'll assume you took that person hostage. If you're stopping a bank robbery they'll assume you are robbing the bank.

Insane Symbiote (300 CP) - Your Symbiote has gone off the deep end and is almost impossible to control. If you're a good guy trying to be a Hero then it will not hesitate to kill, maim, or devour the brains of others while in combat. If you're a bad person then it will fight you every step you take to keep you from committing crimes or acts of evil.

Government Experiment (400 CP) - You and your Symbiote have been captured by the government and are being experimented on to create new super soldiers. You'll be held in a cell that represses all of your and your Symbiote's powers and they will take great care in ensuring your powers are restrained during the times you might spend on an operating table. But like any good comic book government organization, someone is going to make a mistake and you're going to have an opportunity to escape. You don't know when or how this will happen but it eventually will.

Hunger (400 CP) - Your Symbiote has an insatiable hunger for human flesh. If you do not routinely feed it full grown humans then it will begin to slowly devour you. You will not be able to remove the Symbiote and anyone else it may temporarily bind itself to will be devoured before it returns to you. If you've taken the **Insane Symbiote** Drawback and you desire for your Symbiote to be evil it will only eat those who are themselves evil and refuse to eat anyone it even suspects might be redeemable or innocent.

Poisoned (500 CP) - You were caught and subsumed into the Hive of the Poisons. Your Symbiote and yourself have been merged into one creature with a hard bone-like exoskeleton. You are bound to the will of the Hive, and the Hive desires more Poisons. During your time here you will aid the Hive against Venomized Doctor Strange as well as other Venomized super heroes. Your duty is to "recruit" new Venomized heroes into the Hive. You will not be free of the Hive's control until the Queen is destroyed by a Poisoned Jean Grey ten years from your arrival on Earth-17952.

No Outside Influence (600 CP) - You lose access to all outside powers, abilities, items, and your warehouse for the duration of this Jump. You will only have access to what you've purchased here.

War of Realms Arc (800 CP) - Shortly after your arrival in this world the events of War of the Realms will begin. You'll be trapped between the different realms' invasion of Midgar and need to not only survive but to also aid the Avengers in defeating Malekith and restoring order to the different Realms. You will not be able to leave until Malekith is defeated and Earth has pushed back the invaders to their own Realms.

Enemy of the Avengers (800 CP) - You have become public enemy #1 of the Avengers, of all branches of the Avengers. Between dealing with other threats the Avengers will be on a constant hunt for both you and your Symbiote. Should they have to choose between dealing with a very clear threat, like Carnage, or you, then they'll choose to take you out first. If you are captured and imprisoned for more than a year, then this will count as a Jump failure.

Knull Arc (1000 CP) - You arrive during the events of Absolute Carnage and will need to survive Carnage hunting you down for your Codex as well as the eventual awakening of Knull, the Symbiote God. You won't be able to leave this Jump until Knull is either killed or imprisoned again. Knull will know about who and what you are, and he'll be gunning to eliminate you as soon as possible.

Scenarios

Poison Queen/King

Requirements: Poisoned Drawback

Objective: The Poisons have begun spreading among the multiverse infecting super powered individuals with Symbiotes to convert into Poisons due to a fear of something that is hunting them. Your objective is to discover and neutralize this threat to the Hive.

Reward: The Poisons and the Hive recognize you as their true leader. All of the Poisons, including those who were turned during the course of this Jump, will follow you into future Jumps. They come supplied with braindead Symbiotes with which to infect new hosts to continue to spread their Poison throughout the Omniverse.

God of the Symbiotes

Requirements: Knull Arc Drawback

Objective: Knull has awoken from his slumber, and it is up to you to do what the Celestials could not, destroy Knull the God of Symbiotes. The King in Black is no pushover and he has access to All Black the first Symbiote Knull ever created. You must either defeat Knull or seal him in a prison from which he can NEVER escape.

Reward: With the final death throes of Knull you begin to hear the voices of the Symbiotes singing out to you in their ancient tongue. For doing the impossible. For defeating the void and freeing the Symbiote race, **you**, Jumper, are the Hive Mind, the God of the Symbiotes, the King in Black.

For doing the impossible the Symbiotes that makeup planet Klyntar will accept you as their new God. You become connected to their Hive Mind and are their Hive Mind. They will follow you to new universes and bond to those whom you desire them to do so and obey your commands above all others. Their desire is to be a force of good, but they can be corrupted to evil and will ultimately obey any command you give them. Even if it is against their will.

Dreamstone

Requirements: War of the Realms Arc

Objective: Defeat Malekith and restore order to the many realms of Yggdrasil. But be warned, Malekith is aware of your objective and will take extreme measures to ensure his survival.

Reward: For defeating Malekith and restoring order to the many realms of Yggdrasil you will be rewarded with a purified Dreamstone. This Dreamstone is capable of granting you any one item of your desire. It is limited to only granting you physical objects and cannot grant you more esoteric things such as “Destroy my enemies” or “Give me the power of God”. It is also limited in what it can grant you, with its maximum power being able to grant you a copy of Mjolnir or Stormbreaker that works exclusively for you.

Your Symbiote will also receive an upgrade thanks to the All Father, Odin. The All Father will inscribe runes of power into your Symbiote’s very being making it vastly more powerful than it originally was. These runes also interact with any magic you may be capable of, boosting your magical capabilities by massive margins for so long as you are attached to the Symbiote.



Companions

Import (Free / 100 CP) - You may, for free, import a single companion who will receive 1000 CP that they can only spend on themselves. Every additional 100 CP grants you an additional companion import with 1000 CP. Imported companions may not use their CP to purchase powers nor items for you or your Symbiote.

Conclusion

Stay - You may choose to end your Jumpchain here and remain within this universe with all of the powers and items you've gained along the way.

Go Home - You may choose to return to your home dimension with all of your powers and items.

Continue - You may continue your Jumpchain, obtaining new powers and items.

Notes

Want to start by giving a shout out to everyone who left comments, suggestions, pointed out typos, and etc.. Thanks!

On Symbiotes - Any powers you purchase here, other than those under the Perk origin, apply ONLY to your Symbiote. So long as your Symbiote is still attached to you then you will have access to these powers, but if it is somehow separated from you then you will lose these powers.

How your Symbiote behaves and interacts with Jumps in the future is entirely up to you. If you want your Symbiote to be classified as a Companion who can purchase perks, items, etc then that's up to you to decide. Also how it interacts with other entities within you is entirely up to you. In the comics Venom bonded with Red Hulk and Ghost Rider at the same time.

On "I Am..." - The first option of this Perk is basically the "Be the Symbiote" option. For those of you who do not want a Symbiote, but instead want to BE the Symbiote. The second option increases your bond to your Symbiote to a similar level as seen between Carnage and Cletus Kasady. While the first option will increase the power of your Symbiote self, the second option puts your Symbiote at the same level as Carnage, who is said to be more powerful than Venom and Spider-Man combined.

Carnage and Cletus were so connected they could sense one another even when separate and Carnage was so powerful that even though Cletus was a normal human, it was capable of going toe-to-toe with both Venom and Spider-Man simultaneously and come out on top (if the two heroes weren't protected by plot armor). Your bond with your Symbiote will be so tight that it would seem at times that you and it are one being. Even if you take the second option the Symbiote is so entwined with your blood and DNA that, like Cletus Kasady, if you expose your blood to air your Symbiote can regenerate from your blood. This process will be very draining for you and your Symbiote will be very weak until it has obtained more biomass and ingested proper food, proper for a Symbiote that is.

If you purchase the Perk **"I Am..."** then any powers you purchase in the Symbiote power section will apply directly to you.

On "Weapon X" - You have a total of six claws, you can just choose the placement of those claws on your body. Alternatively, you can have the power to elongate your nails which become made of Adamantium. Although I didn't list out all of the powers of Wolverine in the Perk, you can assume any powers he displays in the comic (that is normal for him and not a result of outside and temporary influence) you also possess.

On "Attribute Absorption" - If you purchased the **"I Am..."** Perk then you yourself will need to bond to a new Host and remain bonded to them for at least 42 hours to obtain their powers. Powers absorbed this way will only apply to you for as long as the Symbiote remains attached to you.

This power does not copy any Supernatural or Magical powers. Bonding with a Wizard will not make you a Wizard. It only absorbs physical attributes like Superman, X-Men, Inhumans, and other genetic traits.

On Drawbacks - If you take multiple Arcs, then your time will be extended until each one is completed. Or you can have all Arcs happening simultaneously, if you're feeling particularly suicidal.

On "Poisoned" - There's not a lot known about the Poisons. Sometimes they seem to be really strong, like when Poison Spider-Man took a punch from Venom without even flinching, and sometimes they seem really weak, like when Poison Deadpool killed Poison Gwenpool with just a few shurikens to the face. Poisons appear to be caustic to Symbiotes, with even touching a Poison being enough to harm a Symbiote. They also are much more durable than Symbiotes and, supposedly, stronger than them as well. How you fanwank being a Poison is up to you. After this Jump ends you can choose to have your Symbiote resume its more liquid like appearance or keep the bone like exo-skeleton of the Poisons.

On "Poison Queen/King" Scenario - It was never revealed what the Poisons are afraid of, so this Scenario will require a great deal of creative imagination on your part. They could be running from Galactus, Thanos, Knull, or maybe an ancient and powerful Celestial. The threat you fanwank must be an equal to any one of those kinds of beings.

On "God of the Symbiotes" Scenario - Knull is insanely powerful. He took on possibly hundreds of Celestials simultaneously and even killed one of, if not more, of them. His weaknesses are unknown and his strengths are vast. If you take this Scenario then it will be a struggle unless you are at the level of a God, and even then things will get iffy. As for the reward, the Symbiotes your now rule over are very diverse but none are more powerful than your own Symbiote.

On "Dreamstone" Scenario - Unfortunately the Asgardian Rune Venom is never really explored other than it being way more powerful than the original. Rune Venom split a tank in half with a single attack and tore apart trolls like they were nothing. The Dreamstone seems to work in that it grants a person their desires but seems to be limited to giving them objects or powers. Since I limited the Dreamstone to only granting the Jumper a single item of their desire, I also added in the Rune Symbiote to make up for the lack of ability to get a super power of your choice.

Changelog:

Ver. 1.01

Deleted “360 Degree Senses” and added it to the basic powers of a Symbiote.

Altered the Reward for God of the Symbiotes that makes you the literal Hive Mind of the Symbiotes.

Reworded a few perks for clarifications and to make a bit more sense or add some gravitas.

Reduced the price of the 600 CP Items to 400 CP.