

By Valeria

Introduction

A modern world with modern problems. Overpopulation, environmental destruction, crime, disease, all sorts of nasty things. It's like the human race is doing it's very utmost to destroy itself. But apparently, this world has a saviour. The Life Foundation claims that it will solve many problems for the world and to many, it seems they're doing good work. This San Francisco based company has already made revolutionary advances in medical technology and have even developed spaceships capable of deep space exploration. But unknown to most, this progress comes at the cost of horrible human experimentation and the spaceships they have sent out are now returning with a terrifying cargo.

Symbiotes, they will come to be called by the owner and ruler of the Life Foundation, Carlton Drake. This man believes he is a god and will save the human race by combining them with the Symbiotes. The Symbiotes are a race of beings from another world that can bond with a compatible living host, granting them great powers…though the Symbiotes need not allow the host to be in control. The Symbiotes are led by Riot, one of the creatures brought back on the spaceship by the Life Foundation along with three other specimens, and he seeks to find a way to return to the comet currently carrying millions of his brethren and bring them to this new world to feed. Not that Drake realises that. He still thinks he's in control.

Just a day ago, the spaceship carrying these specimens crashed. All the Symbiotes but Riot were retrieved and contained safely, transported to San Franciso's Life Foundation headquarters. Of course, the human element can't be forgotten. Right now, a investigative journalist known as Eddie Brock is looking into Carlton Drake. It seems that there are more than a few rumours about his shady practices and people are starting to catch on in secret. Eddie Brock may mean well but his reckless nature will get him over his head and in six months time, he'll find himself meeting his new life partner- a Symbiote named Venom.

You begin in this world with 1000 Choice Points (CP) to spend. You'll spend ten years here, whatever you might be.

Location

The city of San Franciso is where you'll find yourself as you awaken. Be it as a human or symbiote bonded to the body of someone living here, you'll be free to move and make choices as you please in this fine city. See the sites, enjoy the atmosphere, savour the citizens. The Life Foundation makes it's headquarters on a seaside fortress found across from the city, undoubtedly along with agents and buildings inside the city as well. Eddie Brock currently works at a news company in the city too, though he'll soon find himself moving to the slums of the city.

Origins

Reporter

The intrepid reporter out for the truth. You're an experienced reporter, though also one known for breaking the rules and causing trouble more often than not. It's not made you popular among the richer circles of the city but the little folk, the guys on the street? They know and like you for what you do. You're known for looking out for the little guy and you have a nice journalism job at a local media company that supports you doing just that. Within reason.

Scientist

Science never sleeps and lately, neither have you. You're one of the top scientists working for the Life Foundation, that more than a bit shady company that just brought back a bunch of alien lifeforms to this world. You're definitely good at your job and relatively trusted by your boss for it, just be careful for the guy might happen to be a bit of an insanely violent megalomaniac.

Professional

Everyone has to work, right? You're no different. You put in the time at school and then pretty much just fell into your current career. You could work in law enforcement or be some sort of ex-military security guard now. You're paid pretty well for what you do though, even if you sometimes think that maybe your bosses do some pretty unethical things to get ahead. Perhaps the right thing to do is take a stand and stop benefiting from such actions.

Symbiote- 400

A Symbiote, the human name for it anyway, is a alien life form that originates on the planet Klyntar. They live through combining with other living beings, often taking over entirely but sometimes working in partnerships. You have become one of these strange liquid ooze like creatures. You can freely control your own body, forming it into crude shapes and moving around, but your powers only really come to the fore when you are possessing a compatible life form. When that happens, you are able to grant that being superhuman physical abilities, manifest your ooze in great amounts at high speed and strength, even form yourself into a monstrous armor around your new host. Strong enough to shatter concrete and steel with very little effort. You can communicate to your host mentally and instantly look through and absorb the knowledge and memories that they have to ensure that communication is viable. You can even alter their bodies from within, effortlessly healing wounds or devouring parts of them from the inside. Perhaps with practice, your shapeshifting powers can grow better too. You do need to feed on living flesh however and if your host does not provide, you may need to force them to do so or devour them from within or else starve. You may choose to start bonded to a compatible human for free, making them as a free OC companion as covered under the Import option later on, or be set free into the city somewhere, though you may not survive long on your own without food. It should be noted that you are highly vulnerable to loud sound and fire, both causing extreme pain and distress to your body, potentially even forcibly ejecting you from your host.

If you're a human, your age is 20+2d8. If you're a Symbiote, you're pretty young for your species but likely not more than a few decades old. Your gender is up to you, either species.

Perks

All 100CP perks are free for their origins and other perks are discounted for associated origins.

Reporter

Top Reporter- 100

These streets need an experienced hand to be properly handled, especially when you get some stuffy bitch from one of those ivory towers causing trouble down here. You need the experience and the skill to walk these beats and find the stories people need to hear and you have that in spades. You've got the skills of a veteran investigative journalist, from the know-how to find leads on cases you pursue and the skill to sneak into places you aren't meant to be, to the talent for getting people to agree to give you interviews even when they know they shouldn't, tell you secret information even when they know they shouldn't and even accidentally confess to some real nasty shit, even when they know they shouldn't.

Truth Will Out- 200

The path to the truth is a long and often hazardous way but it's always the right way. You just need the fortitude to stay it out. When you're pursuing the truth of a matter, from trying to find out what is really going on at a shady company to finding who killed some poor guy on the street, you'll find that opportunities to gain information and leads will begin appearing. You just have to stick to your guns and keep after what you find though, even if people start threatening or acting against you for it. Eventually, as long as you can survive and stay on target, you'll be able to find the truth and get a chance to expose it to everyone else too.

Taking It- 400

You were born to have others inside of you. A body that somehow is a perfect match for just about any being that needs a host, from a simple single celled organism to the alien symbiotes that are on their way to our world right this moment. You easily and without problem bond with these things, even getting around any health issues that might normally arise from such a bond and certainly any compatibility problems. You might not get on with your new bodily tenant on a personal level but there'll be no doubt in their mind that your body was made for their use. You can even host many at once without issue or, of course, deny the use of this ability to any unwanted hosts. They can still try and bond with you by force, they just won't have any more luck than with any normal guy.

My Best Friend Lives Up My Ass- 600

Roomies have to get on with each other, especially if they're looking for a long term relationship. You and your new friend? You were friends before the second day of your partnership and by the third? There's not much more close you can get. You find it effortless to befriend any being that is bonded to you or otherwise living within you, taking just mere hours to create a strong fondness in that creature for you and truly befriending it in mere days. You could even convince a hostile alien being to decide to fight to save the Earth from it's own species just by becoming it's friend and certainly make any being within you try their best to not harm you with their presence. Why would they want to hurt their new best friend?

Scientist

Exobiologist- 100
A sterling education in science has been your life until now, degree after degree right up until you graduated with honors from your doctorate course. What in? It's not quite clear but it seems that you've been studying just about every area of biology that exists. Helpful, given your specialty lies in exobiology. The study of alien lifeforms, which are apparently much more present than anyone on Earth thinks. You're damn good at it too. Not only is your knowledge of Earth-lifeform biology near complete, you have great talent for figuring out the biology of alien lifeforms and how to make it work with Earth and Earth-based lifeforms.

Silence Those With Questions- 200
Science is all well and good, especially when you're trying to save the entire bloody human race that keeps trying to kill itself as best it can, but science alone just won't make it work. You need money to do anything of use. Money or power. You know how to make and use both though, so there's not much need to worry. You're a superb businessman and can parlay most skills and talents into making lots of money really quick, plus you know exactly how to leverage your money, political power and connections against other people to hurt them, from tearing apart their relationships to taking over rival companies to just making them miserable. If you're not petty, you could even work out how to hurt the bad rich guys with this. But it's so hard to not be petty when there's so little consequence for doing so.

Cost/Benefit of Human Life- 400
Sure, you could spend years going through the proper channels. Slowly testing on animals, in labs, in controlled conditions and following all those rules and regulations put in place just so your genius would be suffocated by all the miserable leeches that feed off of this dirt ball and this dying race. Ahem. Or you could take the quick route. The efficient route. By adding a cost of human life to your experiments, you're able to greatly accelerate scientific growth and the speed at which you develop new technology. Testing on humans without regard for their safety, even if it harms them, can see developments occur in just days when it might normally take weeks or months. Throwing away human lives for your cause, causing deaths in your experiments to see how far you can push things, and you'll be looking at years of advancement. Everyone else is already doing it for their own greed, you're justified because you're truly doing this for the advancement of our entire race. You're more like a hero, really.

That's a Biblical Name, Right?- 600
That soothing voice, slithering into the minds of those around you. It's no wonder you've come so far when you can do so much to other people just by talking to them. You're like the snake in Paradise, able to twist humans around your fingers with ease or even make them do it themselves. You are a liar and manipulator with few to no equals in this generation, able to convince people to do almost anything for you. Even someone who knows that you will likely kill her and has seen you kill people can be convinced to tell you the only bit of information keeping her alive and truly believe that you are doing this for the right reason. The more stupid masses of humanity? They'll follow your words like blind sheep, so long as nothing directly evil gets revealed about you to the public.

Professional

Working Life- 100
Whatever it is that you happen to do, you're pretty good at it. You have been doing it for a few years now after all. From working as an attorney to service in the military to a neurosurgeon, you're fairly talented at what you do and you have around half a decade's experience in the work too. You're no world class guy at the position but you're definitely standing out from your peers. Plus, you have an almost silly amount of job security, able to keep your position even when you're costing the company a fairly serious amount of money and reputation. As long as you're not bringing serious criminal charges against the company or taking a shit on your bosses' desk, you can be pretty certain you're going to keep getting paid.

Secrets Policy- 200
Confidentiality is vital in almost all fields of employment. No one likes a loose lipped idiot in their office. Not something you appear to have much issues with though, since information security comes naturally to you. As does normal security too, funnily enough. You have a natural talent for keeping things secret. You never let something slip that you don't want to and find it really quite easy to guide people away from questions you don't want ask. You excel at keeping electronic systems secure, setting up good patrol routes and other methods of physical security, you even find that your friends and loves ones really hold a healthy respect for your privacy. It's not that no one can find out something you don't want them to, you just give them a lot more trouble than anyone else.

Hard Man Doing Hard Things- 400
You're a tough guy, a real jar head. Before you started on whatever job you worked now, you spent a good few years proving yourself exceptionally capable in some form of black ops special forces unit, the sort that honed you into a modern killing machine of a soldier. In addition to your high levels of training in various military disciplines, you've got an incredible degree of awareness of the world around you, easily detecting your prey even if they're trying to hide high up in a tree from you or have some sort of super suit to blend into the darkness. Lastly, you're just tough as fuck. Getting thrown across a room and into a solid brick wall won't keep you down for more than a few seconds of groaning.

We Like Her- 600
Is it creepy or is it cute? Creepy cute? The way aliens and monsters look at you and find an instant liking is probably some combination of the two. For a special smell about you or just something that makes you the perfect girl for them, they quickly develop a liking for you on a romantic and/or sexual sense. It'll usually take a few days of contact for that to start forming but if they've got added reason to like you already, like being bonded to someone already in love with you, it could be just about instant when it comes to how fast they fall for you. This can get a little possessive sometimes but it'll always just be harmful to others and sometimes you can even get them to do favours for you, like doing their best to not eat you while they temporarily bond with you to go rescue someone you care for.

Symbiote

Live For The Hunt- 100
The natural instincts of any predator, just heightened a little more when it comes to you. You were born for the hunt and for the kill, finding it all too easy to track down prey you catch the trail of and having natural skill when it comes to tearing someone apart with your body. It's fun too, letting you take a great deal of enjoyment from hurting, eating and killing others. If you want to anyway. Not that you'd not want to. You'd have to be some kind of pussy.

Giving It- 200
You've always been easy to please, finding a home really hasn't changed that about you. While you might not be the perfect host yourself, you do find that anyone is now a perfect host for you. Whether it be you bonding to someone else yourself or just some ability you have, you'll find that other people always fit the criteria that you need. There'll be no problems from you slipping up inside them and scooping out a home of your own, certainly no harm to their bodies if you don't want it, and you can even safely leave them once you're done, no matter how incompatible that they might normally be with you.

Devourer- 400
A Symbiote of a Symbiote? It's not really possible but mostly just because you really do become a parasite when you take another of your race into yourself. Instead of only bonding with other physical beings, you find it's not that hard to bond with another Symbiote and forcibly control it, adding to your own power. They can resist, though it's likely futile unless they're stronger than you, and you can thus use their body for yourself in addition to your own. In other forms, you'll be able to do this as well, such as a human fusing with another human to become a hulking entity. The more of your current race you fuse with, the harder it'll be to stay steady and keep them all within you, unless they all agree to be part of you. Then you'd be one big happy family.

He's Got Shit You've Never Seen- 600
The alpha, the team leader, the chad of the Symbiote race. You were born for this shit and no little loser of the pack is going to make you stop, You're bigger and stronger by a fair degree than any of the rest of your race, as well as having near total mastery over your own body. For a Symbiote, this means that you find it effortless to make weapons out of your body, even attacking with many different well formed weapon limbs at once is easy, and you can bond with even incompatible hosts for a while without harming them if you want. If you're a human, you'll just be able to manually control any function of your own body, which should still let you more than outmatch others around you. Certainly, an alpha lifeform like yourself won't have any trouble killing a lesser member of your race. Unless you're dumb enough to let them find you trapped inside a big old rocket full of explosive fuel.

Items

Tater Tots and Chocolates- 50
Symbiotes prefer living flesh for the most part but it turns out that Earth has some pretty tasty foods on offer to cover other tastes too. Maybe Earth is just special for it's food or something. This unending supply of chocolate and tater tots is sure to satisfy just about any Symbiote you care to mention, since they all really like these treats. Or at least one does. Maybe if you stuff enough down another's ugly gullet, they'll like them too.

Guns and Grenades- 100
A little armoury of your own. You have enough guns here to outfit any small military squad, from handguns to assault rifles, and a good collection of ammo for them too. Protective gear is also present of course but most relevant for this place is the nice range of grenades you have, mostly focusing on making lots of light and noise. Very helpful against symbiotes. The ammunition and grenades replenish daily too.

Cool Ride- 100
The most satisfying way to get around is with a goodly amount of style, something this vehicle will easily provide. A motorcycle or a car of a modern or classic make of your choosing, this machine is well maintained, constantly topped up fully on fuel and raring to go whenever you need. You know how to control it with ease and the machine is surprisingly tough, so skate around on it all you like.

Drones- 200
A relatively large flying drone in your possession now, easily piloted from a small handheld computer device. The drone can move as fast as most cars and is equipped with some light weaponry, though probably the most destructive aspect of it is that it can unleash a series of smaller drones that home in on and explode when they hit a target, which replenish daily. Pretty useful, though you could just use this as a way to spy on people.

The Truth Show- 200
A way to spread the message you've got to the world around you, so you don't have to shout it from a street corner like a mad man. You've got your own wildly popular news show, whether it be all online or a broadcast television deal or a mix, people tune in just to see you and what truths you bring to them. It pays pretty well and the bigger and crazier things you reveal to be true about the world, the more popular and rewarding the show will be to run. You're already one of the most popular programs in your city, maybe you can aim for the whole country?

Wealthy Business- 300
Power comes to those with the resources to take it for themselves, which you no longer find yourself lacking. You own and are the controlling head of a multi-billion dollar company focusing on a pursuit of your choice, from being a science company with a wide range of interests to a relatively simple media business. Whatever the case, you control almost all aspects of the business and find that it quite easily maintains itself with little work from you, leaving you to drive improvements and new discoveries for your new workplace.

God's Kingdom- 300
Some people might question why the government lets you have what seems to be a mix of a research facility and a military base just outside the city. Some people aren't ever going to meet you

unless you want. You have a pretty sizeable compound a little ways outside your starting city, one with highly advanced facilities for just about any scientific pursuit or research you want to get into, from biology studies to the beginnings of a spaceship launching pad. It's got plenty of secret and secure basements and rooms for storing the more controversial subjects and products, as well as plenty of living room and amenities for any staff that stay on site. It even comes with a full security detail of loyal and highly trained former soldiers to keep guard and carry out your will even outside of the building.

Companions

Import- 50

There's no need to fight alone. Every time you buy this option for 50CP, you can import one of your companions or create a new companion in this world. You can decide just about everything about them in regards to body and personality, within reason, and they get to take one free origin with all the benefits of such and 600CP to spend on what they want. They cannot be Symbiotes, as that option is later in this document.

Canon- 50

There's some interesting folk around here that aren't just alien goo monsters. If some of them caught your eye, you might want to spend 50CP a piece to get the chance to convince them to come along with you as a companion. You can even decide what kind of relationship you have with them starting out, so long as it's not something crazy, and you'll find they naturally like you to help out that convincing. You cannot take any canon Symbiote with this however.

Symbiosis- 200

The process of bonding with a Symbiote. If you want a partner of your own starting out or want to ensure you meet and bond with someone later on in the jump and can take them along with you, this is for you. This option allows you to ensure that you either begin with or will meet and bond later on with one of the Symbiotes that appear in the movie or an OC Symbiote you create that has 600CP to spend on perks only. You can even decide the rough guidelines of what your relationship could be like if a canon one is chosen or entirely design the personality of your new made-up friend. Companions may be imported into this option to become Symbiotes and non-Symbiote companions may buy this option once to gain a Symbiote partner of their own. While bonded with someone, be it you or a companion, a Symbiote will not take up a companion slot of their own, though this is only present through this option and ceases to work the moment a Symbiote does not have you or a active companion as a host.

Drawbacks

You may take up to 600CP in drawbacks from the following section.

Dream Match- +0
It is, apparently, adjunct to it and all. While normally the Symbiotes would be the first true strange thing to happen to this world, this option allows you to change the past quite a great deal. This drawback places the Venom setting in the midst of the Marvel Cinematic Universe, during the mid to late 2010s. Not that San Franciso has much going on there but the rest of the world is certainly more interesting. Maybe Venom and Spidey can finally meet how they were meant to.

What's With That Accent- +100
A good guy like you is a rare thing these days. Probably because good guys like you wind up dead and forgotten more often than not. You can't help wanting to help the unfortunate people around you but unfortunately, you're pretty reckless in the way you do it, at least when it comes to your own safety. You won't be throwing your own life away but confronting a powerful CEO with shoddy evidence to try and prove he's guilty of horrendous crimes, even knowing what a powerful enemy you'd make? Maybe yeah. And you'll be doing it all with the silliest New York accent you can imagine.

Smell Good- +100 (Cannot be taken by Symbiotes)
Like a tasty slab of meat, fresh off the barbecue, you smell scrumptious to all beings native to Klyntar, such that they can smell you faintly even from across the city. You lure them in and most of them just can't resist trying to get a bite of you once they do see you. There might not be too many on the world right now but that may change soon. Of course, taking this means you can't bond with a symbiote in your time here. They'd just eat you.

The Hunger- +200
It never stops and never sleeps. There is a beastly hunger within you, as intense as a starving Symbiote, and it never goes away. You won't die of starvation but you'll nearly always feel like you are unless you're constantly chowing down on living flesh. Nothing else will do if you want to satisfy your maddening cravings, though at least animal flesh will work as well as human bodies.

And God Said To Abraham- +200
Why were you put on this Earth? On a dirt ball like this, filled with idiots and madmen? Surely, it was so that you could show these fools the way. The righteous path of Jumper. The one way that will bring true peace and happiness and glory to all. You believe that you are the one who truly deserves to control everything and everyone, a nascent god just waiting to ascend to their rightful place. And woe to anyone that tries to stop you or even hints that they may oppose you, for you'll attack those disbelievers with all your godly might, for you are the one and only God that this world will ever need!

On My World I Was A Loser- +300
And that hasn't changed in this world. You're a capital L Loser, a real dumb ass with no redeeming features. You might be skilled, handsome and talented but inevitably, you're going to fuck it all up for yourself by your own actions. Through reckless choices, selfish greed, stupid decisions or just plain stubborn assholery, you'll constantly screw your own life over. Ending up jobless, sick, miserable and without the company of your loved ones, for one reason or another, is about the

average situation you can hope your life to be for ten years now, if it doesn't get even worse at some particularly nasty points. Worst of all, everyone knows you're a loser on sight too.

Planet of the Symbiotes- +300
The comet that carries the symbiotes from their home world was not found by the Life Foundation. In fact, it crash landed on Earth several months ago already. Now, Symbiotes have infected a great deal of the planet, devouring or bonding with the majority of lifeforms on this world. Pockets of human life still exist, even outside of the cattle farms that the Symbiotes created to ensure that they will have constant food. You'll need to survive in this broken, dominated prey world now. Even if you are a Symbiote yourself, you'll be viewed as one of the few traitors that tried to side with humanity, like the rebel at large known as Venom.

Ending

The clock counts down to the last second, calling you on to make a choice here and now.

Do you want to *Go Home* to your original world?
Do you want to *Stay Here* and spend your life in a world so similar to what you came from?
Do you want to *Continue On* to a new world?

Notes

Special thanks to my lovely darling NuBee.

If you take Dream Match and Planet of the Symbiotes together, don't think it'll make things easier. It'll just mean you need to face the Symbiote possessed heroes and villains of this world and time too.