MARVEL COMICS SYMBIOTES

Version 1.0
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At the beginning of the current iteration of reality, before the genesis of planets and stars, was a being. The King in Black. Knull, Primordial Elder God of the Void, an amortal being and an embodiment of Anti-Life, the equal and opposite of the forces of creation. He was content to float in the void until the Celestials, the architects of creation, began to "pollute" "his" universe with planets and stars, life and light. Enraged, Knull slew one of the Celestials and then from his own shadow extracted a solid form of anti-life which he forged into a sword using the cosmic flames within the dead Celestial to temper it. Equipped with this weapon, All-Black the Necrosword, he did wage a war of genocide against all Celestials and other gods, opposed by the champions of The God of Light, his own Antithesis.

Until one day he was taken out in a mutual knock-out with one of these golden armored champions and both crash-landed on a nameless planet. One of the inhabitants, a man named Gorr, responded to the golden champion begging for help by drawing All-Black from the unconscious deity's grasp, and believing that the golden champion was one of the gods who abandoned his people to die in drought and famine, slew him before using the blade, now merged with him, on his own campaign of misothestic genocide.

Knull, unable to truly die, recovered and was… Inspired, by how his creation interacted with that of the newly crowned God-Butcher, went on to experiment with permutations of the Living Abyss meant to bond with other life forms. To corrupt and enslave the creations of the gods, and to steal knowledge and power for his own use, which gave rise to the Symbiotes, and his conquest of the cosmos was redoubled until one day, a pair of Symbiote Dragons, one of which was serving as Knull's avatar, invaded the Earth and were confronted by The God of Thunder, Mighty Thor. A blow to the head of his Avatar severed Knull's control of the symbiote Hivemind and all Symbiotes became self-aware

and… Many of them had hosted in heroic individuals. The symbiotes turned on Knull en mass and imprisoned him in an artificial planet composed of millions of themselves, which they named “Klyntar,” the word for “cage” in their language, which they also took as the name of their own species. The Klyntar tried to put good forward into the world, but Knull’s legacy casts a long shadow and many killers, cultists and their eldritch patrons, dark sorcerers, and military operations clandestine and otherwise have tried to use the symbiotes for their own ends whether they like it or not.

This is the Dark Side of Cosmic Marvel, inhabited by Elderspawn and Cosmic Horrors, and this is the world you’ll be spending the next decade in. Take 1000 Symbiosis Points(SP) to settle in.

Age and Gender

Honestly, just be whoever and whatever you want to be. Your Other doesn’t care so be what makes you happy. If you’d like to get out of your comfort zone, however, you can get +100 additional SP by rolling 1d4 for your biological sex, 1-2 male, 3-4 female.

Location

Most stories involving the symbiotes are focused on the Earth which is… sort of a nexus point for all sorts of things. However, you may start anywhere within the known universe as long as it’s somewhere that can support you. Likewise, you can appear at any time after Knull’s imprisonment which was… Well, Thor defeating the dragons was conflated with Beowulf's slaying of the dark elf Grendel when a certain poem was written, so from then to the present.

Origins

How did you get your symbiote, and who are you underneath the suit? Any of these can be taken as a drop-in if you don’t want to have memories or history in this world.

Everyman: Okay, maybe not a literal everyman. The point is that you were just an ordinary guy until you stepped in this weird goo or found a strange new outfit in your closet.

Soldier: Symbiotes were originally created as weapons, and a number of people, terrestrial or otherwise, have caught on to this and made attempts to use them to enhance their forces.

Cultist: Not necessarily of Knull, but symbiotes are a type of elder spawn and are conducive to certain forms of cosmic and eldritch power which make them attractive to worshipers of the more… Lovecraftian of entities. You could also just be an occultist.

Space-Knight: A champion chosen by the Agents of the Cosmos based on Klyntar, you go where you are needed and help those who need help.

Hybrid: …I'm not even going to ask how this happened. You don't have a symbiote as much as you *are* a symbiote. Kinda. Infection, splicing, or other stranger things… What are you?

Race

Human (Free): Humans in the Marvel universe have a great deal of potential, but are otherwise pretty standard vanilla. If you'd like you can be an alien species comparable to an average human instead.

Kree (100 SP): Hailing from Hala in the Large Magellanic Cloud outside the Milky Way galaxy, the Kree are humanlike warrior people roughly twice as dense as humans, with the average strength of a healthy adult being sufficient to lift two tons while redundant organs, including an extra heart and lungs, grant enhanced stamina. You may optionally be another non-human race with similar abilities.

Asgardian (200 SP): You're a god, Jumper, but don't get too excited because you're not the god *of* anything. The average Asgardian has bone and muscle density roughly three times that of a human, strength sufficient to lift 10-25 tons depending on several factors, can survive without a heart for a couple of minutes, and can live for roughly five thousand years barring outside factors and are immune to earthly diseases. They're also known to get stronger with age. You can optionally hail from another tribe of divinities or similar beings, even ones from other planets, but you'll still be around this level which means you may be stronger or weaker than average.

Demigod or Car-Ell's Kin (Variable Cost): With this option you can be a hybrid of two or all three races, gaining the traits thereof and the ability to take the exclusive perks of each. In the event of a contradiction in your base template, take whichever is better, otherwise combine traits additively. The cost of this is equal to 100 SP per extra race combined, plus the costs of the races. Thus, a Human-Kree Hybrid would cost 200 SP, 100+100, while a Kree-Asgardian Hybrid would cost 400 SP, 100+100+200 and a hybrid of all three would cost 500 SP, 200+100+300.

Perks

All Origins receive a 50% discount on their associated perks, with 100-point perks becoming free. Additionally, all origins receive a single floating discount each for the 200, 400, and 600 point tiers in the Other Perks section, and a free 100 CP perk from the same section.

General Perks

Comic Book Body (Free): You're in a comic book world, so you need to fit in. First, you're at least an eight out of ten in terms of appearance, however you personally prefer to define that. Your body is always clean, you don't have to do maintenance tasks like brushing your teeth or clipping your nails, your hair and skin always look nice, and you don't have to deal with unwanted facial or body hair. Second, your physical appearance does not directly correlate to your ability. Being a little overweight won't negatively impact your fitness, and being de-aged down to a child won't reduce your toughness or strength or rob you of anything earned by time or practice, and old age will not either. Nor would a childlike brain chemistry or the rigors of age negatively impact your cognitive functions. Thirdly... Symbiotes tend to assume the form of skin-tight suits when manifested on a bonded host. You'll find that such outfits, from your symbiote or otherwise, hug your body just right and are exactly as flattering, no more and no less, than you want them to be.

Hand to Hand (Free): Despite the best efforts of the Agents of The Cosmos, most of the universe fears the Klyntar. On Earth especially, people's first thoughts will be Venom or Carnage. The odds are good that you'll find yourself in a fight if certain people find out about your Other so just in case, you won't find yourself freezing up in a dangerous situation and you're reasonably competent at hand-to-hand combat, particularly when fighting defensively.

Trauma Insurance (Free): Uh, things like severe trauma and mental illness in a host tend to be bad for a symbiote and vice versa. So here's a guarantee that both you and your symbiote handle stress and trauma very well and will always recover from them without long-term issues given time as well as one that you'll possess the motivation to always do the work to manage your mental health. And your issues won't affect its mental state or vice versa.

Memory Sorting (Free): Symbiotes absorb memories and knowledge from their hosts and inherit the memory of their parents. Not to mention the codex eating. They can also share this knowledge with their hosts. It's prudent to make sure you can handle that, so for free you get perfect, infinite memory, fully retroactive with perfect indexing, total

recall, protection from harmful memories, the ability to suppress or restore unwanted memories at will, immunity to all forms of memory tampering, the ability to always distinguish between your own memories and those inherited from other sources, and a guarantee that you will never be overwhelmed by a sudden influx of knowledge or memories nor will your identity or personality be altered by the same. You can also divorce knowledge from the memories that contain it, letting you suppress an unwanted memory without losing any benefits it may have. Symbiotes, by default, already have infinite memory storage but yours gets similar protections.

Knock Knock, Let The Devil In (Free): You've got your own soundtrack custom-made by Eminem. You can make it play out of thin air whenever you want, or hear it in your head, or from any device that you own, and can do the same with his entire discography.

Klyntar Symbiote (Free and Mandatory): This is what you're here for, you have your very own Klyntar Symbiote. It starts relatively weak, able to make an ordinary human slightly stronger than Spider-Man with proportionate enhancements to speed, healing, and toughness, as well as the ability to generate a handful of thick tentacles or dozens of thinner tendrils for a variety of purposes. Your symbiote can produce fangs and claws as well, as well as simple melee weapons like blades or bludgeons. Additionally, your other both feeds on and sustains you: As long as you're bonded, you can go without food and water indefinitely and your symbiote can exchange oxygen with the environment for you and recycle the CO_2 you produce back into oxygen, letting you breathe underwater, go without having to manually breathe if need be, and last months without breathing at all in a pinch. Your symbiote can protect you from all but the strongest of supernatural diseases, can help regulate your body chemistry, and slows your aging to a crawl. However, it can't keep you alive forever and is highly vulnerable to extreme heat and loud noises. A heat wave or a fireworks show isn't going to do more than make it uncomfortable, but anything legitimately dangerous is far more so to it. The good news, however, is that heat is pretty much the only way to kill it, barring exotic effects. This perk can be freely merged with other perks representing symbiotic entities attached to your body unless such a perk has an import fee. Finally, you gain access to the following Perks while bonded to your symbiote, though upgrades must be purchased for the listed price and you are permitted to opt out of ones you don't want or need.

Mental Protection (Free): You know, it would really suck if you found yourself or your symbiote enslaved by Knull, Carnage, Meridus, or some other Hive-King type due to being at the wrong place or the wrong time. Luckily, symbiote and host pairs tend to be more resilient to mental influence than they are alone and yours is particularly good at this. As long as you're bonded to your symbiote, both you and it are immune to any form of mental, spiritual, or emotional control, corruption, or influence and resistant

enough to mind reading that it would require Xavier or one of his proteges making a serious effort to have a chance of getting at your thoughts. People trying to force their way into your mind find it an unpleasant experience.

Bullet Proof (Free): Well, kinda. Your symbiote can bounce away bullets, or catch and absorb them, as long as you're wearing it. Though not perfectly. It scales based on how tough the symbiote makes you and how tough you are under it. An ordinary human with a base-level symbiote would be able to shrug off most small caliber gunfire, even on automatic from multiple shooters, but something meant to take down armored targets or a big game rifle at point-blank range will still end with a bullet in them.

Ever-Evolving (Free): Symbiotes never really stop growing stronger or developing new abilities. Not only do they continuously grow stronger slowly over time, but they absorb DNA from their hosts and other organisms they encounter in order to develop new abilities, memorize the knowledge of their hosts, develop adaptations or resistances to the environments and situations they and their hosts encounter, and even grow slightly, slightly, resistant to harm, even slowly overcoming their weaknesses to heat and sound from incremental exposure. Not only does your symbiote possess all of these traits, but there is no limit to how far it can grow in any regard, and this also applies to any abilities you yourself gain from your symbiosis.

Environmental Protection (Free): Symbiotes are effective living space suits. In addition to the aforementioned sustenance and breathing traits, your symbiote will reflexively configure itself to keep you safe in a vacuum or underwater, enough that a normal human could survive at the bottom of the ocean, as well as grant at least rudimentary locomotion in such environments. It will also automatically start breathing for you, or filtering/recycling what you breathe if you find yourself in a toxic atmosphere.

Transcendent Slaying (Free): Symbiotes are based on a weapon that was designed to kill Gods. Yours might not come close to matching All-Black's power, but it still has that property. In short, you can use it or its powers to bypass the special defenses and immortality of gods, demons, cosmic entities, certain types of fae, or similar beings. And if you manage to truly, properly kill them, they won't get back up on their own though they can still be revived by outside circumstances. However… you have to be able to defeat them. A demon who can't be killed by ordinary weapons because he's only susceptible to holy weapons you'll tear apart. A demon who can't be killed by ordinary weapons because he's just that hard to hurt might pose a problem. This also won't bypass immortality through biological regeneration or the special defenses of beings who are *not* gods or similar… As a final note, killing gods and supping on god blood is *very* good for the development of a symbiote.

Feed Me (Free): Symbiotes don't typically need to eat, but some do anyway to speed up growth or healing and sometimes they get a sickness that they need outside resources to recover from. With this perk, as long as you're bonded to a symbiote, you can accelerate your healing and/or that of your symbiote by gorging yourself on whatever food happens to be convenient. Anything from chocolate and tater tots to that serial killer you were tracking down. As a bonus you can pack away truly ludicrous amounts of food without any apparent limit or repercussions, even swallowing whole something with roughly your own mass and volume, or that of an adult human, whichever is larger. As a bonus, as long as you can get something down, you won't have to worry about keeping it down, being immune to food poisoning, prion diseases, and ingested parasites. Anything you consume that your body can't use or store will be taken in by your symbiote, meaning you won't produce any form of waste

Extra-Dimensional Pocket (Free/100 SP): Symbiotes can store things within themselves… honestly without limit. The only hard limit seems to be that it must be something that the host can hold or carry on their person. For an extra 100 SP, your Symbiote's extra-dimensional space is connected to your Warehouse and can be used to move appropriate objects to or from it.

Extra-Sensory Perception (Free/200 SP): And some other things. Effectively, your symbiote sees in every direction at once and it can filter relevant information to you as needed, giving you excellent spatial awareness and the ability to know details from your vicinity that happen out of your line of sight. For 200 points, every cell of your symbiote has the same sensory abilities as a perfectly functional human eye, ear, nose, mouth, tongue, and finger and it can sense the emotions of nearby creatures, meaning that as long as you're bonded to your symbiote you'll have Daredevil beat for a most aware person in the room. Regardless of which version you have, you won't suffer from sensory overstimulation or be more susceptible to unpleasant stimuli than you already were.

Codex Memory (Free/100 SP): The term "codex" can mean two things when talking about symbiotes. One is a piece of the symbiote left behind in the host to record their memories and biological information for a number of purposes, the other is a backup of the host kept within the symbiotes' Hive Mind. Suppose the "codex" memory is accurate enough. In that case, the host's soul will remain within it after death, as was the case with Flash Thompson, Rex Strictland, Eddie and Dylan Brock, and unfortunately Cletus Kassady. Death doesn't count as a chain failure for you as long as you have some means of being active by the end of the jump duration—proper resurrection or embodying yourself through the hivemind maybe. For 100 SP, as long as so much as a piece of your symbiote remains it can, eventually, recreate and regenerate your body and put you back

in it, though how long this will take depends on its power and particularly its regenerative abilities.

Long, Long Year (100 SP): You might be here a while… If you want, this Perk will let you be able to handle extended periods of boredom or solitude, with or without your symbiote, granting you the patience to last an eternity and preventing degradation of your social skills, mental state, or other faculties from time, disuse, or prolonged isolation. As a bonus, your enhanced and robust sanity is resilient towards other things that could drive you mad, such as the face of a Many Angled-One or the realization of uncomfortable cosmic truths, and additionally, you'll gain the ability to have particularly vivid daydreams and motivate yourself through any repetitive tasks, to help you pass time alone, as well as find *something* productive to do if it is at all possible. This also applies to your symbiote, if that needs to be said.

Homo Superior (200 SP Exclusive Human): Rather than a baseline human, you're a Mutant with all that entails. Feel free to design your own custom power, with a few guidelines: 1, you're a rather middle-of-the-road mutant, not a Morlock but not an omega level either. 2: You've only got one or two powers, three tops, which are somewhat related. Generally speaking, the more broad your abilities are the weaker they are on an individual level. 3: In terms of power, an Elementalist would cap out at Firestar, an energy blaster would be a visored Cyclops, a telepath would be one of the Cuckoos, and a regenerator would max out at Deadpool. 4: You don't get any extras, become a Wolverine Package and you don't have Adamantium.

Solar Powered (200 SP, Exclusive Kree): You've received a Kree super soldier treatment and now you possess strength sufficient to lift 50 tons with a comparable level of toughness, the power of supersonic flight, and the ability to sustain yourself on solar radiation, ambient cosmic rays, and other similar background energies allowing you to go without food, water, or air indefinitely as long as you're regularly exposed to one of the above.

Divine Domain (200 SP, Exclusive Asgardian): Okay, you *are* the god of something. You could be something like a Valkyrie, a psychopomp with the power to cross between the realms of the living and the dead and guide others along the paths, or you could have dominion over one of the forces of nature like "fire" or "storms," or a literally supernatural degree of skill and talent in a narrow range of disciplines like "war" or "forging." Though regardless you're a young god. If you are a god of Storms, it will be a long time before you're the equal of Mighty Thor.

A Touch of Mercury (400 SP, Exclusive Human): The Mercury Virus was the result of a sentient virus from outer space merging with some liquid mercury here on earth,

creating something akin to a symbiote. Bonding with it made Venom far, far more powerful, but Mercury poisoning drove Eddie Brock insane and he was forced to separate from it so that the symbiote could fix the damage. A small portion of the Mercury virus was taken, studied, modified, and merged with your symbiote, magnifying the physical might it grants you five times over, which stacks additively with any other multipliers to its abilities, as well as allowing you to more easily produce additional limbs and heads from your symbiote. This is only a fraction of the power that Eddie gained, but it comes with the guarantee of no mercury poisoning and no third mind to balance. As your symbiote acclimates to the virus and its DNA these abilities may begin to grow.

A Touch of Primogen (400 SP, Exclusive Kree): How did you get this? You shouldn't have this. Nothing like this has been tried but… the Inhumans of Earth weren't the first Inhumans, that was the Kree, who were experimented on by the Progenitors using Prima Materia, also known as Primogen. An absurdly efficient energy source and mutagenic substance that was effectively sufficiently advanced science combined with sufficiently analyzed magic. Somehow, someone got a hold of some and processed it in such a way that it could be assimilated into your symbiote. In addition to merely replicating the traits of powers of DNA it has archived, your symbiote can in time learn to magnify genetic powers many times beyond their base, as well as manifest unique powers that reflect the character of those whom they gained the genetic data from or alternative manifestations of their abilities.

A Touch of Uru (400 SP, Exclusive Asgardian): Uru is an exotic element native to the Ten Realms that defies earthly classification, though for simplicities sake it's typically considered a metal. Highly durable and able to absorb, store, and amplify absurd amounts of energy, the substance can only be rendered workable by the forges of Nidavellir, which require dozens of dwarves to work and are lit by miniature stars. Lifetime's worth of dust and other trace remains of the element were gathered and fed to your symbiote, which not only greatly bolsters its durability, but grants it great resistance to all kinds of magic and energy-based attacks. It also becomes a very efficient channel for any such abilities that you yourself possess and will amplify them to a degree. Over time, traces of energy stored in your symbiote will be magnified and may influence its evolution

Eternal Archive (800 SP): Your symbiote is an old one, with a perfect memory reaching back billions of years, which it is willing to share with you. You automatically master the use of all of the abilities of your symbiote granted by the perks you purchase in this jump, though this does not make any of those abilities stronger or apply to abilities it gains in the future. It simply imprints its own mastery of its abilities as of Jump Start directly into you. In addition, it possesses billions of years' worth of

knowledge of science and history from across the universe, which you can gain from it or have shared with you directly. You don't know everything, you aren't omniscient, but you know several libraries worth of almost everything that isn't only known to a handful of beings, including things that might otherwise be lost. This knowledge updates per jump with equivalent knowledge of that Jump's setting.

Grendelkin (400 SP): Your symbiote isn't a modern one. Yours is an offshoot of an ancient and primordial Symbiote Dragon. While an ordinary symbiote would make a normal human a match for Spider-Man, yours makes one a worthy foe to an entire team of superhumans and able to one-on-one briefly with the likes of Thor and The Hulk. While it can still be killed by fire, it's not particularly vulnerable to it. and sound hurts it if and only if it's a specific frequency that is especially harmful to symbiotes. Additionally, you can manifest wings powerful enough to allow for winged flight at many times your running speed. In general, there are only two things that can kill your symbiote: Extreme heat and light-aligned cosmic or mystical energy. However, the trade-off for this power is an increased vulnerability to electrical attacks. This also serves as a Capstone Booster.

Everyman Perks

A Regular Guy (100 SP): You're just a regular guy, with a regular job. Maybe you're a photographer, a cop, or a journalist. No matter what it is, you're good at it and can always find honest work doing it or something similar.

Parker Luck (200 SP): Not that one. The other one. The good one. There's something likable, maybe even charming about you. You have an easy time making friends with others, and even if someone doesn't like you they probably respect you. In terms of romance, you have great luck finding attractive persons with good personalities who are interested in what you have to offer.

Sharpest Tool In The Shed (400 SP): You're a real smart cookie, you know that? With the right resources and proper education, you might be a rival to Reed Richards someday, and even without you know enough about one subject that someone on his level would value your input.

Great Power (600 SP): Are you perhaps the host of one of Venom's offspring? Regardless, your symbiote in addition to its physical abilities also grants you superhuman reflexes, equilibrium, balance, and flexibility. While it can't quite replicate the famous spider-sense, its own extrasensory abilities are expanded to include a danger sense that is… arguably more powerful than the original, or at least more reliable, though, unlike the original version yours isn't wired into your reflexes so you still have

to manually dodge. Your symbiote can also produce threads of living abyss that mimic the properties of Spider-Man's web fluid, allowing you to swing and sling to your heart's content. As your symbiote evolves over time, it may develop more spider-like abilities.

Grendelkin Boosted: While Symbiotes aren't, strictly speaking, compatible with the Great Web, the more eldritch nature of yours means that it can better comprehend and mimic the properties of its champions, though naturally, it's the… darker aspects that take point. Your symbiote can see in the dark and bestows those properties onto your own sense of sight, you find that producing additional arms or spider-like limbs from your back comes easily whenever you're wearing it, and your symbiote's predatory instincts are far sharper. Finally, each of your symbiote's fangs secretes a deadly and corrosive venom.

Soldier Perks

Best of The Best (100 SP): Look, they don't just give these things out to just anyone. The military, paramilitary, or PMC that you belong to or belonged to gave you your symbiote because you're well-trained, battle-tested, and experienced. You have all of the combat ability, discipline, and miscellaneous skills of someone with a decade or two of active duty service in something like the Navy SEALS, Army Special forces, The USMC, Britain's SAS, or something comparable.

Augmentations (200 SP): Project Rebirth 2.0, which attempted to use Symbiotes to create substitutes for Captain America, discovered genetic mods they could make to symbiotes in their custody that would result in them directly augmenting their host rather than merely adding power on top. Leg enhancements allowing for a running speed many times more than where it would otherwise be, muscular-skeletal reinforcements that, while not making the host stronger per se, allowed them to support far more weight for much longer, and telescopic vision paired with a third eye and a sense of smell dozens of times stronger than a bloodhound's. With this choose one of the three and you gain that benefit while bonded to your symbiote. This can be purchased more than once, once for each benefit, but only the first is discounted.

Programming (400 SP): The Kree-Soldier Tel-Kar had several genetic enhancements meant to make him an ideal host for the symbiote who would one day become Venom. Several of those are a bit… Unethical, but you've been granted a few similar ones. Namely, you can seal off bits of your symbiote's memory so that the relevant knowledge will be repressed if you're ever separated from it, preventing confidential knowledge from being extracted from it. Additionally, you can designate specific actions that the symbiote will automatically perform in response to pre-established stimuli, reacting without your or your Other's conscious input. Repressed memory will automatically be restored when your symbiote reunites with you.

Hyper-Adaptivity (600 SP): The Alien Poacher and Armsdealer Haze Mancer made a career of capturing symbiotes, subjecting them to chemical baths that made them adapt in a specific way, and then selling them as weapons to the highest bidder. One, in particular, stood out, one that made them instantly bond to hosts, instantly absorb and copy their biology, and allow them to undergo months or even years of evolution over mere days. With this perk, your symbiote automatically replicates all of your biological traits and evolves roughly 400 times faster than it would otherwise.

Grendelkin Boosted: Maybe giving this kind of enhancement to a symbiote like yours was a mistake. Not only does your symbiote evolve at a drastically accelerated rate, but it can absorb and adapt to sources of mystical and eldritch energy, gaining new abilities and new avenues of growth in the process. Anything from sucking the juice out of a minor talisman to throwing yourself headfirst into a leyline is viable, though this isn't necessarily "power copying." The nature of the energy is more important than what it's doing when determining how your symbiote evolves from the energy.

Cultist Perks

Initiate (100 SP): Whether you're an actual worshiper of the Elder Gods or other Lovecraftian entities or just a dabbler in old-forgotten lore, you've picked up a bit of knowledge about divinity, demonology, and sorcery. Not only can you recognize when the occult is afoot, but your education gives you a basic grounding in sorcery, enough to replicate common or minor effects without having to tap outside sources or incur debt to the beings you invoke. Anything more than that will require practice.

High Priest (200 SP): Are you perhaps the leader of your… Anyway, you've got a certain dark charisma that allows you to easily talk receptive people around to your way of thinking, seduce them to your worldview, and convince them of the truth of any occult or religious secrets you're aware of. You can also spot the tells of people who might be receptive to your teachings… Or, in a more sinister light, people who could be manipulated and indoctrinated. And yes, you can apply these skills to other forms of social interactions.

Supreme Talent (400 SP): Symbiotes can feed on magic, but they also empower it. *Especially* dark magic. Any spells you cast are at least twice as powerful as they'd otherwise be, while any magical enhancements you possess are magnified to a similar degree by the presence of your symbiotes. Any energy you use to fuel these spells goes further as well, being twice as efficient in usage. This goes double for anything that would be considered "dark" magic.

Red Slayer (600 SP): A Cult of Chthon found a prophecy within their copy of The Darkhold describing a Red Slayer who would assist in Chthon's emergences into this reality. Right next to a detailed drawing of Carnage. Drawing the logical conclusion, they sacrificed him and he was then revived with enhanced powers by the Darkhold. These enhanced powers included not only being able to mass replicate his symbiote to take over and empower others but resistance to fire and sonics strong enough to negate the symbiote race's normal vulnerability. You too have been touched by Chthon's power, and your symbiote gains the same effects when bonded to you. Note: Your symbiote doesn't have to be red.

Grendelkin Boosted: Carnage didn't lose that upgrade when he and Chthon had a parting of ways, and when he became Knull's Avatar, Knull's power had a synergistic effect and a touch of Knull's power resides in your symbiote. You could generate enough offshoots to empower or control thousands of people over an area the size of Manhattan and your resistance to fire and sonics is great enough that you could shrug off a point-blank blast of literal Hellfire from Mephisto's heir. You could even bond your offshoots to corpses, as long as there are at least most of the bones left, to create zombies under your control with the memories and personalities of the original

Space-Knight Perks

Hope Bringer (100 SP): Normally, "I'm a symbiote-host and I'm here to help" is the kind of thing that's met with skepticism at best and terror at worst. But when you're the one saying it, it rings true. You're a proper hero, and your presence sets others at ease. When people in need see you coming, it makes them feel that everything is going to be alright.

Purification (200 SP): The Agents of the Cosmos possess the means to heal other Symbiotes who have been corrupted or driven mad. Your symbiote has learned this trick as well, and it doesn't take much work to adapt it for general use. By interfacing your symbiote with another entity, you can purge them of mental or spiritual corruption, correct chemical imbalances that lead to erratic behavior, or if push comes to shove even suppress traumatic or otherwise problematic memories. However, this cure doesn't guarantee that the problem won't resurface, if it's a chronic condition or the individual is exposed to corrupting agents again. And suppressed memories will return sooner or later. This is a patch job or emergency treatment, not a cure-all.

Independence (400 SP): When separate from you, your Symbiote can assume a fully functional humanoid form for roughly twelve hours at a time, allowing you and it to act independently to a far greater degree than before. Effectively, it is almost as powerful as it would be while bonded to you, though it cannot do anything that's purely you, such as using your non-biological superpowers. This cannot be taken with Hybridized.

Look To The Stars (600 SP): The good-aligned Klyntar call themselves the Agents of The Cosmos for a reason. The Voice of the Cosmos speaks to your symbiote, directing it, and you, to places where you can do the most good. Be it a distant land where people stranded by disaster let out a desperate prayer for help, the weakening prison of some ancient horror, or just a cat stuck in a tree. You won't necessarily know what it is until you arrive, but it'll be something you can figure out easily enough and within your abilities to handle. The Cosmos will never direct you to something outside of your hands or where you can't go, though if a "we really need everyone we can get" style emergency is going down you might get directed there. This can be toggled on and off at will, the Cosmos understands that being a hero isn't full-time work.

Grendelkin Boosted: Your symbiote was born from the primordial void that predates the stars. The cosmos doesn't just speak to it, it speaks back. As long as you're bonded to your symbiote, whenever you have a free moment you can meditate on your connection and through your symbiote commune with the cosmos. See through the eyes of the Cosmos. This isn't omniscience, not by any means, but as long as you have the time to look your ability to scry is surpassed only by the gatekeeper of the Bifrost. You do need to know what you're looking for, however, and if your cosmic awareness is active the Cosmos may try to nudge your attention to places where you could be of help.

Hybrid

Hybridized (100 SP): You don't so much have a symbiote as you've been merged with one. Maybe you were infected by the Venom virus, or you were grown in a lab, or maybe you were exposed to living abyss prenatally, or something. What this means is that you're always considered to be bonded to your symbiote for perks that refer to such, and any abilities (or drawbacks) that refer to your symbiote instead refer to you. However, you are barred from taking the Independence perk. Your true form resembles a member of your base race wearing a symbiote, but you can revert to your base race's appearance at will.

Bodily Control (200 SP): The Living Abyss that saturates your body is highly malleable, highly mutable, almost like Unstable Molecules. After a bit of practice, it was easy enough to gain fine control of various parts and functions of your body, down to the twitches of individual muscle fibers. This control is both reflexive and conscious and will never hurt you, and likewise extends to any powers you possess that are tied to your biology.

Impossible Hybrid (400 SP): Symbiotes can store an infinite amount of biological data, which comes in handy in your unique situation. You count as every race or type of creature you've been on the chain simultaneously, regardless of what form you're in

currently, as long as you still have access to that form and it is a 'natural' form rather than the result of, say, casting a magic spell on yourself. Redundant traits combine additively while opposed ones become whichever version is most generally beneficial. The only limitation is that you cannot use abilities based on bodily attributes that you do not currently have, such as winged flight if you are not currently an angel or the physical strength of a giant creature whose might is a factor of their size rather than a supernatural ability. This will not give you abilities that you do not otherwise have access to, such as counting as a full-elf if you became half-elf in a fantasy Jump or, conversely, gaining the unique traits of a dhampir because you have human and vampire forms.

Poison (600 SP, requires Hybridized): …Is this how you became merged with a symbiote or… Anyway, the Poisons are extradimensional organisms resembling tiny crystalline skeletons. They exist in a hive mind and were at the bottom of the food chain, despite their sapience, until they encountered their version of Venom and one of them unfolded and wrapped around it on contact. The host was killed and devoured, the symbiote stripped of its will and enslaved, and the Poison gained the memories of both, as well as their powers… Notably enhanced and stripped of the Klyntar's weakness to fire and sound, though a given Poison can only assimilate a given host and symbiote pair. This seems to have happened to you, but your consciousness persisted and either destroyed that of the Poison, booted it from its own body, or assimilated it from the inside out. Regardless, you're in charge of the body. Your symbiote abilities are a good four times as potent by default as they'd otherwise be, you aren't subject to extra harm from fire or sound, and your body is covered with durable crystals that increase your resistance to damage and the cutting or piercing power of relevant natural weapons. You can dissolve these crystals to revert to a more organic symbiote form and reform them reflexively at will, and can likewise assume your base form whenever you wish.

Grendelkin Boosted: I bet the Poison regretted eating you. See, your symbiote-half is derived from an ancient and primordial entity created to hunt down and devour gods in order to steal their powers. *You're* the Apex Predator here and teaching the Poison that taught you a thing or two. Whenever another entity attempts to consume, possess, absorb, or assimilate you or any aspect of your being, not only does it fail but if at all possible you'll consume, absorb, or assimilate them instead. If a creature swallows you whole with the intent to assimilate your biology, slithers into your nervous system to take control of your body, or tries to overlay itself over your presence n the astral plane, it will find itself being quickly consumed by your symbiote side, unless it has the means to instantaneously abort the attempt or expel you from itself, and you will take everything useful from it for yourself. Even if reversing the effect isn't possible, like if a wizard was trying to steal your soul, the process will still be excruciating for the entity trying to prey on you. This does however require that you be alive for it to work.

Other Perks

As noted, you receive one free 100 SP perk and one discount each for the 200 SP, 400 SP, and 600 SP tier perks.

Anthropophagia (100 SP): Symbiotes don't really *get* the whole "cannibalism" taboo and when they need to eat they just sort of eat whatever's on hand, whether that's 80 dollars worth of chocolate or that guy standing right there. The good ones will at least try to respect the wishes of their hosts or only eat bad people. With this, you can toggle your own cannibalism taboo on or off. This won't make you crave human flesh or be any more likely to murder someone, you just won't feel bad about eating a person if it ends up happening. As a bonus, regardless of where the toggle is set, you will automatically know if something you're about to eat came from a sapient, as well as the species if you've encountered it and even who it is if it's someone you've met.

Blade Specialty (100 SP): All Symbiotes can form fangs, claws, and simple blades, but yours is particularly good at it. Where another symbiote's claws might be an inch, yours are a foot long and serrated. A blade as long as you are tall jutting from the forearm can be wielded as gracefully as a surgeon with their scalpel. Small spikes or blades can cover the surface of your alien costume if you so desire, hampering your foes but never you, you may tip your tendrils and other such appendages with barbs, spearheads, and the like with a thought, and produce dozens of small cutting and stabbing implements from your limbs at once. Given enough time and practice, you could even produce fully functional chainsaws or rotary blades from your mass.

Blunt Specialty (100 SP): Your symbiote is very good at applications of blunt force. Not only can it reinforce your muscles so that your punches and kicks have a disproportionately great impact but you find that any maces, hammers, power fists, or other bludgeons it produces are far more effective. Given enough time and practice you might be able to swing around dozens of cartoonishly oversized wrecking balls that each hit like an entire convoy.

Tendril Specialty (100 SP): All symbiotes can produce tentacles, but yours is very good at it. By default, you'll be able to produce dozens of powerful limbs, a handful that are six times your body length and able to support your weight as well as hundreds of tendrils but with time you'll be able to stretch a dozen or so over an area the size of manhattan or engulf entire city blocks in an ocean of writhing nightmares. And of course, your and your symbiote's ability to coordinate multiple limbs undergo a quantum leap.

Prehensile Hair (100 SP): Your symbiote can imitate a full head of long, voluminous hair. Not only can this give you the glam-rock hairdo or mullet of power of your dreams, but as the hair is still composed of your symbiote's mass it can be controlled, with each lock being able to extend up to twice your body length and lift something with the strength of one of your arms, giving you anywhere from six to a dozen extra limbs to work with.

Energy Channeling (100 SP): Your symbiote can, with a touch and an act of will on it or your part, absorb certain forms of energy, like electricity, and store them. It can then form what amounts to an organic cannon barrel and discharge its stored energy as a short-range blast.

Camouflage (100 SP): While all symbiotes are capable of altering their color and texture to an impressive degree, yours can do so quickly and reflexively to blend into the environment so perfectly that it literally becomes invisible, even to UV perception. However, this doesn't mask heat signatures nor block non-visual forms of perception.

Great Responsibility (200 SP): Peter Parker casts a long shadow over the symbiote hosts of Earth, being the first earthling host of Venom… Probably. Different hosts of Venom and its offspring have reacted to this in different ways, but some try to live by his example. With this perk, not only do you possess nearly limitless reserves of willpower, enough to keep going long past the point when others would have given up, but you can always do the right thing when faced with temptation.

Metabolic Acid (200 SP): You can, when bonded to your symbiote, projectile vomit acid. It will quickly eat through its own volume of most things. You can do this at will, but can only spew forth so much acid at once and must wait at least briefly between uses. Furthermore, it *is* an acid so it is subject to chemical reactions that might neutralize its properties. You are immune to your own acid, as is your symbiote.

Technomorph (200 SP): An infusion of nanomachines and other technology has given your symbiote the ability to interface with and upgrade any technology that you can get your hands on. By merging your symbiote into the tech the device becomes at least twice as effective along every parameter.

Liquefaction (200 SP): Symbiotes in their true form are rather amorphous, effectively shapeless. Yours has figured out how to return to that shape while still bonded to you, allowing it, and you, to both assume an amorphous state and to squeeze through any opening that a liquid could pass through within reason. You could pass through a grate or under the crack of a door just fine, but something that only lets through a few drops of water is a bridge too far.

Enhanced Vision (200 SP): Like Sleeper's hosts, when you are bonded to your Symbiote you possess a wider range of vision with your own eyes and can see things that are invisible, cloaked, hidden by some kind of holographic camouflage, or so on.

Chemical Absorption (200 SP): Whenever you're exposed to a chemical substance, such as a drug, toxin, acid, base, adhesive, or so on that is in a liquid or semi-liquid state, your symbiote can negate and absorb it. This is useful both if Spider-Man pins you to a wall and if someone sticks you with a needle full of bleach. Note that this is the "pop-culture" definition of chemical, not the actual definition, so you aren't going to be able to escape a room filling with water by absorbing the water. And absorbing anything larger than your body mass will take time.

Cyberpathy (200 SP): Technological enhancements allow your symbiote to mentally communicate with any electronic device capable of wireless communication with other electronics. It can also directly interface with any electronic device that it can connect its mass to the circuits of. Yes, this *does* mean that if you have a hotspot your symbiote can psychically browse the internet.

Armor (200 SP): Most famously employed by Agent Venom, in a few variations, some symbiotes can arrange their mass so as to provide better protection to their host. Whether it takes the form of military-grade body armor or something more organic, this perk makes you twice as resistant to stabbing and blunt impact as you'd otherwise be as long as you're bound to your symbiote and enhances the effects of the Bullet Proof perk to a similar degree.

Sonic Knife (200 SP): When you produce a bladed weapon, you can make it vibrate at a rapid frequency. Not only does this massively increase its cutting power, but it causes a proportionately large increase in damage when used against anything that is vulnerable to vibrations or sonic attacks. This will never harm your own symbiote.

Unstable Molecule Treatment (400 SP): It has been observed that Living Abyss has properties almost identical to those of unstable molecules. And in another timeline, the Venom Symbiote took over Reed Richards and, with his knowledge, used unstable molecule technology to enhance its offspring. Your symbiote has received a similar treatment, removing its special vulnerability to fire and sonics and improving its ability to quickly adapt to environmental hazards.

Welcome Mat (400 SP): Your bond with your symbiote is pretty good by default, but that doesn't mean there isn't room for more, and your Other isn't the jealous type. Other symbiotic lifeforms, up to and including other Klyntar or similar, will find you to be an

ideal host allowing you to derive the greatest possible benefit from their presence. Whenever the benefits they grant would overlap with those of your Other, you will find that they combine synergistically. Of course, this doesn't mean that parasites or unwelcome guests will find themselves having an easy time settling in. Your Other can and will automatically expel anything you don't want bonded to you or that would do more harm than good. Finally, any symbiotic organisms that are in your system at the end of the jump and that you wish to keep for yourself become Fiat-Backed going forward if they weren't already, though anything sapient will need to be convinced to come with ahead of time.

Codex Hunter (400 SP): The other meaning of codex, the remnants of symbiote matter left behind in a host which records the host's memories, thoughts, emotions, superhuman energy, and biological data for use by other symbiotes that might come by. Found in all cells, but concentrated in the spine, the pancreas, and a few other organs, among other things the codices can be harvested and consumed by a symbiote to gain the recorded data for their own use: For a few minutes, the symbiote gains the powers and knowledge of the host and the symbiote or symbiotes that left the codex or codices. Then, once that wears off, the symbiote and host retain the knowledge, a small fraction of that raw power but no discrete abilities, and the other information can fuel their evolution. You don't need a Perk for that, as a symbiote host you can just do it. What this perk does is… Let you do something similar with *any* parasites or diseases, or remnants thereof. Reach in with your symbiote's tendrils and harmlessly(though uncomfortably) remove the parasite, cancer, or infectious agent(or, you know, at least most of it) or just rip out and cannibalize the relevant bones or organs to temporarily copy the relevant properties and then use the data of both host and infection to evolve your symbiote going forward.

Sleeper (400 SP): Named after the latest offspring, this gives your symbiote the ability to produce large quantities of any chemical substance, again by the pop-culture definition, that either of you understands the workings of as long as it would be liquid or gaseous at room temperature. This perk comes bundled with basic mundane things like sulfuric acid and chlorine gas, as well as more practical or at least less deadly things, but as long as it's liquid or gas you can make anything, even supernatural compounds, the products of a creature's biology, or so on. If you have Chemical Absorption, you can automatically produce anything you absorb.

Chemical Telepathy (200 SP): With This upgrade, you can produce pheromones that directly affect the mind of others, and can selectively control who is affected. Applications of this include confusing people's perceptions of time to enhanced combat use of stealth abilities and placing your thoughts in their head, and conversely reading their responses based on changes in their brain chemistry.

Goblin Mode (400 SP): Norman Osborn once bonded to the Carnage symbiote in order to rid himself of nanomachines that removed his powers and prevented him from regaining them. When he then took another dose of the Goblin formula, not only did it restore his powers but it modified the symbiote. It possessed no vulnerability to fire, sound, or even Miles Morales's venom blast which had previously shown great effectiveness against symbiotes and Goblins alike. Additionally, while bonded to him, he could breathe a gout of red hot, sulfurous fire and produce biomechanical constructs, including a downright demonic-looking organic version of the Goblin Glider and the "Carnage" bombs, which were semi-autonomous grenades that can move independently, serve as a mouthpiece for the symbiote, and detonate with the same force as a pumpkin bomb. Your symbiote has similar abilities, being stripped of its racial vulnerabilities(other than Anti-Venom) both natural and anything it may have inherited from you, possessing the same pyrokinetic breath, and the ability to create biomechanical constructs on the same level as those of the "Red Goblin," that you or it know how to make with knowledge of the Glider and Bombs being bundled into this perk.

Hell Mark (400 SP): A Hell Mark is a symbol, typically a flaming pentagram on the chest or forehead when active and invisible otherwise, present on an individual, demonic or otherwise, marking them as a potential "heir" of a Hell Lord, that is to say, a demon, devil, deity, or other entity that rules a Hell Realm. Daemon Hellstrome, the "Son of Satan," prominently features one, and a while back Mephisto handed a couple out. And you've got one and it's active. By default, it lets you protect yourself and your symbiote from the effects of extreme heat, including from a supernatural source, as well as conjure blasts of Hellfire which burns hotter than any mundane flame and can optionally burn the soul, leaving pain that never goes away and grows more intense the more someone has sinned. With time, however, you'll be able to learn to conjure demonic weapons and armor, assume a demonic form for increased strength, and summon minor and moderate demonic entities to do your bidding. Normally this would run the risk of corrupting you to evil, but yours is safe.

Small-Black (400 SP): Knull possessed the ability to manifest All-Black the Necrosword from any piece of Living Abyss he had on hand, and a few hosts were able to briefly manifest a fraction of its power through their own symbiotes. Like Dylan Brock, you can enter a sort of "super mode" where your and your symbiote's abilities are magnified several times over and you are equipped with a sword forged from Living Abyss that serves to concentrate your symbiote's transcendent slaying properties and any "touch" based special powers that either you or it possesses, being a potent "anti-divine" type weapon and increasing the effectiveness of any other such powers when used through the blade. Should you manage to kill any being that qualifies for the "transcendent slaying" perk with the blade, a significant fraction of its power will be

drained via the blade into your symbiote to fuel its evolution, though this won't necessarily result in you or it copying that being's power per se. However, entering this state burns through your stamina like crazy. For an ordinary human, a few minutes will be exhausting.

Anti-Venom (400 SP): An infusion of Lightforce Energy has merged your symbiote with your immune system and the combination of the three has given it impressive healing powers. With a touch, you can drastically enhance the efficiency and speed of the body's natural healing, repair genetic damage, harmful mutations, and cellular degradation, and purge a body of any and all harmful parasites, viruses, bacteria, and prions, as well as radioactive particles, radiation, heavy metals, drugs, and toxins. You could even instantly detox an addict if need be. A donation of your symbiote's mass could be used to reattach severed limbs with no issue. Finally, your touch is caustic to other symbiotes and deadly to Poisons, though in your case you can toggle this on and off or even apply it selectively. Unlike the original Anti-Venom, your ability to purge sickness is selective, you'll never accidentally depower someone fueled by radiation, for example, though you most certainly can still do so on purpose. Your symbiote can apply these effects to you instantly, reflexively, and at will.

Advanced Regeneration (600 SP): Your symbiote's ability to self-repair, as well as its ability to heal damage to your own body, is drastically accelerated. If your symbiote is ever destroyed it will instantly regenerate with full continuity from molecular scaled traces left behind in your cells, can survive as little more than a small sliver, and likewise can repair your body swiftly enough that you could shrug off dismemberment, impalement, mutilation, traumatic brain injury, and possibly even decapitation with no consequences. Even if something does kill you, your symbiote can repair and resuscitate your body from anything up to and including being pasted, though the worse off it is the longer it will take to fix.

Grendelkin Boosted: It doesn't need to resuscitate you for you to be active anymore. Your soul can inhabit your symbiote and pilot it, which it will gladly allow you to do, allowing you to bond with others as temporary vessels while you look for something permanent. If you have at least most of a skeleton left of your body then you can bond to it, reanimating your corpse as an undead creature for you to inhabit while it's repaired and restored to true life.

War Brute (600 CP): Your symbiote can get big. Really big. When it is in the proper symbiote form, your symbiote can make you grow to roughly twice your height, double your proportionate width at the shoulder, and at least twice the proportionate muscle mass. As you grow, your strength, speed, and toughness increase by twice as much as it would need to counteract the effects of the Square-Cube Law… Which doesn't seem to apply to you anymore regardless.

Grendelkin Boosted: In addition to the above, you can go further, growing until you perfectly match the symbiote-dragon that your symbiote is derived from. Typically a wyvern the size of a T-rex with a flexible spaded tale(unless your base form is big enough that this isn't a significant increase, then it scales up proportionately) though other western-style dragon forms and even giant monstrous humanoids have also been seen. This will scale up your physical might significantly. An ordinary human just starting out would be the equal of the Grendel, who was tough enough to shrug off a direct hit from thermobaric missiles, needed an electrical blast from Mjolnir or powerful sonic grenades designed specifically to hit Symbiotes at their exact worst frequency to incapacitate, and was killed by being trapped in a blast furnace cranked up to equal to the surface of the sun for several minutes because that was the only thing that would work and even that left residue. Other symbiote dragons are shown to be able to fly at FTL speed when in a vacuum, without relativity being an issue… The exact speed isn't clocked but it took Knull's forces less than a month to get from an obscure location in the Andromeda Galaxy to Earth and it's known that they stopped multiple times and took at least one detour on the way.

Damnit Tony (600 SP): Tony Stark, when he was turned evil by an "Inversion" spell, experimented with Living Abyss by combining "building blocks" extracted from the Venom symbiote with advanced nanomachines and the technology of all the preceding 49 Iron Man suits and their variations to create a shapeshifting suit with the combined functionality of them all, the best of every previous suit, and able to mix and match components as necessary. It also interfaced with the RT-Node "Arc Reactor" cybernetically implanted into his body at the time, and may have had some synergistic effect with the Extremis strain he was using. Your symbiote has all of the traits of this "Endro-Sym" suit, the Iron Man Model 50, and can produce all of the relevant tech. Whether or not it looks like an Iron Man armor is up to you.

Grendelkin Boosted: The Extremebiote was created when Tony Stark infected one of Knull's Dragons with an advanced version of the techno-organic Extremis virus to rewrite its DNA to sever it from Knull's control and then bonded with it, where it then merged with his (simple by his standards) Model 70 Armor. He used its ability to perfectly shift its mass around, synchronize with and control other beings via symbiote tendrils, and fire repulsor beams that could purge others of symbiote possession to great effect during Knull's invasion, but an attempted repeat when Cletus Kassady tried to become a rival to newly ascended King In Black Eddie Brock resulted in Cletus's consciousness possessing it. Regardless, your Symbiote has those abilities as well as any tech innovations over the Model 50 that are present in the Model 70.

Items

Everyone gets one 100-point item for free and a floating discount on one 200, 400, and 600-point item each. Unless otherwise stated items that are lost, stolen, or destroyed will return to your person or warehouse within 24 hours, unharmed. They all retain any upgrades you make to them.

Alien Costume (Free and Mandatory): A symbiote! *Your* symbiote. The same one you get from the Klyntar Symbiote Perk. It can shapeshift to resemble any outfit you can imagine, and due to being an item as well as a perk it can be imported into any costume, outfit, or symbiotic organism items you may already have or gain in the future. If destroyed it will regenerate from traces of itself left in your body within a few weeks but, as an independent organism, will not automatically return if separated though it will be back by the next jump if all else fails.

Chocolate! (Free) Symbiotes have one heck of a sweet tooth, liking chocolate almost as much as brains. Here's an endless supply of all different kinds of chocolate and chocolate-based sweets and snacks. The good stuff from all of your favorite brands, plus some gourmet handcrafted stuff.

Gigeresque (Free): Your stuff should look the part, shouldn't it? With this, you can reskin your warehouse, attachments, and other properties to look as though they were sculpted from Living Abyss.

Sonic Grenades (100 SP): Created primarily as an anti-symbiote weapon, these bad boys release a high frequency and very loud omnidirectional blast of sound guaranteed to seriously mess up anything vulnerable to sonic attacks but can be dangerous as a weapon in general. You have a stock of six that replenishes daily.

Camera (100 SP): A bleeding edge, professional quality photography camera with all the lenses you ever want or need. Updates over time and in each new world to ensure that it's always the best it could be with every feature you could want, but never downgrade.

Military Hardware (100 SP): What you have here is an automatic rifle, a side arm or service pistol, a combat knife, an entrenching tool, and a regenerating supply of ammo for each gun. Everything self-cleans, and self-maintains, and the guns never jam or misfire. You can choose the exact make and model.

Baby's First Sorcery Kit (100 SP): A book of simple spells, some standard ceremonial tools, a simple alchemy lab, and a regenerating supply of common reagents.

Galaxy Map (100 SP): A small handheld electronic device with a touch screen, this device has an accurate, high-definition map of the galaxy and can zoom down to the level of individual villages on a planet. It always shows your exact location and can be used to set "waypoints" to find your way.

Venom Mobile (200 SP): A classic muscle car that's been infused with Living Abyss. It typically resembles a normal car but doesn't need gas and can, at will, synchronize with your Symbiote gaining a thin layer of living abyss armor and a fanged mouth with a long tongue from the grill and/or hood which can be used to attack. In this state, it can be driven by your mind or that of your symbiote and be used as a medium for your symbiote's powers.

Super-Venom (200 SP): Freak was a homeless junky who broke into a laboratory and injected himself with a whole lot of mutagens and assorted animal stem cells thinking that it was meth. He rapidly adapts to anything he's exposed to and if killed regenerates into a stronger form. For a while, Oscorp was holding him captive and exposing him to nasty diseases in order to harvest the antibodies and immune cells he'd develop for pharmaceutical research. When Macdonald Gargan, then the host of Venom, was on Osborn's Payroll but Anti-Venom was giving him trouble, a bit of the Anti-Venom Symbiote injected into Freak produced this crime against humanity: A hyper-concentrated form of living abyss saturated with horrible, mutant forms of every disease and toxin Freak had in his system. One dose of this will heal and empower a symbiote or similar organism to a noticeable degree, will seriously mess up an Anti-Venom symbiote or similar organism(except yours if you have that perk,) or if properly diluted could horribly kill millions of people. You get one dose and it replenishes in the next jump if used.

S.C.I.T.H.E. (200 SP): Symbiote Codex Isolation and Thermo-Heated Extraction. Invented by the Reed Richards of Earth-1610, perfected by Bruce Banner of Earth-616, and named by Dylan Brock, this device over the course of an hour or so harmlessly and non-invasively extracts the codices from up to five individuals, living or dead, and stores them in a tank attached to the main computer component. It consists of said computer as well as five chambers that the subjects lie in. If you have the Codex Hunter perk it will also work on anything subject to the effects of that perk.

Virus Armor (400 SP): Virus was an alias that MacDonald Gargan, the Scorpion, assumed when seeking revenge on Venom. His armor consists of a War Machine suit modified to interface with some of the Shocker's vibroshock gauntlets and a goblin glider and is equipped with a life support system, and several Pumpkin Bombs, with a few other miscellaneous modifications to make it better at hunting symbiotes. The original was a patchwork job made of scavenged tech and outdated bootlegs and was

literally held together with tape in some places, but yours is a professionally done version put together seamlessly with everything being fully state of the art. Yours can have a custom paint job and whatever emblem you want and the guns don't need ammo.

Wet Skin Technology (400 SP): Developed by the Kin Crimson, a secret conspiracy within the Shi'ar empire existing to cover up its dirtiest secrets… Most of which were atrocities committed by the Kin Crimson. Using symbiote DNA, this technology can bestow onto someone the ability to control and weaponize their blood. You can grant these enhancements to anyone who has liquid blood and DNA, and unlike the original version yours doesn't use DNA from a mutant that compulsively feeds on its hosts' brains and so can't be turned against the user by activating latent traits.

Sonic Spear (400 SP): Supposedly designed to kill Venom, but actually meant to force it to evolve on an accelerated timetable by repeatedly stressing it to its limit. This high-tech, razor-sharp spear vibrates at a frequency that makes it far, far more effective against beings vulnerable to sonic attacks than conventional sonic grenades and canons. Yours can modulate its frequency to overcome resistance(but not immunity) to sonic attacks, which the original *might* be able to do given its stated purpose but it is not confirmed if it is the case.

Space Ship (400 SP): A Moderately sized, FTL, relativity-compensating Space Ship that can be piloted by one person and carry a handful of passengers. The weapon systems are relatively basic but your symbiote can interface with the controls allowing you to direct the ship with your mind.

Ebony Blade (600 SP): Forged by Merlyn from black metal as the equal and opposite of Excalibur, this indestructible sword possesses absurd cutting power, can prevent the wielder from dying (though does not prevent injury,) can reflect energy of all kinds and draws out the dark and violent impulses of the wielder. Long said to only be usable by the pure of heart, in truth it can only be wielded by those who possess inner darkness. In the hands of someone who accepts their own wickedness the sword grows stronger, able to generate energy blasts or enshroud itself in dark energy, and when wielded by someone who has mastered their dark impulses and uses them as a weapon for good the Ebony Blade becomes a weapon akin to Mjolnir, enshrouding the wielder in black armor and smokey black miasma that grants enhanced physical abilities, flight, and the ability to fire blasts of the same miasma. Since you're paying CP for it you can use it regardless of the presence or absence of evil in your heart but you still have to draw out and master its full power the hard way.

The Darkhold (600 SP): *The* book of Dark Magic in this setting, penned by Chthon, the Elder God of Magic and Chaos. This book is full of instructions for many dark spells

and rituals and serves as a source of eldritch power. Yours has installed safeties allowing it to be read and used without risk of corruption or insanity.

Venom Virus (600 SP): A cloaked orbital satellite containing three orbital bombardment payloads of a bio-weapon developed from a sample of the Venom symbiote, once deployed an airborne virus rapidly infects everyone in an area the size of Manhattan via the spores and spreads from there, causing them to generate a suit of symbiote bio-matter and begin rampaging mindlessly. Expended payloads replenish at the beginning of the jump and this comes with a remote to relocate the satellite and deploy the bombs and a machine to synthesize cures and vaccines. Note: Infected do not have codices, and certain types of superhumans are immune for one reason or another.

Hall Industries Symbiote Tech (600 SP): Hall Industries used a combination of Bootleg Stark Tech and samples of the Carnage symbiote to create highly advanced semi-biomechanical prosthetics and powered armor. With this purchase, you have a full set of five Iron Ranger suits, each a poor man's Iron Man able to self-repair and deploy nets of symbiote matter and the facilities and resources needed to produce all manner of prosthetic limbs able to perfectly connect to one's nervous system and function as a flesh and blood limb. Unlike the originals, yours can't be controlled by the symbiote they were derived from or spawn a symbiote.

Black Throne (600 SP): A twelve-foot spire sculpted from Living Abyss, with a sizable throne built in. In addition to being a most badass place to park your posterior, sitting in this thrown vastly expands the range and fine control you have over any "hive mind" related abilities you may possess, allowing you to micromanage multiple individuals simultaneously for example, or dividing your attention between two massive groups on opposite sides of a continent.

Companions

Canon (Free): If you find a local who you'd like to come with you and can convince them to do so, your Benefactor will provide fiat backing to their abilities and equipment.

Import (100 SP): If you've got some pre-existing friends who want to get in on the symbiotic fun, for a flat 100 points you can import up to eight, with each gaining the freebies and 700 SP to spend on perks and items. They can also take personal scale drawbacks for more points. You can also create up to eight companions whole cloth for the same price, or mix and match.

Your Other (Free and Mandatory for Everyman, Soldier, Cultist, and Space-Knight, Exclusive Hybridized): Your symbiote. The same one represented by the Klyntar

Symbiote Perk and the Alien Costume Item. It has a personality highly compatible with yours and more or less shares your values, its character developing as yours does. It can also separate and act independently of you, in which case you'll lose access to its powers for the duration. As it is a companion, any symbiotic companions you already have can be freely imported into it and it can be imported as a companion in future jumps. If you are rendered unconscious it can pilot your body for you, but will only do so with your permission by default.

Yourself (Free, Hybridized Required): The symbiote you're merged with. This is identical to the above companion, except it has no personality of its own unless you import a pre-existing symbiote into it, can't be imported as a companion in future jumps unless it's a pre-existing companion, and can't be separated from you under any circumstances.

The Voice In Your Head (100 SP, Exclusive with imports): With this upgrade, your symbiote half does have a distinct personality and can be imported as a companion in future jumps, but still can't be separated from you. Its personality is identical to what is described in Your Other

Well, We're Already So Close (100 SP): This is an upgrade to either Your Other or Yourself, allowing you to import a pre-existing companion who isn't already a symbiotic lifeform. This gives your symbiote that Companion's skills, powers, and abilities and allows them to benefit from all perks that enhance your symbiote. Post Jump, if you have Your Other, they can return to their original form when separate from you. If you have Yourself, then you and your companion can switch places with them becoming the host and dominant partner and you becoming the Symbiote, with the companion gaining the benefit of your perks in the Hybrid Perkline and you behaving under the effect of your symbiote-enhancing perks. Applying this to Yourself automatically includes the properties of The Voice In Your Head. You can do this at will. A companion imported in this manner can't be imported using the bulk Create/Import option from this jump.

Extradimensional Hive-Cluster (600 SP): At some point during your stay in this world, you'll encounter a group of symbiote-bonded beings, each an alternate universe counterpart of a local, who as a group found themselves bonded to symbiotes, forming a hive-mind, and then ending up here when something happened to their native universe. Their hive minds are unstable when you meet them, but then they latch onto your symbiote and stabilize around it. In short, a purchase of this makes you the King or Queen of a Hive. There is no inbuilt loyalty per se, but the stability you bring makes betrayal unlikely. Each member of a Hive Cluster acts in sync but retains their own individual personality. They share thoughts and feelings with each other and you, but anything non-essentially is on a strictly voluntary basis. All Hive-Clusters have all of the

free general perks and symbiote abilities that complement their canon power set. You can purchase this more than once, to have more than one Hive-Cluster, but individual clusters will remain separate with you and your symbiote being the link between them.

Sym-Soldiers: This Hive-Cluster consists of alternates of Captain America, War Machine, The Punisher, Wolverine, and Nick Fury, Sr, who were assembled to form a strategic response when the Earth was invaded by rogue symbiotes which proceeded to go about as wrong as it possibly could have. Between discipline on the part of some and insanity on the part of others, they were able to subvert the symbiotes that possessed them to a degree but by then it was too late. An attempt to use time travel to solve things resulted in them being stranded here. Steve, Nick, and Logan's symbiotes basically just make them themselves, but more so, serving as the Hive's field commander, espionage expert, and black ops guys respectively. Rhodey's symbiote merged with his armor, making the airborne artillery he brought to bear more versatile and deadly, and Frank's mastery of his Symbiote's extra-dimensional space and ability to produce projectile weapons from it means that he has guns for days.

Femme Fatales: Avenger and former Soviet black ops agent Natasha "Black Widow" Romanov infiltrated a laboratory believed to be illegally experimenting with extra-dimensional tech. Simultaneously, the Mutant Nation of Krakoa sent one Raven "Mystique" Darkholme to infiltrate the same lab, believing that the laboratory was experimenting with an anti-mutant bio-weapon. Also simultaneously, Felicia "The Black Cat," Hardy was breaking into the same laboratory, hoping to walk away with a rather expensive bit of software and sell it to the highest bidder. The three women ran into each other, not expecting to face each other, and discovered in short order that the experimental bio-weapon was based on Symbiote DNA and was meant more to "enslave" than "eradicate," the rumors about extra-dimensional tech were true, including grenades meant to scatter matter across the cosmos, and that the software had a failsafe that triggered the activation of every weapon in the lab when triggered. The interaction resulted in the three, confused and mentally linked, arriving in this world. While Natasha's super-soldier abilities and mastery of martial arts and firearms and Raven's near limitless shapeshifting are both greatly complimented by the abilities of their symbiotes, Felecia's powers over probability, already powerful enough to fizzle spells, become akin to long-lasting and potent curses due to the eldritch nature of her symbiote.

Tiny Terrors: The Fantastic Four decided to do another iteration of the Future Foundation's "school for super/non-human children of above average intelligence" incarnation. Invitations were given out based on academic merit, superhuman status, and external factors like "was homeless for an extended period of time," "is a time traveler from the distant past," or "was born in a laboratory" that would offset academic

underperformance. Among the invitees for this year's class were Molly "Bruiser" Hayes and Klara "Rose Red" Prast of the Runaways, invited due to doing very well in school despite their respective formative years, as well as Gabrielle "Scout" Kinney and Natashia "Cosmar" Repina of Krakoa. Unfortunately, Anhillus managed to breach Reed's gate to the Negative Zone during what was supposed to be a "no pressure come and see what we have to offer" seminar, and in the chaos, Reed's interdimensional transporter was damaged, causing a burst of interdimensional energy that shifted the four teenaged mutants, as well as Reed's daughter Valeria, 'Brainstorm', and Ben's adopted daughter N'kalla "Nikki" who would have also been in the class, being phased first into a world composed entirely of Living Abyss and then into this reality. Nikki's Skrull physiology, experience as a child soldier, and status as a living archive of the memories of countless Skrull soldiers from the million-year-long Kree-Skrull War play well with the powers of the Klyntar, while Valeria's is adept at fine manipulation of tools to compliment her superhuman intelligence and science skills. However, the four Mutants' symbiotes seem to have trouble complementing their respective powers of psionic superhuman strength, botanopathy, healing and claws, and dream-based localized reality warping, instead providing merely standard physical enhancements.

Circle of Four: A while ago, General Thadeus "Thunder," "Red Hulk" Ross, Eugene "Flash," "Agent Venom" Thompson, Laura "X-23" Kinney, and Alejandra "Ghost Rider" Jones united to face a demonic incursion, which resulted in Ross briefly wielding both the symbiote and the Spirit of Vengeance while in his Hulk form. In another world, however, things went differently, and both Venom and Zorathos ended up being shared between the four as they found themselves stranded in Hell. Their attempts to escape lead them through several infernal realms, and finally this reality. Each of them holds a portion of the power of both the symbiote and the spirit of Vengeance. Ross brings his powers as a Hulk and skill from his military career, as does Flash who is more experienced with the symbiote, Alejandra meanwhile is well trained as an occultist, and X-23 is X-23.

Web of The Spider-Women: Jessica Drew gained adhesive-tipped fingertips, superhuman strength, regenerative abilities, and a hyper-adaptive immune system as well as the ability to fire bio-electrical energy blasts from her hands and glide with the help of a wingsuit. Anya Corazon is a teenage girl with mystical Spider-Abilities that allowed her to retain the powers granted to her by the Spider-Flu even after the virus was purged from her system. Mayday Parker was the daughter of Peter Parker and Mary-Jane Watson Parker, who was stillborn in the main timeline but survived and grew up in another, inheriting her father's abilities. Anna-May Parker was another daughter of Peter and MJ from another reality with her own brand of Spider-Magic in addition to her father's powers. Peni Parker is the half-Japanese daughter of Richard Parker from a cyberpunk reality and with the help of her psychically bonded spider

companion operates the mechanized battlesuit SP//DR. During an interdimensional conflict between the Spiderverse and the Venomverse, because those are both things, all of these Spider-Empowered women were bonded to symbiotes, enhancing their abilities and equipment, and then fell through cracks in the fabric of reality to arrive in your world.

Bodacious Bachelors (600 SP): Johnny Storm, Namor the Submariner, Hercules Panhelianos, Daredevil, and for some reason a Magneto had, to varying degrees of willingness, been convinced to participate in a superhuman bachelor auction to raise money for charity. Erik is confused about why he was asked but it was for a *very* good cause, he was still riding high off of his latest rejuvenation, and he was in one of his heroic phases at the time so, you know. Unfortunately, the Earth was invaded by evil Symbiotes during the auction and in an attempt to banish the symbiotes from Earth several people bonded to them were banished to another reality. Namor's symbiote form takes some "deep sea creature" inspired aesthetics due to his Atlantean DNA but other than copying and duplicating his hydrokinesis is pretty standard, as is Hercules which suits the God of strength and athletics just fine. Matt's Symbiote, resembling a black version of his costume, while still providing basic enhancements also works to compliment his superhuman sensory abilities, including using its empathetic abilities to compliment the psionic aspects of his radar. Johnny's symbiote was able to fully absorb his powers, gaining his immunity to heat and transforming into fire with him appearing as a monstrous elemental, and as for Erik's… His threw all of its evolutionary potential behind bolstering his powers over the Electromagnetic spectrum. Why try to fix what isn't broken?

Scenarios

You may take each Scenario if you please, though explaining how some of them coexist within the duration of your jump might take some work. Starting them but then preventing the plot from playing out voids the Reward. Some scenarios have prerequisites that must be met in order to take them.

Dealing With the Creepy Old Guy on Earth-65

One day while you're going about your own business, a sudden flash of blue-white light takes you to what looks like New York City. Except it's not the NYC of the world you're visiting. The Newspaper showing a suspiciously human "Howard T. Duck" as president of the United States and the lack of a Baxter Building in the skyline gives that away.

You see, you're in Earth-65 now, the home of Ghost Spider or, as you might know her, Spider-Gwen. This world is very much a "low super" setting, you can count the number

of genuine superhumans in this world on your hands and have fingers left over. Most of Gwen's higher-concept adventures involve traveling to other worlds.

… This posed an issue when she started attending college in the main universe, and Miles Warren 616 learned of her. You see Warren, alias The Jackal, was the biology professor who taught Peter Parker and Gwen Stacy when they were students at Empire State University in the main timeline. He developed a sexual obsession with Gwen, and a hatred for Spider-Man when she died and became the supervillain responsible for the Clone Saga.

Upon seeing Ghost Spider, he came to believe that Gwen had returned to him and found a way to travel to her reality in an attempt to have her for himself, experimenting with traces of the local version of the Venom Symbiote, a synthetic creation meant to provide Gwen with a steady supply of the radiation that fuels her powers following an incident that left her unable to produce her own.

During your visit to this world, this will come to a head with a small army of monstrous clones, amalgamations of Gwen's DNA and the mass of her symbiote, will storm through the streets trying to find Gwen and drag her to Warren. You, along with Ghost-Spider, this world's Captain America one Samatha Wilson, and the Reed Richards of this reality, who is a fourteen-year-old boy but exactly as intelligent as you'd expect from a Reed, must vanquish the army of Ghost Spiders and deal with The Jackal once and for all.

Reward: While ransacking Warren's hideout, you'll come across two things, a syringe containing a serum derived from Gwen's DNA and a sample of the "gummy spiders" she produces from her symbiote on occasion.

The **Spider-Bite Serum** will grant you all of the same powers that Gwen has, which is to say, virtually the same as Peter Parker of Earth 616, complete with radioactive blood. This is an enhancement to you, not your symbiote, and as an enhancement to your base form is enhanced by your symbiote, in particular stacking additively with the Great Power perk(and making your danger sense reflexive). The **Synthetic Symbiote Sample** will be assimilated into your own symbiote, granting it the following properties: The ability to deploy dozens of "gummy spider" drones to relay sensory information about an area back to you and reabsorb them as needed, a significant boost in your symbiote's regenerative abilities, the ability to grow slightly stronger by recovering from damage, and the ability to at will generate an endless supply of the radiation that fuels your Spider-Powers. This radiation is harmless to you and doesn't radiate beyond your symbiote but will quickly kill anyone else your symbiote is bonded to unless they have major regenerative abilities or radiation resistance. This will both let

you use your Spider-Powers if they'd otherwise be suppressed or neutralized and ensure you always have radiation on hand without needing to carry radioactive materials.

Also, you'll get sent back to 616 unless you go out of your way not to. They're kind of expecting that you'll take Warren with you.

The Ultimate Challenge

Earth-1610, the so-called Ultimate Universe, looks like a streamlined version of the main timeline on the surface but is kind of a hellhole when you look at it closer. It was destroyed during the Incursions but was one of the many realities restored by Franklin Richards and the Molecule Man following the resolution of that cosmic cataclysm.

The Maker, the Reed Richards of this timeline, is an evil Sociopath. During the Incursions, he was split into a hive mind of virtually infinite extra-dimensional alternates, but there isn't a version of him in his native reality… Or there wasn't. In attempting to access his reality, he found he couldn't… But he could grab a portion of that reality's Venom Symbiote, a cure for cancer and other fatal illnesses gone horribly wrong. By combining it with elements of the symbiotes of Earth 616 and some advanced technology, he was able to create a combat suit that allowed him to return to his own reality.

That's where you come in. See, the Ultimate Universe wasn't in such a good state when the version of him arrived there, but he found it to his liking and took over.

And then he got his hands on the samples of Ultimate Carnage. Ultimate Carnage is a biological composite of Venom, Peter Parker, and The Lizard with the ability to drain all of the bio-fluids from someone near instantly on touch, killing them and leaving a desiccated corpse behind. The original was destroyed, but several embryos were created by combining samples with the DNA of Gwen Stacy that could be cultured into more Carnages and the Maker got them all, stabilizing them as he did Venom, and mass-cloned them.

Now you and The Ultimates, as well as other heroes from this world, have to liberate it from The Maker and his Carnage Army.

Reward: For making the Ultimate Universe slightly less of a Hellhole after the Maker made it more of one, you're allowed to benefit from the product of **The Maker's Research**.

Essentially, your Symbiote harvests the remains of one of the Augmented Carnage Clones, gaining not only the composited genetic material of Carnage's donors and the symbiotes used to stabilize it for its evolution but Carnage's ability to drain the life and fluids from others with a touch and the integrated technology: its intellect augmented by that of an AI of Reed Richards' creation and able to generate advanced auto-canons from its wrists.

You'll also be returned to 616 unless you elect to remain here.

Venom: The End

At some point during your time in this world, you'll find yourself falling through time. You'll find yourself in the distant future, and very little organic life remains. More or less every AI group in history has formed an alliance led by a brain upload of Tony Stark that has lost its humanity are trying to categorize everything in the universe and then rearrange all of its matter to form a giant computer. This, by necessity, involves killing everything still alive. They say that they'll record the memories of any life forms so processed, but this is no comfort to their prospective victims.

Opposing the AI there is only Venom. Using time travel, the symbiote has gained the memories and genetic profiles of literally every organism to ever live and using the powers of several mutants engineered a race of Post-Humans and terraformed planets to use as respective an army and a base in its conflict with the AI.

You can't win. The AI's victory is inevitable. By the end, out of hosts and planets, Venom will turn itself inside out, a spiteful suicide to prevent its enemies from having the satisfaction of defeating it, and in the process, its archived memories and DNA will create an eternal universe within its corpse which the AI will leave be as the ultimate nature preserve, immortal versions of every creature to ever exist.

While here… You just have to help Venom fight back, if only briefly, long enough for it to remix together the powers needed to send you home, and grant it a sample of yourself and your symbiote for its archive of all life.

Reward: In thanks for helping it buy just a little more time for organic life to exist, before sending you home Venom will **Remix** you as it did with its post-human hosts. A quick cleanse will purge you of genetic flaws, like auto-immune disorders, allergies, or the like, and your physiology will be optimized bringing you to peak potential. Following this, traits from tardigrades and the extremophilic bacteria *Deinococcus radiodurans* will harden you against extreme heat or cold, radiation, dehydration, and other extreme environmental conditions. A healing factor derived from that of Wolverine and

Deadpool will be granted to you, and you will also gain the hypersonic speed and associated secondary abilities of Quicksilver, all amplified to a degree. Unlike its hosts, who know what they're getting into, your speed has safety limiters that prevent you from accelerating faster than your body can handle, preventing you from aging yourself to death. It will also impart to your symbiote the knowledge of its **Symbiote Martial Art**, which involves turning the symbiote's extradimensional bio-lattice partially inside out to generate anti-matter-based energy blasts. At full power these blasts can destroy planets, but do keep in mind that this is an excruciatingly painful process for a symbiote: The closest human equivalent would be a martial art based around ripping out and weaponizing your own entrails.

What If…?: King In Black Triumphant!

One last alternate world, and it's a bad one. In the official timeline, Eddie Brock was granted the Uni-Power by the Enigma Force, revealed to be the "God of Light" who is Knull's equal and opposite, and as Captain Universe was able to defeat Knull during his invasion of Earth. In this reality that you find yourself visiting, however, Eddie failed, Knull took the Earth as his new Throne World, and with the resources that he gained here—the Ebony Blade, the DNA of the Mutants, Ghost Spider's synthetic symbiote, and everything else he found of interest he was able to purge the Universe of all life and light in short order.

You can't save this cold, dead universe. All you can do is survive. You do have one hope however: As Captain Universe, Eddie Brock borrowed Mjolnir, at this point in time possessing its full power but without its normal worthiness enchantment, and Toomie, the board of the Silver Surfer, and using the cosmic power of the Enigma Force merged them together into a massive, cosmically powered battle ax with a double-sided blade shaped like Venom's emblem. Knull could not destroy this cosmically powerful weapon and so hid it away somewhere on the Living Abyss-saturated Earth. Meanwhile, his forces lay siege to the Everglades hoping to claim the Nexus of all Realities and take Knull's campaign of conquest and xenocide across the multiverse with only the tireless efforts of an Enigma Force empowered Man-Thing, the only being left not of Knull or under his sway, keeping them at bay.

Your goal is to find and retrieve the ax and take it to the Nexus, where its cosmic power and that of the Enigma Force will synchronize, sending you back to the main reality of this jump and destroying the Earth—and with it the entrance into the Nexus of All Realities—behind you. This reality's Knull gets what he wants, but he's also trapped in a stagnant timeline for all eternity.

Reward: First and foremost, you get to keep the **Ax of Venom**. The raw mystical and cosmic power concentrated in this massive two-handed weapon makes it incredibly powerful: in the main timeline, Eddie as Captain Universe was able to use it to effortlessly cleave off the head of a Knullified Celestial. It may be able to access the powers of its components, Mjolnir's power over energy and storms, or a portion of the Silver Surfer's power cosmic, though accessing this will require practice as using those powers in their natural state was not the intent of the weapon. Second, the Enigma Force will elect to follow you rather than remain alone in a reality ruled by its evil counterpart and will grant you the power of **Captain Universe**. The Uni-Power is effectively a "light and life" symbiote, reflecting the Kyltar's status as beings of darkness and Anti-Life. It magnifies your physical abilities many times over—Spider-Man with this power was able to backhand the Hulk into orbit by accident—while granting cosmic awareness and the ability to manipulate matter and energy at the molecular level. These enhancements are separate from, but stack additively with, the powers granted by your symbiote and, while it would prefer you be heroic, the Enigma Force will more or less go with you on most things and avoid rocking the boat with your symbiote.

Shadow Over Wakanda

This scenario requires you to not be an enemy of The Black Panther or the nation of Wakanda.

Due to incidences of Time Travel, there is an Intergalactic Empire of Wakanda coexisting with the modern earth-based nation. T'halla came into conflict with them and, one thing lead to another, and Emperor N'Jadaka, dead but possessing a symbiote, stole the power of the Goddess Bast and is now launching an attack on Earth Wakanda, using the reanimated bones of Erik Killmonger as a host. As Killmonger had numerous physical enhancements, including both natural and synthetic versions of the power of the Black Panther, this presented quite a challenge. However, Killmonger's own conscience was part of the gestalt, presenting a possible weakness.

In the official timeline, T'Challa was able to defeat this union of enemies old and new but if you take this scenario he was critically injured and will be unable to vanquish the galactic tyrant.

You must find your way to Wakanda and defeat N'Jadaka before he conquers the nation and uses its resources to conquer the earth.

Reward: For saving Wakanda and the world when he could not, you will be given a rare gift, one that very few outsiders have been allowed. T'Challa believes that you are a great and noble warrior with the heart of a king and, well, you *did* defeat a Black Panther in

battle. You will be allowed to consume the **Heart-Shaped Herb** and be anointed with its extracts, granting you the powers of the Black Panther. Peak human physical abilities, superhuman senses—especially vision which can see into the ultraviolet spectrum and smell which can distinguish between and memorize hundreds of individuals at a time—perfect spatial awareness and balance, and the ability to perfectly recover from brain damage. These are enhancements to you, your base state, not your symbiote. Speaking of your symbiote, the extracts of the herb had an interesting effect on it: It can no longer be separated from you, or any other hosts it may take, by force. In addition, you'll be given a piece of **Vibranium** for your symbiote to absorb, allowing it to imitate the properties of the miraculous metal. Not only do your symbiote and any outfits or costumes composed of it have the same defensive properties of the Panther Habit, but your symbiote's weapons have the properties of vibranium weapons of the same type.

Whosoever Holds This Hammer, If They Be Worthy…

Assuming that it even *has* a worthiness enchantment, because we're not talking about the one you're thinking of. This scenario requires that you not be an enemy of Thor or the Asgardians.

Bedlam's child, a symbiote and nascent King in Black spawned by Bedlam, an insane future version of Eddie Brock who lost his body and is driven by rage, bonded to Darkoth. Darkoth is… Proof of Doctor Doom's irredeemable wickedness. An old war buddy of Ben Grimm found himself working for NASA when he discovered possible spies from Latveria, Desmond Pitt was captured, framed for Treason, and taken back to Latveria where Doom personally subjected him to tortuous experiments, involving breaking and resetting his bones as well as a genetic and cybernetic augmentation to turn him into the vision of an evil spirit of Latverian folklore and then brainwashed him to believe he was the same being. Signature among the modifications is a skeleton, not unlike Wolverine's, plated with metal. In this case, Promethium, an exotic element mined in the Infernal Realm of Limbo not to be confused with the element of the same name on the Periodic Table. He eventually regained himself, but interactions with the alchemist Diablo, the Hell Lord Mephisto, and numerous near-death experiences… Being Darkoth is suffering.

While bonded to Bedlam's child, Darkoth was accidentally summoned to Asgard by Loki and proceeded to rampage mindlessly. He was confronted by Thor and a bit of Symbiote matter inhabited by Meridus, a future, evil, version of Eddie Brock from further in the future than Bedlam presenting himself as the modern incarnation. During this fight, Bedlam's child imprinted on Thor and from its own Living Abyss and the Promethium in Darkoth's system forged a hammer in the mirror of Mjolnir. It isn't clear how

powerful this “Hellnir” was but when wilding it Daroth was able to create blasts of Hellfire strong enough to overpower Thor with the full might of the Odinforce and wilding a Mjolnir that, while lacking its normal power, was as durable as ever and inhabited by the spirit of Odin himself. Speaking of which, a direct collision between Mjolnir and Hellnir hurt Odin and made Mjolnir *bleed*. Calling it equal to Mjolnir’s typical power would not be unreasonable, so that’s what we’re gonna do.

In the official timeline, Thor defeated Darkoth by bonding with Meridus(who commented on it being weird to be on the Symbiote's side) and then destroyed Hellnir when Meridus revealed his true nature and tried to claim its power for his own… Which may have caused more problems than it solved, but that’s a topic for another time.

If you take this scenario, however, then you will find these events playing out on a visit to Asgard… But no Meridus. If you don’t step in and help Mighty Thor defeat the symbiote-bonded Demon-cyborg, the All-Father will be slain.

Reward: Unlike Meridus, Thor will have no reason to prevent you from claiming **Hellnir** for yourself, he may even encourage it if he thinks you’re of good character or a good choice to safeguard such an artifact. Upon touching it the Living Abyss/Promethium composite will dissolve and integrate into your symbiote. Not only will this drastically increase its raw power, as Promethium is an “element of darkness” akin to the Living Abyss and so they have a synergistic effect on each other, but you’ll be able to manifest the hammer Hellnir at will and wield its powers of Hellfire that rival Mjolnir’s typical power over storms and other forms of energy. This will combine synergistically with any other powers over Hellfire that you may possess.

Convergent (Machine) Evolution

This Scenario Requires that you not be an enemy of the mutant Cypher or his soul-bonded partner Warlock.

Warlock, the mutant technarch, is not a symbiote. But if you didn’t know better you might think he is. The technarx, and the Phalanx, are complex hive-minded parasitic organisms that exist as both spirits on the astral plane and amorphous techno-organic organisms in physical space. Using the techno-organic virus, also known as the transmode or transmech virus, to transform machines and living creatures alike into more techno-organic beings to either feed on or assimilate. Warlock, a mutant of the species, is benign rather than parasitic and has formed a symbiotic bond, in mind, body, and soul, with the mutant Cypher, serving at times as both armor and weapon for the young man.

That last bit sounds a little familiar, doesn't it? That's not the only similarity either, the technarx/phalanx are, like the Klyntar, the creations of ineffable Lovecraftian intelligence for malevolent purposes. Like the Klyntar, given individuals do not always jive with those purposes. And like the Klyntar, mortals with no idea who they're dealing with have tried to weaponize them to mixed success, including an attempt to weaponize Warlock.

Let's backtrack a bit, O.N.E., the Office of National Emergency, was a government agency employing mech-suits based on Sentinels built by one Tony Stark back when he kind of turned into a government stooge. Ironically, O.N.E. was founded in part to protect mutants, but, well…. Yeah. The thing is, both the Stark and Sentinel tech in their suits eventually became outdated and a few years ago they attempted to upgrade them. First, they used the Reaver Virus, a nanomachine treatment meant to allow machines to repair and upgrade themselves, corrupted when it came into contact with the mutant-killing Cyborgs known as the Reavers. Then they captured the New Mutants and experimented on them, including Warlock, grafting his Technarch traits to their sentinels and forcing mutants infected with his symbiotic transmode strain to serve as both pilots and batteries before moving on to fully techno-organic versions of the Sentinels.

Well, they're still at it and now they have techno-organic blobs composed of stark, sentinel, reaver, and technarx tech that assimilate whatever tech is convenient to grow stronger, and bond to and infect others in order to convert them into partly techno-organic living batteries/scaffolding for the genocidal killbots they were meant to be.

Cypher and Warlock take offense to this, both because their technarx traits are stolen from Warlock and because this is a grey-goo situation just waiting to happen, and have asked you to help them raid the laboratory where O.N.E. is developing these monstrosities and destroy all traces of them.

Reward: During the process of wiping these abominations off the face of the earth, your symbiote will be exposed to some **Techno-Organic Goo**. This goo will try to take it, and you, over but will fail and be assimilated and repurposed by your symbiote. This will allow your symbiote to generate the sentinel, stark, reaver, and technarx tech that the goo could either on its own or to enhance the constructs it could already make, and likewise, can it assimilate other technology it encounters, should you or it wish to, to absorb its properties or enhance its techno-organic capabilities. While the individual devices it can produce are somewhat outdated, this still greatly expands the symbiote's arsenal.

The Descent

This Scenario requires that you have the Hell Mark perk

The Hell Mark you possess marks you as Mephisto's heir. But why would he give those out? There's an event called The Descent. Several Hell Lords, the rulers of various Infernal Realms, claim to be the Judeo-Christian Satan, but none of them are. If Satan exists, his throne is empty. And most of the Hell Lords want it. The Descent is the competition over who will become the new Satan. If one of the Hell Lords is well and truly killed, or else manages to ascend to Satan's throne, then their own Hell Realm will pass onto one of their marked heirs, who will become a powerful Demon or Devil

There are two routes to this scenario: The first is to assist Mephisto, acting against countless demonic agents in the Infernal Realms to strengthen Mephisto's position.. This is the safer of the two, as you are unlikely to be sent to confront the other Hell-Lords directly, and for as untrustworthy and treacherous as Mephisto is, he's unlikely to waste an asset like you.

The other is to betray Mephisto, confront him in his own realm, and kill him with your own hands. This is a much harder task. Within his own realm, Mephisto's power is equal to that of a recently fed Galactus. He is over four billion years old, not counting time travel. And he has numerous tricks up his sleeve, like the reality-warping Pandemonium Cube or that Symbiote-Dragon that he said he was gonna destroy but didn't, that he'll call on if he sees your betrayal coming. He's not omniscient, however. He's been tricked before. And been defeated in shows of skill or games of chance, and despite being older than Humanity by many eons has an ironically human mindset: He's honestly kind of a loser, being incredibly arrogant and petty with a crippling sense of loneliness (ask Magma about the time she went on a date with him. Dude was *desperate*.)

…You may be wondering why "betray Mephisto, claim Satan's throne for yourself" isn't an option. Yeah, you don't want that. Later reveals about the nature of the Infernal in this multiverse suggest that Satan, if he exists, abandoned his throne for a good reason. There's a *reason* why you don't have to be evil to help Mephisto.

Reward: Regardless of whether Mephisto ascended to claim his dubious prize or died at your hands, you inherit his status as a **Monarch of Hell**.

First, if you haven't already you gain instant access and mastery of the full power of your Hell Mark, and its effects are expanded: You transform into a Powerful Devil who maintains the traits of your original race as well, your powers magnifying several times beyond that granted by the perk, and your demonic form becomes your default.

Second, you are the ruler of Mephisto's Hell… Well, your Hell now. It will follow you on your chain, collecting Damned souls from every reality you visit, with the many demons, devils, and other things within becoming your loyal followers. The souls within can be incarnated as new demons, bargained off to other demonic entities, or you can feed on them or the sin within them, or both, to make your demonic abilities and any other mystical powers stronger: The more potent the soul or more soaked with sin it is, the better. Additionally, all of your powers and abilities become an order of magnitude greater while you are physically within your realm, and you cannot die outside of it, if killed you(and your symbiote) will merely reform within.

Third, Any demonic abilities you possess other than your Hell-Mark are at least doubled in strength and versatility.

Fourth, you can make Faustian Bargains, able to alter reality to a degree if the person you're bargaining with agrees to it, with an upper limit of rewriting a few decades of history in a way that causes minimal changes to the lives of a handful of people. You can ask for anything in return, up to and including souls… But you can't claim a sufficiently pure good soul, and while you can claim the souls of heroic individuals who make deals with you in a perceived heroic sacrifice you can't really do anything with them.

Also, you have ownership of the marriage of Peter Parker and Mary-Jane Watson. This isn't technically part of the reward, you just do and Mephisto isn't in a position to throw a fit if you give it back or anything else you might want to do with it.

You can run your Hell however you want and it'll run itself to your preferences once they're established.

Once More, The King In Black

Knull arrived on Earth less than a month after being freed from Klyntar and reclaiming control of the Symbiote Hivemind by the machinations of the Church of the New Darkness and one Cletus Kassady, who bonded to an amalgam of the remains of Carnage and Grendel as "Dark Carnage" served as Knull's Avatar. He sought out Dylan Brock, son of Eddie and, due to the circumstances of his birth, born imbued with great power over the Symbiotes, and while here discovered other things of interest, the Symbiote of Ghost Spider, the DNA of the mutants, the cursed Ebony Blade… Forewarned of his arrival, the Avengers had a plan and arranged for The Sentry, more powerful than ever after uniting his good and evil halves and being cleansed of his madness, to attack Knull.

Knull *immediately* tore him cleanly in half and then absorbed the part of Bob that was The Void.

Shortly afterward Venom confronted Knull… Who stripped him of the Symbiote which was forcibly merged into Knull's armor, and then dropped Eddie… Off the top of the Empire State Building. Eddie survived the fall but succumbed to his wounds after a failed attempt to heal him by bonding him to Tony Stark's newly created Extremebiote.

For the next several hours, people all over the world did battle with Knull, his Avatars, and his forces to… Mixed success before the Silver Surfer ferried the Enigma Force past the shell of the Living Abyss that Knull formed around the Earth and the cosmic force, the God of Light, resurrected Eddie Brock and bestowed upon him the Uni-Power.

…That won't happen here. While Eddie probably won't stay dead, this being a comic book universe and all, no Captain Universe is coming to save the day. You have to take point and lead the final battle against the Primordial Elder God of the Void yourself.

In addition to his raw power, Knull is Amortal. He can't die because he isn't technically alive in the first place. In order to defeat him, you not only have to destroy his physical body but erase his mind lest he reincarnate himself via the Symbiote Hive Mind—in canon he tried to possess Dylan Brock. You're gonna want to be sure you can handle him before you take this scenario.

Reward: The must always be a heart of the hive. A God of The Symbiotes. By defeating Knull, you have become a **King In Black**.

At its most basic level, this means that you are intimately tied to the Symbiote Hive Mind, allowing you to manipulate at will any and all traces of Living Abyss and project your consciousness into symbiotes and other masses of Living Abyss to serve as an avatar… Even visiting the past and future if need be. You can also survive as a disembodied consciousness and create new avatars from the Living Abyss, though lacking a physical body makes positioning yourself in time and space difficult. As their God, as long as you aren't a complete jackass most Symbiotes will be happy to share their bodies with you. Over time your powers will grow, allowing you to generate Living Abyss ex nihilo and spawn new symbiotes from existing Living Abyss, or create new beings akin to the Klyntar with trial and error. Eventually, you'll be able to conjure symbiotes whole cloth. Given enough time, you may be able to create an entirely new Hive. You'll be able to fine-tune symbiotes you create, pre-adapting them to a certain host or deciding which of your own symbiotes' abilities to grant it if any or example, or copying the traits of one symbiote to another, or so on. Symbiotes you create, as well as any of their willing hosts, are automatically followers and will follow you on your chain,

and host/symbiote pairs can be imported as a companion in future jumps, but Symbiotes that predate your usurpation of Knull will have to be convinced the hard way.

Jumper Ascendant

Carnage has tried to ascend to a form of Godhood on more than one occasion, to mixed success. The thing is, though… His plans tend to be overly complicated and inefficient. And his sights are, ironically, pretty low. So you're gonna outdo him, with a more efficient plan, and succeed where he did not.

Like his plan as Knull's Avatar, your ascension relies on the consumption of Codices. Unlike his, however, yours requires only a handful of specific ones, not gluttonously devouring thousands. It is recommended that you purchase the S.C.I.T.H.E., as some of your targets are people you may rather not kill or discomfort if you can avoid it, but it's ultimately optional.

Your first target, to prime the pumps so to speak, is the mutate Freak. Freak, as mentioned elsewhere in this document, evolves and adapts to his circumstances and injuries, even reviving from death, and his body produces the "super-venom" substance that heals and empowers symbiotes. He was one of several violent mental patients infected by offshoots of the 'Dark Carnage' symbiote during Carnage's time as Knull's Avatar. He's currently incarcerated in Ravencroft Asylum For The Criminally Insane. If you can't talk your way into the maximum security facility, the current state of the art after a much-needed upgrade, or infiltrate it to get access to the inmate in question, you may need to break in. Be careful, most of the inmates here are serial killers or deranged supervillains, and this place is second only to the Raft for keeping them in. Successfully obtaining Freak's codex, either by force or convincing him to part with it, will jump-start your Symbiote's evolution to a degree and the presence of the super-venom in his system means that the permanent boost to power will be somewhat bigger than a normal codex.

Your next targets will be Scott Summers, Warren Worthington, Robert Drake, Hank McCoy, and Jean Grey. The original five X-Men. You see, in order to prove a point Beast went back in time to shortly after the X-Men's first encounter with Magneto and brought their teenage selves to the future. Then they got stranded there for a while before going back and suppressing their memories in order to preserve the timeline, regaining their memories as adults moments after leaving as teens.

The sliding scale timeline works in that the heroes and villains experience these events in real-time and their memories are compressed after the fact to hide that cosmic beings are stalling their aging. And all five of the X-Men were bonded to some of Haze Mancer's

hyper-adaptive weaponized symbiotes. Their codices have had roughly six decades to absorb their data and evolve, through every or almost every power-up, temporary or otherwise. Every time Jean became the host of Phoenix, the time Scott became a Hulk, all of Bobby and Hank's secondary mutations, and Warren's many cosmic and techno-organic enhancements. Not only would properly assimilating the traits of these codices drastically increase the power that your Symbiote has access to and its rate of evolution would undergo a quantum leap, but… The Grey Genome makes those who have it develop psionic abilities much faster and to a greater level than others and serves as an ideal host of cosmic power. The Summers genome allows the tapping of ambient energy at a rate that violates the conventional understanding of thermodynamics by a factor of millions. Thor has stated that he could sense that Ice Man's powers could evolve so that he would become a primordial entity akin to the Ice Giant Ymir. Archangel takes very well to cosmic power as well. Hank's power specifically is the expression and magnification of latent traits and he's highly prone to secondary and tertiary mutations. These five mutants combined would not only produce an absurdly potent ability, but they also set the stage for the apotheosis to come.

Your next two targets are among The Avengers. Iron Man and Valkyrie. Tony Stark has two codices, one that was in his body when it was rebuilt one cell at a time, and both that were within him when his nervous system was connected, via symbiote, to that of a Celestial and when exposure to absurd levels of the Power Cosmic elevated him to Godhood and when he did renounce it. Jane Foster has but one, which was present in her system when she and the symbiote who left it were devoured by a Poison when she was recreated from trace elements when the Poison proved unworthy of Mjolnir, and each time she transformed into an Asgardian or back via the use of enchanted Asgardian weapons since. While these codices offer a reasonable degree of power, their true value comes from knowledge of godly physiology, the processes by which human bodies are broken down and rebuilt, and the process by which a mortal becomes a god and vice versa.

Next is another Avenger: Captain Marvel. She has two codices, one from Venom gained during the Siege of Asgard and one from Dark Carnage, from an offshoot that had previously been in her pet flerken. Her Venom codex was present within her when her original powers were restored and both were present when she was temporarily infused with the DNA, other biological information, superhuman energy, memories, and spiritual essence of her fellow avengers Iron Man, Hawkeye, Thor, Black Panther, Captain America, and She-Hulk. Carol's own enhanced physiology and cosmic power, as well as Captain America's genetic perfection and She-Hulk's limitless power—she'd been empowered by a dying Celestial to exceed her cousin at his strongest at the time—are the relevant data here, the rest is just a bonus.

Next, you must travel into space, and extract the codices of The Silver Surfer. He has two, one from Carnage and one from an attempt by Knull to enslave him… And thanks to time travel, he's over twice as old as the current Cosmos, with one Codex being in his system for both goes around and the other being in his system in the last dozen billion years. Also, he was once broken down into an incorporeal being of energy and then reconstituted back into a solid form. Over a score billion years of adaption to his vast cosmic power and more data of how bodies are broken down and reassembled.

Your final target will be tricky. It'll require traveling through time and space to hunt down Shuma-Gorath and cutting loose the cannibal sorcerer Kulan Gath assimilated within him—if you lack the means to do so before starting this scenario, the codices you've harvested so far should contain enough data between them to allow it sooner or later as your symbiote evolves. Kulan Gath is an immortal and a time traveler with the ability to permanently absorb the knowledge and power of those whose flesh and blood he consumes. Devouring dozens of rival sorcerers, including his predecessor as Sorcerer Supreme, gave him a breadth and depth of knowledge and power unrivaled by any other mortal practitioner before accounting for his habit of metaphorically devouring each book of occult lore he finds. During one of his schemes to acquire power in the modern day, he bonded to the Venom symbiote and used it to empower his magic, gaining a codex. After this, he augmented his power by consuming yet more sorcerers, including one of the leaders of a faction of The Hand, and several mortals whom he managed to fuse with minor Avatars of Shuma-Gorath, stealing that deity's power bit by bit before ascending to Elder God status himself. He then spent an extended time ruling the Earth and devoured an ancient and primordial symbiote that had been bonded to Conan of Cimmeria, only being defeated by a gambit by Doctor Strange which saw a slain Shuma-Gorath being resurrected within Gath's body and assimilating him from the inside. Then time travel was used to separate the future that he ruled from the main timeline, and prevent other versions of him from coming into existence. Claiming Gath's codexes will provide not only one final data point for the process of apotheosis and vast arcane knowledge, but Gath is also quite knowledgeable of arcane and spiritual anatomy, particularly how it relates to physical anatomy.

Once you escape an almost certainly angry Shuma-Gorth, you must find somewhere safe, where you won't be discovered for a year, and allow your symbiote to cocoon you and place you in a dormant state while it spends the next year rebuilding itself, and you, to a state of Godhood. Interruption at this point would be dangerous, but if it succeeds…

Reward: You and your symbiote undergo a form of **Cosmic Apotheosis**, and become, in body and meta-physique, a deity of the highest order. All of the abilities you gained on your codex collection combine and synergize with each other to produce something many orders of magnitude greater in breadth, depth, and complexity greater than what

you could otherwise gain from that same data, and this is present in both you and your symbiote leaving you both cosmic scale powerhouses physically, psionically, in terms of energy use, and mystically. You're far from the top of the ladder, there are always bigger fish in this world and others, but you're closer than most entities get.

Note: Failure to complete the Scenario does not void the gains acquired by consuming codices.

Saga of Jumper the God-Butcher

This Scenario requires that you have the Small-Black Perk.

Are you not content with but a fragment of the power of All-Black? Okay, if you want more of it that can be arranged, but you're going to have to earn it. You're going to have to defeat the wielders of All-Black and take the title of God-Butcher for yourself.

At some point during the duration of your stay in this world, when you're ready, you'll find yourself summoned via a time warp to a blank featureless plane floating in an endless black void. You do not age while here, and time here does not count against your jump duration, but any training, growth, or other progress-boosting abilities are disabled, as are any passive growth abilities. You're welcome to abuse your time here to grow stronger, but you have to do it the hard way.

The only other thing present is an ornate dark grey door marked with the spiral symbol and dragon emblem of Knull in blood red. When you are ready, you can open the door and walk through.

There you will enter a mirror image of the plane you just came from, and standing opposite of you will be one Cletus Kassady, in his full "Devil Carnage" form from the climax of the Absolute Carnage event, wielding a sword with the same properties as the one you gain from your Small Black Mode. Cletus, as Knull's Avatar, is standing in for the King in Black himself. Defeating him in a duel to the death is the first test.

Once he is bested, you return to the "waiting room," so to speak, and have a choice. You can stop here and return to the jump at the exact moment you left with your reward… Or you can press on for greater gifts. Once you are rested, step through the door again. This time you will face Gorr as he was shortly after taking up All-Black. Once more you must kill him in battle and once more you face a choice to return or try for greater power.

Should you elect to continue on, then the next time you enter the door you will find yourself faced with Mighty Thor himself, as he was when he usurped All-Black and used

it against Gorr… But this version of him was not stripped of it and was driven mad by its omnicidal and misotheistic bloodlust. There is no saving him and no talking him down, you must slay the corrupted God of Thunder.

You may continue on from here as well, but I would caution you for next you will face Galactus: The Butcher of Worlds.

Should you defeat the world-eater in a no holds barred battle to the death, your next opponent should you choose to continue shall be Ego the Necroplanet.

If you defeat the Necroplanet in battle, your final challenge shall be a Gauntlet: First Loki the All-Butcher, then Gorr God of God-Butchers, and finally All-Black itself in the form of the Necroverse, back to back with no breaks.

At this point, you may optionally, once rested, run a gauntlet of all of your opponents so far back to back and all scaled so that, while each is stronger than the last, they are each a fair fight for you(unless that would make them weaker than when you first faced them.)

You can opt out of the fights at any time, and dying in these battles ends the Scenario but not the Jump or your chain. In either case, the Scenario ends, and you are deposited back where you left off with the rewards you've earned to that point.

Reward: If you so much as defeat a single opponent, then you receive the Perk **Jumper The God-Butcher**, which upgrades Small-Black, but its effects depend on what opponents you faced.

Defeating Knull's Avatar sort of preps you and your symbiote. It simply allows you to use the effects of the Small-Black Perk indefinitely without consuming your stamina, or even treat that form as your default state(in which case its multiplier applies last when determining your power.)

Defeating Gorr grants you the ability to manifest a Necrosword with the full power of All-Black at its inception and early history, making it far deadlier, and your power when wielding it far greater as well as allowing your symbiote to extend your life and youth indefinitely as All-Black did to Gorr.

Slaying the Mad Thor enhances the blade further, to match All-Black late in its history—Gorr, an ordinary mortal, was strong enough to fight many gods at once, ignore being thrown through a star despite All-Black's vulnerability to heat, and overpower an entity who was alleged to wrestle black holes for fun. This additionally grants all of the

other abilities of All-Black, such as shadow manipulation, the creation of the Black Berserkers, and the ability to generate blasts of anti-life energy or augment your existing abilities with the same.

Defeat the Butcher of Worlds, and not only does your Necrosword have the power of All-Black after it had several centuries in the future to evolve, assimilated a Black Hole, and was used to drain the life of many worlds, but imbued into the blade is a portion of the Power Cosmic itself. Not quite a full Galactus worth, but certainly far more than any of his heralds ever wielded. Furthermore, if you were so inclined, you could pierce your blade deep into a planet and drain the life and energy of the planet and everything on it into your symbiote.

Defeat the Necroplanet, and your Blade's cosmic powers are augmented by a portion of those of Ego, in addition to the increase in power to match the Necrosword after Ego used it to devour the Last Celestial. Additionally, you can manifest enough living abyss that your symbiote could take the form of a Necroplanet yourself if you so desired.

Defeat the All-Butcher, the God of God Butchers, and the Necroverse, and your Symbiote is able to become a Necroverse. A miniature, living, parasitic universe capable of assimilating an entire reality, albeit not quickly.

Finally, if that somehow was not enough for you, defeating all of your opponents back to back with each scaled to match you imbues your Necrosword with the full (non-scaled) power and abilities of each of them, save that of the Young Gorr due to redundancy, rather than mere fragments and what All-Black gained from them.

Additionally: Completing the final Gauntlet rewards you with the **Arena In The Void**, which allows you to return to this Plane at will, with all of the same restrictions, in order to reface these challenges, scaled to you or at their original power, as well as any other Worthy Opponents you may have encountered on your Chain, as you please.

Bonus Scenario: The Grand and Glorious Prize

Completing both Jumper Ascendant and the final gauntlet challenge of The Saga of Jumper the God Butcher has a synergistic effect: You and your symbiote will slowly evolve into Hyper-Cosmic, Omni-Dimensional beings… You don't have it yet, but someday, when you're ready to end your chain, you'll achieve what for many is the goal of the chain, the **Spark**. Optionally, you may treat achieving both scenarios as a combined Endjump Scenario.

Drawbacks

Specific Mode (Toggle): Normally this Jump takes place in a Generic Marvel World based on the 616 continuity. With this, you can enter any official Marvel continuity or Marvel Fanfic. You can also use this to combine this Jump with any single other Marvel Jump, either bringing your purchases here over there or bringing the ones from there here.

Supplement Mode (Toggle): In addition to the above, but exclusive with it, you can supplement this Jump to or with any single Jump that covers a superhero setting, parasitic or symbiotic life forms, Lovecraftian elements, or Cosmic Horror. Take purchases there here, here there, or combine the two settings.

Fanfic Mode (Toggle): This is already a generic Marvel World, but with this you can fine-tune it a little bit, removing retcons or plot twists that you don't care for or tweaking the characters or relationships there-off. Your upper limit would be something along the lines of ignoring the retcon about Moira McTaggart or gender-bending a major character. This isn't "you" doing that, by the way, it is simply your Benefactor finding a reality that fits your specifications. You cannot use this to contradict anything established by a perk, item, drawback, or scenario you have taken.

Ongoing Saga (+100 SP): Each purchase of this drawback extends the duration of the Jump by ten years. This can be taken as many times as you want, but do keep in mind that comic book realities tend to not be safe and there is most certainly always a bigger fish.

Smolbiote (+100 SP): You are so frickin' adorable, all cute and small. You're about eight years old. Ten at the oldest, or the closest equivalent for a non-human. And the "age and appearance" clause of Comic Book Body, the one that says you have your adult strength in a child's body, doesn't apply for the jump duration, which kind of sucks because the Sliding Scale timeline means you are stuck this way for the whole jump. This doesn't affect your mind, but your physical abilities and, if separated from your symbiote, metabolic needs are that of a child and it'll take a lot of work to convince people to treat you as anything but a little kid. Especially if trying to intimidate someone: Even if you have the most fearsome symbiote in existence the worst you can pull off is adorafying. Post jump you can revert to this age at will, sans all downsides, and return to your true age just as easily.

Edgelord (+100 SP): The World is a Dark Edge, you just reflect it! You can't help but try and present yourself as a dark and edgy 90s-style anti-hero. And, like most of those, you're trying way too hard and end up looking like a goof.

What a Rascal (+100 SP): Your symbiote, for the jump duration, has a tendency to act rambunctiously and is easily distracted by snacks. You know, like a small child. Or a puppy. You're gonna have to keep a tight grip on it.

The Devil Is A Dork (+100 SP, Requires Hell-Mark): The Hell-Mark you possess marks you as one of Mephisto's heirs and he's decided that you truly need to act the part. By which I mean he's going to regularly drill you on being able to say "please allow me to introduce myself" *just right*, sign you up for fiddle lessons behind your back, and otherwise ensure that you are able to conform to pop-cultural interpretations of The Devil whether you like it or not. He won't be hostile unless you attack him first, but it's really annoying and you'll have to deal with it at least once a week. If he is somehow killed, this drawback is suspended unless and until he is restored.

Swords and Symbiotes (+200 SP): Rather than the normal start time for this jump, you and your "slithering djin" will start in the time of Conan of Cimmeria, including both the canon stories and the many spinoffs published when Marvel held the license. The Hyborean Age has fewer world-destroying threats per year but magic is far more common here… But rarely is it good, and most of the Gods, when active on Earth, are uncaring at best and malevolent at worst, with Set and Shuma-Gorath being particularly active in this time. And the cannibal-sorcerer Kulan Gath is the Sorcerer Supreme.

The Hunger (+200 SP): Your symbiote is sick. It can be treated with phenethylamine, a neurotransmitter, but you're going to have a hell of a time finding enough with the only reliable ways of getting it to be regularly eating your weight in chocolate or regularly eating fresh, healthy human brains. Going too long without a fix will see your symbiote grow agitated, then violent, while inflicting you or any other hosts it takes with intense hunger and bloodlust. Your Chocolate! Item is inaccessible until the end of the Jump.

Prey (+200 SP): A Xenophage is a sapient organism motivated by hunger. Their favorite foods are symbiotes, the brains of sapient organisms, and the brains of sapient organisms bonded to symbiotes. And they prefer their food to be alive when they eat it. Xenophages are physical powerhouses with hard bonelike carapaces, no ability to feel pain, symbiote-paralyzing saliva, and the ability to shapeshift into inanimate objects in order to ambush their prey. They cannot be reasoned with, and one is after you specifically. It will not stop until it has devoured your symbiote and eaten your brain… And if you have the means of reviving yourself on a reasonable time scale it will probably try to farm you. It will almost certainly eat others while hunting you, and can only be stopped permanently by killing it.

Parker Luck (+200 SP): Yeah, the other thing referred to by this name. Your life kind of sucks. Your success doesn't last for long, not out of random chance but because something will always come up and you'll always have to choose between your own happiness and the good of others. You're also bad with money.

Brock Luck (+400 SP): And then there's this! Eddie Brock, during his time as a journalist, got a big break: The serial killer Sin-Eater confessed to him, revealing his identity and everything. Then Spider-Man caught the Sin-Eater and it wasn't the guy who confessed to Brock, who being mentally ill, and the other man's neighbor was dismissed as a compulsive confessor who must have overheard the details of the killings. Brock's career never recovered and this was one of several factors that lead to his descent into madness. Years later, it turned out that BOTH men were acting as the Sin-Eater independently meaning that Brock's career was destroyed because people jumped to conclusions. His misfortune and descent into madness were *pointless*. Taking this upgrades your bad luck to match Eddie's.

Venom Is Spider-Man's Laundry!? (+400 SP): Have you been sleeping under a rock for the last few years? For the duration of your jump, any and all specific meta-knowledge of the Marvel setting is sealed away and you can only get it back after you learn the pertinent details in jump. Anything that makes sense for you to know based on your in-jump purchases or the history that comes with your Origin, if you're not a Drop-In, is excepted of course but otherwise you at best have the setting knowledge you'd expect of a casual fan who is more familiar with movies and cartoons than the comics. You're not helpless by any means but there are things you don't know and things that you do remember that you might be flat-out wrong about.

Diabetes (+400 SP): Like Marcus the Centaur, you have a really bad case of diabetes that your symbiote can't help you with. It's manageable if you're diligent, but if you aren't on the ball with testing your blood sugar(several times a day) and taking your insulin, medication, regulating your diet based on how high or low your sugar is, and being careful regarding your health, in general, there's a very real chance that you could face serious health problems.

Divorced From Reality (+400 SP): Like Eddie Brock during the low points in his life, you're… Not all there, you know? You might not be aware of how terrifying you are when trying to help or might not realize the contradictions between saving a baby from a monster and then immediately heading off to murder someone whose only crime is being inadvertently responsible for your humiliation. If you're religious, you may experience religious delusions like believing that failure to defeat your enemies is a sin or that your figure of reverence has given you a mission when they in fact have not.

I've Seen Enough Hen Ties to Know Where This Is Going (+400 SP): If there is any possible way that something you said or did could be used as the butt of an inappropriate joke, it will be. Even if there's no one around for miles it will somehow get out. What's worse, they're not even good jokes. At best they're the kind of tortured puns that not even someone who likes Dad Jokes would enjoy, at worst they make no sense at all, and they're always irritating.

Cancer (+600 SP, Incompatible with Hybridized.): You have a particularly aggressive and untreatable form of cancer. Your symbiote is able to keep it in check, but if you're ever separated from it for more than a few hours the symptoms will manifest, and cancer will begin to spread through your body. Without your symbiote, you have months to live, tops. Reuniting with your symbiote will suppress the symptoms and stop the spread once more but it won't fix the damage that's been done so be very careful not to lose track of your symbiote. This cannot be taken with Hybridized.

Carnage Rules (+600 SP): Cletus Kassady, a murderous, cannibalistic, and sadistic psychopath, and his equally murderous symbiote have decided that killing you in the most excruciating way possible will be a fun game and chances are they'll come after anyone you happen to be friends with as well. He won't be after you at all times, but you'll encounter him at least once a year and he'll put a great deal of effort into finding you. He's got a twisted imagination, he has no capacity for remorse, is at least as strong as Spider-Man and Venom combined, and he's like the killer in a popular slasher franchise: No matter how thoroughly you kill him he'll always come back, deadlier than ever. Your main advantage is that he wants to do it slowly, so he won't go for the kill right away.

Yogfm'll Ah Ahehye* (+600 SP): The King in Black isn't the only eldritch being in this world. The Many-Angled Ones, a family of Alien Elder Gods, are much more active if you take this drawback. Shuma-Gorath is one… But you might recognize others as Cthulhu, Yog-Sothoth, Nyarlathotep, and all the other Outer-Gods and Great Old Ones. They and their various cults and Elderspawn will be active in this world to a much greater degree than normal. Chthon and Set and the other fallen Elder Gods of Earth will likewise be more of a pressing threat, as will dark and eldritch magic in general and if you're particularly unlucky you might have an encounter with beings from a Cancerverse.

*"Stars are aligned" in R'Lyehian.

Power Lock-Out (+600 SP): With this, you have no access to any out-of-jump perks, powers, or so on. If this is your first jump… Why? Just take the free points, you'll need them.

Item Lock-Out (+600 SP): With this, you have no out of Jump items. Again, if this is your first jump just take the free points.

Longhaul (+1000 SP): Instead of the normal Jump duration, you will start over 13.7 billion years ago at the inception of the cosmos. All of the major events of Marvel 616 history, or analogs thereof, will happen regardless of your actions and your stay will end a decade after Knull's final defeat in the King in Black storyline, at which point you can affect causality going forward. Your need to breathe is suspended until you first encounter a planet with a breathable atmosphere, but otherwise, you're on your own for surviving that long. If taken with Swords and Symbiotes, you *will* find yourself on Earth starting when Conan first departs Cimmeria and won't be able to leave the planet until he sets sail for Mayapan, a lasting time of several decades

The End

Well, that was certainly a trip now, wasn't it? Well, it's over now. All drawbacks are rescinded, and you're freed of any and all outside influences that would compromise your ability to make an informed decision. And then you're presented with a choice.

Go Home: No one would blame you for wanting to go home and rest on your laurels. If you choose to do so then time resumes on every world you've visited and your affairs in every world will be resolved for you in a way that would leave you satisfied.

Stay Here: Much the same as above, except that your affairs are handled in your home reality and you settle down here.

Keep Jumping: You're far from satisfied. You crave more knowledge, more adventure, more power, or some other thing. Proceed to your next jump.

Get Summoned: Wait, what's this? Just as you were about to make your choice you find yourself dragged to another reality, standing before a version of Doctor Strange bonded to the Venom Symbiote. He wants your help dealing with an army of Poisons. Proceed directly to the Venomverse Jump.

Notes

- All Perks in this jump combine additively with similar perks and powers unless otherwise stated.

- Hive-Clusters count as group companions, that is to say, they only take one import slot but share purchases between them.
- A companion imported to become your Symbiote cannot also be imported through the bulk import/create option. It's one or the other. On that note, importing a pre-existing companion into your symbiote means that your symbiote has that companion's personality rather than one following the default guidelines.
- The anti-symbiote/Poison properties of the Anti-Venom and boosted Damnit Tony perks apply to similar organisms in other worlds.
- The Tech-Boosting effects of Technomorph will apply automatically to any discrete bits of tech that are part of your body or that of your symbiote, but not abilities that have a "tech" origin without being a discrete bit of tech. It'll boost Damnit Tony, but not Cyberpathy.
- If you choose to Get Summoned, you can ignore the fluff of the option and just fill out the Venomverse Jump as Normal, it's mostly just there as a gift to people who are doing random chains.
- If you have multiple perks that remove your symbiote's fire and sonic weakness or grant resistance to the same, they combine synergistically to produce increasingly greater degrees of resistance/immunity. Take them all and you'll be able to shrug off being right next to a magically enhanced Tzar Bomba when it explodes
- In general, if a perk is based on someone specific from the comics but there's a discrepancy, use whichever version is better. The exceptions are Anti-Venom, and Goblin Mode, which have been altered from the canon versions for reasons of balance, and the boosted version of Damnit Tony which has been altered for balance, usability, and to not invalidate the boosted version of War Brute.
- You fight Carnage-As-Knull's-Avatar instead of Knull himself in the Saga of Jumper The God Butcher scenario mostly to maintain the semblance of a reasonable challenge curve.
- While symbiotes archive the genetic traits of previous hosts, that's not really something that can be modeled easily with a perk, and it has nothing to do with the intent behind the Eternal Archive perk.
- Prehensile Hair and Tendril Specialty are separate powers because they're presented as separate abilities in the source material.
- If you have a preference for axes, like Carnage sometimes has, they may be buffed by Blade Specialty, Blunt Specialty, or both depending on what exactly you're picturing or how it works.
- Some people have commented that there are a lot of freebie perks that lead to bloat…. I wanted to be abundantly clear that your symbiote has ALL of the default symbiote abilities, and that those abilities were fiat-backed. Having it be a single perk, or only a handful of perks, would have resulted in multi-paragraph perks

taking up multiple pages each. I'll admit that this does make builds a bit awkward but, you know, a perk that your eyes glaze over reading is a perk that you're not gonna use. Additionally, having them as separate perks means that someone can opt out of abilities they don't want or need without having to opt out of things that they may in fact want. I've done my best to account for the issue.

- Someone with Hybridized and the boosted version of Advanced Regeneration is able to keep functioning beyond the point that they should be dead, such as shambling on as a severed limb or a scrap of symbiote matter until the regeneration kicks in.
- If you purchased The Voice In Your Head then the companion symbiote can take you over as necessary. Both symbiote options can also share control if you want to.
- This Jump assumes that you're in the "main" timeline by default. So don't kill Moira McTaggart and you won't have to worry about being reset and you won't end up in one of the Bad Futures unless you actively try to or use Specific Mode for it. As long as you aren't directly killed during them you'll also survive the Incursions.
- "God," Demon, Cosmic Being, and so on are rather arbitrary with no consistent definitions. Assume that Transcendent Slaying applies, in future jumps, to anything that is considered to be one of those in its native reality or anything that would be fundamentally similar to those things as they are defined in Marvel. I'm also assuming, completely arbitrarily mind you, that it also includes beings like Eternals, Watchers, and The Elders of The Universe here, which aren't gods but mortals elevated to a similar state by cosmic energy. I'd also let apply to say, a sufficiently powerful Fae in a world like *The Dresden Files*.
- Item lock-out doesn't mention your Warehouse for a reason.
- By default, the Anna who comes with the Hive-Cluster is the Young Adult version, not the preteen version, and the Peni is the late-teens Evangelion-inspired Comics version, not the early teens Kawaiisa-inspired version from the Spider-Verse movie. However, both can be switched for no cost
- Emporer N'Jadaka and Darkoth are a bit out of the mainstream so for context: Killmonger in the comics has the powers of a Black Panther as well as superhuman strength and toughness, and when serving as N'Jadaka's host has the typical symbiote abilities as well as the powers of Bast, making him a deity-level opponent. Darkoth is typically a "Thing" level brute with additional pyrokinesis, but in this case, most of the threat he poses comes from Hellnir.
- Techno-Organic Goo has a synergistic effect with Technomorph, Cyberpathy, and Damnit Tony.
- Having the Red Slayer Perk, a Divine Domain of Darkness, or both will make the abilities granted by King In Black reach their full potential faster and easier to master, in addition to any synergistic effects thereof.

- All-Black's forms in the comics include a claymore, a dubbed-bladed sword, a blade protruding from the forearm, and a katana. Imitations have included longswords, greatswords, and a bident. Basically, anything that's a melee weapon with at least one blade seems to be fair game.
- You may be able to reshape Hellnir, or merge it with All-Black, but it's gonna take some practice.
- All-Black and Hellnir will benefit from Blade Specialty and Blunt Specialty, respectively.