

Madame Web Jumpchain v1.11
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Welcome to the Sony Spiderverse, but not the good one, this is the live action version that includes the Venom Movies, Morbius, and Madame Web, and a loose connection to the MCU (in No Way Home). You'll be spending the next 10 years here, barring any drawbacks, which will be prior to this universe's Spider-man becoming active, as he's just been born by the end of the movie. You have 1000cp to use during your time here.

Starting locations (sorry, there's only two)

NYC - take your pick, just no popping up right behind the bad guy.

Peruvian Jungle - Somewhere deep within the jungle. The Las Arañas tribe is somewhere in the vicinity.

Perks

Mutant Physiology (200cp): You have been exposed to the venom from a spider, native to the Amazon Rainforest of Peru. The regenerative properties of the spiders' venom can heal almost any genetic condition. This can also allow for the development of spider powers later. This counts as a capstone booster for spider powers, and increases the effectiveness of them, in this, or any other jump with spider powers.

Spider Physiology (400 cp): Akin to Las Arañas, you possess the abilities of a spider, proportionate to that of a human. This comes with Superhuman Strength, Superhuman Speed, Superhuman Agility, Superhuman Reflexes and Wall-Crawling. This purchase gives you each of these for one low price.

Superhuman Strength (100 cp): You are considerably stronger and tougher than normal humans; able to easily overpower, lift and throw others with one hand, and could best multiple police officers simultaneously in combat. You can also easily deflect high-velocity projectiles, and leap higher and further than normal humans.

Superhuman Speed (100 cp): You are able to run, move and jump at superior speeds than any normal human; able to keep up with and leap between speeding vehicles.

Superhuman Agility (100 cp): You are faster, more agile, and could react more quickly than a normal human; enabling him to leap higher, further, faster, and with greater accuracy than a normal human. You are able to easily and rapidly move and react; and can quickly and accurately leap between moving vehicles, and run across the side of buildings.

Superhuman Reflexes (100 cp): You are able to move and react at superhuman speeds, up to and including being able to deflect high velocity projectiles (not quite bullets, but you're close). If you have a spidey sense, you could dodge bullets.

Wall-Crawling (100 cp): You are able to adhere to vertical and upside down surfaces. You can run across vertical surfaces, like the sides of high-rises, as shown by Ezekiel in the movie.

Poisonous Touch (100 cp): You are able to release a deadly neurotoxin by touch; this neurotoxin is paralytic, and in a high enough dose, lethal; as it will induce cardiac arrest in the affected victim. You are able to consciously control when the neurotoxin is released.

Prescience (100 cp): You can see glimpses of the future, and sense danger before it happens. The glimpses of the future happen in a trance-like state before anything happens, and lets you play out various scenarios before they occur in reality. The danger sense acts like a normal spidey-sense.

Precognition (100cp) - This perk allows you to once per day foresee any conflict you will be in within the next 24 hours. Capstone boosted: Once per jump or every 10 years, whichever is shorter, this functions as a 1-UP retroactively making your death a precognitive event.

Clairvoyance (200 cp): A more controlled version of prescience, allowing you to direct where you look into the future, as opposed to just personal danger to yourself (as with prescience). This will take training to master, but if you make it to Peru, the Las Arañas tribe can teach you, as long as you haven't stolen the power from them. (Buying this as a perk doesn't count as stealing the power.)

Astral Projection (100 cp): You can project your consciousness out of your body and into your visions. This can be into the past or future visions. Won't affect the past or the future, but can help get additional information.

Astral Multipresence (200 cp): You can project your astral form into multiple vessels at the same time. These projections can physically interact with the world, at your level of power.

Psionic Webbing (100cp) - Like regular webbing from Spider-man, except this is generated psychically. This can hold someone (up to the Superhuman Strength listed here), and will dissolve when you wish it to, or allow you to webswing (with Superhuman agility).

Psychic Spider Legs (100cp) - These 4 extra legs (now you have 8 appendages, just like a spider!) allow for combat, travel (they come with wall crawling as well), and very simple object manipulation (like Doc Ock's arms, but not as nimble or dexterous). When not in use, they just disappear. They also have your level of strength, whatever that may be.

Hollywood CPR (50 cp): You can perform CPR for almost any ailment, and as long as you continue to perform it, they'll have a chance of surviving (normally by coughing up water in a dramatic fashion, regardless of the reason they're on the ground). Fanwank responsibly.

EMT License (50 cp): You have completed a course in order to get your EMT license. This comes with 5 years experience on the job, in a major city, so you've seen a lot by this point. You're not quite a doctor, but you can do a lot, provided you have tools.

Martial Arts: (50 cp): You know one martial art to a reasonable level. You can adapt this to any powers you have, and are good enough to use it in self defense against all but someone who is a professional. For an additional 50cp, you are one of the top martial artists in the world for that style. This may be purchased multiple times, for various martial arts, though the additional 50cp to become one of the top martial artists needs to be purchased once to apply to all of them..

Girl Scout (50cp) - We spend a lot of time either in the woods or the jungle in this movie. From catching rabbits and starting fires to simply navigating across country, you know your stuff when it comes to nature.

Black Widow (100cp) - No not that one, she's too good for this movie. This is referencing Ezekiel's greatest moment of competence in the film; when he locates, seduces, and interrogates the NSA agent (who is literally not named and listed in the credits as "beautiful woman", ew). Credit where it's due, Ezekiel does all of this without the magic "solve everything" NSA database he gets later.

Karma Curse (200cp) - Ezekiel was cursed specifically because he stole the spider, dooming him to nightmares and his eventual death. Now your powers and items are backed by a similar looming threat. Should anyone steal your powers/items/abilities/etc, their misfortune will grow the longer they hold onto their ill-gotten goods.

Anti-Cassandra (200cp) - The opposite of the drawback below, people actually believe you when you warn them about upcoming events. Whether you're a precog or have just seen this movie before, people will take you at your word when you speak the truth.

Skateboarding Star (100cp) Mattie is so good at skateboarding that it flips around to being goofy. She skates through traffic, avoids getting pancaked by ambulances, and even "skateboards" down a collapsing building on a piece of metal roofing to save Cassie in the climax.

Driving Dangerously: Okay, are we sure that spider didn't give Cassie car-based powers instead? Because she legitimately has more feats tied to driving than almost anything else. She can weave through a city bustling with traffic (even when not in an ambulance), she is a master of drifting and controlling her vehicle, she hits a Spiderperson with her car twice (although it's not clear if Ezekiel has a spider-sense), and she even lands a 2-story jump after driving her ambulance through a parking garage wall to save the girls. And did I mention she stole at least 2 cars during this movie? She's a pretty proficient wheelwoman for someone who had a "boring" childhood.

Items

Spiders (400 cp) - these are 4 of the spiders that gave various powers to the people in the film. While they can give out abilities and powers (no more powerful than the ones shown in the movie), there is no control over which ones they give. Can also be researched to cure diseases. If one is lost or killed, it will be replaced within a month.

Ambulance (50 cp) - This ambulance comes fully stocked with all medical equipment that would be available in an ambulance of the time (if you go to a super advanced jump, like Star Trek, your gear in the ambulance gets upgraded to that level), but doesn't downgrade. It will always be recognized as an ambulance, and if you have your lights on, people will move out of the way. You will also have the radio to listen in to ambulance dispatches around the city you are in, if you want to go and help. Will repair itself overnight if damaged. If completely destroyed, it turns up again unharmed, a week later. Never needs refueling or maintenance.

Aranas Asylum (100cp) The cave where the spider-tribe brought Constance, and where Cassie eventually returned to fully unlock her powers. Perhaps this place lets you better commune with the past or your powers?

Cozy Campground (100cp) A small grove in the Jersey woods, always nearby, can be used to lay low no matter what setting you're in or what forces are tracking you. Cassie hides the future spider-women here for a large chunk of the movie while she's off chasing answers, and the girls only ran into trouble when they left to find food.

Spider Suits (100cp)- Though Ezekiel's costume is the only one we see for any length of time, it is only fair to give spider-heroes they're slick threads. Now you get your own spider themed costume.

Black Corvette (100cp) Ezekiel may be a bad guy, but at least he has good taste. This is as much "evidence" as we get that he is the wealthy businessman he claims he is.

"Fireworks" Warehouse (100cp) Are we sure this place was just filled with fireworks? We see these explosives 1) blow through a thick warehouse wall, 2) shoot down a helicopter, 3) repeatedly injure an enhanced spider-person. Either way, this dockside depot is filled with ludicrously powerful incendiaries and other explosives.

Assorted NSA Goodies (200cp) From the keycard and access code to the database that can tap into every camera, streetlight, and phone network in the country, this wild breach of privacy is the only way Ezekiel is able to make good on his threats against the spider-women.

Companions (all companions cost 100cp)



Cassandra Webb - comes with Mutant Physiology, Prescience, Clairvoyance, Astral Projection, and Astral Multipresence.



Julia Cornwall (aka Spider-Woman) - comes with Superhuman Agility, Psionic Webbing, and Martial Arts



Mattie Franklin (aka Spider-Girl) - comes with Spider Physiology, Psychic Spider Legs



Anya Corazón (aka Arana) - comes with Spider Physiology



Ezekial Sims - comes with Spider Physiology perk, Poisonous Touch, and Martial Arts.

Drawbacks

Canon Time (+0cp) - you're only here until the plot of the movie would be normally wrapped up, about 2 to 3 weeks or so.

Supplement Mode (+0cp) - You can add this to any other Spider-man jump, and combine the two jumps into one, while keeping their choice points separate.

Time Extender (+100cp/5 years) - Want to stay and find out what kind of hero Spider-man will be? Each purchase of this extends your stay here by 5 years. As Peter is born at the end of the movie, purchasing this 4 times should let you see the beginnings of his superhero career. May be purchased as much as you'd like, but doesn't contain a life extender. If you die before finishing the required time, you lose the extra points, and whatever you bought with them.

Paraplegic (+200cp) - You have lost all use of your legs. You will be confined to a wheelchair for the entirety of your time here.

Blind (+300cp) - You have lost your ability to see. While you are here, this can not be fixed, even with the spider venom.

Original draft (+300) - Instead of being set in the version of the movie that hit the cinema's you will instead be in the original draft: Cassandra Webb must assemble and train a group of spider powered warrior's to protect the unborn nephew of her coworker from Ezekiel. Ezekiel has been absorbing the life-force of spider warriors, killing them, stealing their power and extending his life but he believes that by absorbing the life-force of the unborn Peter Parker who is destined to bear the power of the spider totem he will be able to drain the totems power completely and become immortal dooming the world in the process.

Diabolical Prescience (+600cp): Sims was haunted by visions of his death; seeing the people he believed would be responsible for his death. As these visions were a curse, the exact cause of his death was obscured; hiding the involvement of Cassandra Webb. You will be similarly haunted, perhaps by the faces of the 3 spider-women, or Cassandra Webb herself, or it could be someone completely unknown to you. Either way, you will feel compelled to hunt them down and destroy them prior to them ending your life.

ADR (100cp) - All of your spoken words are dubbed over in the most awful, flat, villain voice imaginable. This gets dramatically worse the longer the movie goes on, so maybe this drawback builds with time?

Parenting Problems (100cp) - Literally the entire main cast has no parents, no support network. Pretty standard "tragic backstory" drawback for Jumpers.

Stilted Script: "The best thing about the future is that it hasn't happened yet." What? The dialogue is REAL bad, guys. What's more, it's bad in so many different ways. Sometimes it's nonsensical. Sometimes it's flat. Sometimes it just has no charm or chemistry. The heroes are genuinely so mean to each other and yet are all "family" by the end of the film. Now (Jumper's? Everyone's?) dialogue is equally bad. Good luck surviving a decade here.
Product Placement: Forget the Sony Cinematic Universe, this movie would have you thinking this was the Pepsi Cinematic Universe. Pepsi products everywhere (even replacing alcoholic drinks), Pepsi logos on display. Shit, [Spoilers, I guess] a Pepsi sign defeats the main villain. I'm amazed Pepsi-Man from the old commercials didn't show up. It's Pepsi's world, Jumper, you're just living in it.
Urgently Expecting: Several critical figures in this movie, from Mary Parker to Constance Webb, are very pregnant for the events of this movie. So if you want the extra challenge of racing through the action while 9 months along (or you just want to cosplay ATSV's Jessica Drew), this is the drawback for you.
Cassandra Classic: A lot of Cassie's struggles in the film come down to her greek mythology namesake's curse, where no one believes the person who can see the future. Now you too will be dismissed, even if you have crystal clear visions of what's coming next.

Notes:
V 1.0

https://sonys-spider-man-universe.fandom.com/wiki/Madame_Web
Added all perks, items, companions, drawbacks, etc. Jumpable. The pricing may need work, but will work for now.

V 1.1
Added Precognition, Boost and Original Draft suggested by u/DeverosSphere, tried to clean up formatting, added intro, removed Background, since I hadn't added anything for it.

V 1.11
Minor fixes