

Spider-Man Trilogy: Jumpchain

By TopHatAlthalus

It is 2002 in New York City, and a high school student has just been bitten by a radioactive spider. In the years to come a number of villains will come crawling out of the woodwork and cross paths with a web-slinging wall-crawler. For now, take these 1000 Choice Points and remember: With great power, comes great responsibility.

You keep your current gender, and your age is 1d8+16, or you can choose either of them for 50CP.

Origin: How do you enter this world, and what is your role in it? All options are free and come with the option to adjust your age within certain brackets.

Drop-In: You begin on Saturday morning in a booth in a New York coffee shop, with a nice meal in front of you and forms to either 'transfer' to or do 'work experience' at the same high school as a certain young man, depending on your age. You can choose to be 17 or 18 for free.

Businessman: Perhaps you're a high flying CEO, or just a desk jockey, whatever the case you start at home on a Saturday morning, and will be heading back to work on Monday. Your workplace may not be ethical 100% of the time, but they certainly appear to be respectable, and that may be all you know of it. You can choose to be any age in your 30's for free.

Scientist: Whether you work with chemicals and formulas attempting to make supersoldiers, technology making the weapons of the future, or machines working on sci-fi energy sources, you now have a job working in a laboratory. Maybe you're an intern, on a work experience program from school, or you might be gainfully employed, perhaps even the head researcher. You start alone in the lab, apparently having come in on the weekend. You can choose to be any age in your 30's for free.

Aspiring Actress: Or model, or both, whatever suits you. Whether you're destined for the billboard, the broadway stage, or the silver screen, one thing is certain: there's fame in your future. You may choose to be a highschool student and classmate of Peter, Mary, Harry, and Flash, and be 17 or 18 for free, or an adult living in a flat seeking their fortune in the big apple, being any age in your 20's for free.

PERKS

100CP perks are free for their origins, the other perks are discounted 50%.

DROP-IN:

Photography (100CP): Where others may need years of experience to even be looked at by big publishers and newspapers, you can get in, even if it's a low position, right out of high-school - that's how good a photographer you are. With a bit of effort you could turn this skill into a full on job, taking high quality images even in difficult or dangerous situations.

Police Radio (300CP): While this isn't literally a police radio in your head, people can be forgiven for thinking it is. You have an unnatural sense for hunting down or just stumbling across trouble. If you go looking, and something is happening anywhere nearby, you can find it. You can also toggle the ability to have such things happen or pass by just near enough for you to hear or notice even when you are not actively looking for it.

Master Prevaricator (600CP): You have a suite of skills to help maintain a double identity. You're a pretty damn good liar, and can even spoof technological or supernatural methods of lie detection. You also have an almost supernatural skill at rescheduling even important meetings or events on short notice, even after the fact (though not too long), so long as you can give a halfway decent excuse - and you can always give a good excuse, although excessive use of this may wear this ability thin. Finally, you also have exceptional skill at compartmentalising information, able to ensure you never say the names of people you know in your secret identity in your caped persona, or reveal information you discovered in your masked activities in your normal life.



BUSINESSMAN:

Human Resources (100CP): Interns can be a huge waste of money, and hiring someone who isn't up for the job is just a bad deal all around. Fortunately for you, you possess the singular talent of identifying good potential labourers and employees. Any interns you bring in will be prodigies who will apply to work at your company as soon as they can, and any workers will be dedicated, hard-working, and very competent at their jobs.

Sell, Sell, Sell (300CP): All the scientific advances in the world won't help if you can't find someone to buy your product, but that will never be a problem for you. Even if your first buyer falls through it is not worth worrying about, as you can find another buyer within days. No matter how esoteric your products or services you will also be able to get a good deal for them.

Cut-Throat Business (600CP): Your success in business is almost guaranteed, and all it costs you is your morals. Even if it means literally killing someone you are willing to do whatever it takes to get ahead in the world of business. Not only do you have the willingness, you have the skill to identify when and what method of intimidation, bribery, etc is best suited to your current situation. You know when and how to put pressure on people to ensure your business gets the best deals, up to and including bombing the investors who spurned you while wearing a goblin outfit in order to drum up interest in your products. You can also run roughshod over your own company's rules and regulations without inspiring others to do the same, such as performing highly experimental tests on yourself with only one tech around to help when your own policies would normally require extra assistants and a medic on standby.



SCIENTIST::

Not So Ethical Science (100CP): For some reason people seem far more willing than to let your less than ethical practices go unremarked. This won't let you get away with murder, but human testing on volunteers, so long as they actually volunteered, will be let slide even when there are very sensible rules or lab protocols that would otherwise hold you back.

Incidental Inventor (300CP): You are a skilled inventor and designer, able to craft a wide variety of tools years, if not decades ahead of the rest of the world, but that alone is not enough. You can create ancillary devices to aid in your endeavours, ranging from machine-neural interfaces to mechanised limbs precise enough to be used in scientific experiments, as well as shielding systems that could allow people to stand next to a fusion reaction without being lethally irradiated. Most, if not all, of the devices you build to aid in your scientific ventures will prove useful in other fields as well, such as the aforementioned manipulator limbs turning out to be rather dangerous in a fight.

Beyond the Bleeding Edge (600CP): Like Otto Octavius himself you possess a staggering intellect, enough to open the doors to what most would consider science fiction. With a few years study, maybe a decade or so on the outside, you could design super soldier enhancement formulas that would let an untrained fighter toss around grown men with ease, or a man sized hovercraft armed with a deadly arsenal of missiles and bombs. Even room sized fusion reactors are possible, though you may need some rare materials for something like that.



ASPIRING ACTRESS:

Girl Next Door (100CP): Not to put too much emphasis on it, but you're incredibly attractive. You're beautiful enough to turn heads even at a beauty pageant, and should you put some effort in could easily get hired to be in advertising and other photographic opportunities. With the right clothes a modelling career isn't out of the picture.

Never a Damsel (300CP): Unlike a certain other celebrity-to-be, unless someone is specifically looking to kidnap or endanger you, you're extremely unlikely to be picked from a crowd to be used as a hostage, or tossed at a hero as a distraction. You're even less likely to end up being the one in extreme danger in an already dangerous situation. Unless you actively try to you'll never be the one left dangling from a collapsing balcony while others scramble to safety.

Broadway (600CP): Your acting and singing skills are phenomenal, easily enough for you to make your name on broadway even just out of highschool. You can fake emotions like the best of them, and ooze sincerity at will. On the singing front you're able to reach and easily maintain every pitch your age and gender could be expected to, and a little bit more besides. Your voice is clear and can be easily heard even in large music halls or social gatherings, you can also pull off a reasonably convincing mimicry of people with only a little practice - take your time to learn their vocal tics and it'll be hard to tell you from the original.



ITEMS:

Each background gets their 100CP item free and gets discounts on their other items.

Costume (Free): A surprisingly well designed costume with your choice of motif. It's not the most durable, but it will be repaired or replaced a few hours after being put away, lost, or destroyed.

> Costume Import (-50CP): If you'd like to use a pre-existing costume for this, here's your chance.

Secret Identity (-50CP): Your costume, while not necessarily skin-tight, can now easily fit under your other clothes, which you can quickly remove and shove into the accompanying bag, which you can then hide away and come back to later. Using it to hide MacGuffin's may not work, but as long as it's used for it's intended purpose the bag will go unnoticed even when it really should be found.

Emotive (-50CP): If your entire face is covered by your mask it can be pretty hard for you to convey emotions. This costume, on the other hand, doesn't impede your facial expressions at all, even if it completely obscures your face. How does this work? Maybe the costume was bitten by a radioactive emotion?

Goblin Armour (-100CP): Your costume is now both durable, and aerodynamic. It will follow your costumes theme, which need not be goblinoid.

29 Minute Pizza (-100CP): A number you can ring to have pizza delivered to you in exactly… 30 minutes. That means it's free! Fortunately it won't be messed up. Works even without phones in the setting.



DROP-IN:

Camera (100CP): A top of the line camera with impressive clarity even at maximum zoom. Comes with either regularly replenished film or memory cards. Has several unusual properties, including rarely catching people blinking unintentionally, getting better lighting than may be strictly possible, and never getting red-eye.

Cosy Home (200CP): The key and deed for a small home in the suburbs, which suburbs? Any suburbs. Just wander around until you find an area you like, and once you've made your decision you'll receive the key and deed in the quickest way available in the setting you're in, anything from a courier delivering to your hands to a spell or robot depositing it with you. The home is two stories, with several bedrooms, bathrooms, and a nice kitchen. Comes with a garage if possible and will always be nice and cosy. Oddly enough, even if your enemies know your identity, they'll be unlikely to actually attack you here, though paying you a visit isn't out of the question.

Daily Jumper (300CP): Run by a rather abrasive fellow, this newspaper has a very wide ranging audience, and will manage to turn a profit even while technology pushes some print newspapers into rough financial times. As the owner of the newspaper you have a horde of reporters at your beck and call, and can set their focus and leanings as easily as telling the Editor in Chief what you want the paper to focus on. Unlike other papers, while changing things up like this may change your readership, your newspaper will manage to maintain its readership numbers with minimal loss, if any. In future jumps, if you look for it, you can find a similar newspaper agency that, through what is likely to be a series of unusual events, will fall into your hands and function as this one does.



BUSINESSMAN:

Rolodex (100CP): A self-updating Rolodex featuring the phone numbers, addresses, and basic business profile of people involved in your intended activities, so long as they haven't taken steps to obscure such information. Quite useful for the aspiring business person attempting to set up a new business or getting some new contacts.

Secret Stash (200CP): In your time if need you will receive a letter with directions to a secret location, a hidden cache of weapons perhaps, or an abandoned and hard to reach locale in surprisingly good condition that is just perfect for a hideout or lair. You can receive one such missive every year, and although they'll never have exceptionally rare or valuable resources at them each location will be fairly useful at the very least.

Company (300CP): Not quite as big as Oscorp, this is still a sizeable operation in your choice of scientific field. You are the CEO, and can also take any other company positions you want without anyone batting an eye. If you want to be the Head Reasearcher, go for it. The Janitor? Ok. Both? Why not? Although your business isn't in financial strife, it also isn't doing as well as it otherwise might - it's going steady, and will continue to do so unless you take steps to advance it. In other settings you can, with almost no effort, become CEO of a similar sized business, should you go looking for it. The business comes with a reasonable amount of manufacturing capabilities appropriate to the setting, and a few sometimes tenuous connections to whatever passes for the local government, in whichever department best fits your scientific field.



SCIENTIST:

PhD (100CP): Maybe you majored in Bio, or possibly Chem, whatever the case you now have a fancy piece of paper that people will accept as proof of your level of education, regardless of your situation. If you're too young, or prove to know nothing about the subject people may suspect foul play. You can buy this a second time at full price for a double major.

Lab (200CP): A high tech lab, complete with full stores of chemicals, including several hard to get ones, and very advanced manufacturing facilities to create prototypes of your inventions. You are the head of R&D, and have an unusual degree of free reign. As long as whatever you study can be used, even tangentially, by the mysterious backing company financing your operations, they'll continue to fund you: highly competent research assistants will be hired and paid, new equipment and supplies will be delivered fairly regularly, and you'll be able to work on whatever you want in safety. You will also have privacy, as the employees will all be exceedingly loyal and stick to their NDA's with fervor. In subsequent jumps you'll be able to find a similar research position - just go looking for it and you'll be offered a job, often on that very same day.

Test Subjects (300CP): When you are performing genetic engineering, armour or weapons testing, or other scientific experiments it can sometimes be hard to find people willing to test them. Not anymore! This application form allows you to always find willing subjects, just fill out the form to specify a few categories for the sort of test subjects you want and generic 'people' will arrive the next day, ready for testing. They're nothing special, but you'll never run out of volunteers, and nothing will ever come of them going missing, almost as if they didn't exist before arriving at your lab. You'll never need to run tests on yourself with this never ending stack of forms.



Aspiring Actress:

Make-up Kit (100CP): An exceptionally well stocked and self-replenishing make-up kit that will have something for anything even remotely human. With a bit of practice anyone who uses it will be applying make-up like a pro.

Modelling/Acting Contract (200CP): An open ended employment contract you can sign to immediately get a job modelling or a choice of several acting positions. Do note that while this will be a well paying opportunity, the degree to which it boosts your fame, as opposed to infamy, is dependant upon your appearance and/or acting abilities. If you do well you will also get advertising opportunities, and further offers without needing to use another of this self-replenishing stack of contracts.

Theatre (300CP): An entire theatre, yup. This building is in good repair and has an in house acting crew that would be more than happy to put on your performances, even those you star in. Left alone it's a respectable source of income and will put on reasonably high quality productions on a regular basis. You can inherit just such a theatre in subsequent jumps, just go looking and you'll quickly find it ready and waiting for you.



Powers and Gimmicks:

In this world of hero(es?) and villains there are people with extraordinary abilities, far beyond the norm. You may now count yourself among them, getting a discount on one of the following purchases.

Goblin Glider (300CP): Surprisingly fast and agile, this one person aircraft has just enough oomph to carry a second person without penalty. Optionally available as a Hover-board, it comes equipped with a veritable arsenal of weapons. This includes a flamethrower and missiles, retractable blades, and a small horde of vaguely pumpkin styled bombs in fragmentation, smoke, and incendiary varieties.

Goblin Formula (300CP): You've gone through the Goblinization process, in which some rather dubious medical experiments were performed upon you in an attempt to create a super soldier. Unlike a certain other individual, this process has not driven you insane, instead the goblin has fused with your consciousness, increasing your willpower and determination greatly. The main benefit of the formula, however, is the increase to your strength and physical attributes. You can easily toss people around, and throwing a certain web-head through solid brick walls is well within your capability.

Extra Limb Harness (300CP): This belt-like apparatus comes with un-invasive neural connections, and an internal - and thus protected - control chip. It also comes with four manipulator arms several meters long, each capable of extending out several more meters. They are equipped with a number of useful features, such as lights, claw hands that also have cameras, blades, and even tweezers for more delicate manipulations. The manipulator limbs are extraordinarily strong, and could pick up rather heavy objects and move them around safely… or not so safely, as the case may be.



Spider Bite (600CP): You've been bitten by a genetically enhanced spider, and, rather than dying a horrible death, have gained superhuman traits because of it. Your physical stats are boosted dramatically, letting you toss, and catch, cars, bounce around like a jumping spider, and take a hell of a lot more of a beating than any normal person could survive. This includes a low level healing factor, and the automatic correction of minor physical defects such as eyesight. You also possess extremely enhanced senses tied into your incredible reflexes that, so long as you physically can avoid danger, will almost always assure you will. The final changes of note are the growth of small patches of scar-like tissue on your wrists that generate large quantities of spider webs and can propel them at great speeds and into a variety of shapes, and retractable microscopic hooks you can use to stick to surfaces - somehow this even works through thin materials, though it'll need to be essentially skin-tight to work.

Demolecularized (600CP): You'd think that a highly dangerous experiment would have better protection than this, or at least a camera pointing at the site to check if it really is just a bird weighing the sand down. Or plant matter. Or something else. It does not necessarily have to be sand, but whatever the material you can now shift your body into a state comprised entirely of a mundane and fairly common substance, in which you can shapeshift quite freely, and heal by absorbing your material. Should your material be light enough you can even fly around as a cloud of it. You can take your material into yourself and with a large enough supply of it assume a multi-story form with a commensurate increase in strength. Through means unknown the clothes you are wearing and things you are holding can also be shifted, though only while you are holding or wearing them. As a warning, remember that your material, taking only this perk into account, is no more durable than it normally is - watch out for water as a Sandman, or fire as a Treeman for example. This weakness is only in effect while you are 'shifted' into your material, although you can appear to be normal while shifted, and shifting back is instant so long as your body is coherent at the time.



Recoloured Outfit (600CP): When you looked in your wardrobe today you found one of your favourite outfits had been, well, recoloured. Odd that. I'm sure it's nothing to worry about. In fact, it's so unconcerning that if you were to put it on I dare say you'd never want to (or be able to) take it off… Why would you want to though? It increases your physical capabilities to superhuman levels, letting you toss cars around, take hits that would be debilitating to a normal person, and jump incredible distances. In addition to repairing your outfit it lets you climb on walls and extrude parts of it's recoloured self as webs from your wrists. It also seems to resist, or make you hard to be detected by, hostile precognition or predictive abilities, though I don't know why you'd need that here, or why you would think your favourite tunes could hurt it any more than anything else would be affected by sounds. No need to worry about a voice in your head though, this thing is completely benign. Completely. Benign. That it can change over onto a different outfit is also fine, even forming your outfit over the top of your current clothes, if possible. Everything is fine. Comes in your choice of colour, though I hear black is in vogue.

COMPANIONS:

You can pay 50CP per Companion to make or import one companion, and can purchase this multiple times. At 300CP spent on companions you can instead import a full eight companions. Each companion made or imported in this way gets a background with all associated discounts and freebies, a discount on one gimmick/power, and 500CP to spend as desired.

Canon Companion (100CP): For each purchase you get the opportunity to convince one canon character to join you on your journey. Can be bought multiple times though you may have a hard time convincing Spider-man to come along without MJ, or his Aunt, or alongside the Green Goblin.



DRAWBACKS:

You can make things a bit harder on yourself in exchange for a bit of extra CP. You may take up to 600CP in drawbacks.

Populated (+0): Although Green Goblin, Doc Ock, Venom, Sandman, and the Hob Goblin, are the primary villains it might be a bit sparse with only these few to spice up life, so now other Spider-man villains such as the planned Vulture, Black Cat, and Mysterio will be showing up, alongside extras such as Rhino, Shocker, Electro, and more.

Unimportant (+100CP): Bus driver's won't stop for you, people in your way won't step aside, no-one will ever hold the elevator for you, and in general you simply don't get the level of concern as everyone else. It's like you are being wilfully ignored; even talking to people you've known for years may be hard as, without meaning anything by it, they'll swap to conversations with anyone else should the opportunity arrive.

Stutter (+100CP): Not necessarily a stutter, but you will keep tripping over your words. Talking, writing, dumping your thoughts into people's heads, any form of communication will be hampered by your inability to get words out on the first go. In times of immediate danger you can speak properly, but if you find time to chat in the middle of a battle the difficulty speaking will return.

Emotional Powers (+200CP): Turns out your powers are linked to your emotions, confidence, and general physical state. If you get sick your powers may go on the fritz, when you're depressed they may start cutting out, and you'll need to keep a lid on your anger lest you start unleashing forces better kept under control.

Radioactive Emo (+200CP): You dress in all black, cover one eye with your hair, and are actually a pretty big douche. You'll watch impassively as people suffer or even die, and generally do your level best to ruin any relationships around you all while looking out for number one.

Parker Luck (+300CP): Tragic deaths, messy break-ups and more, all of these are coming your way and will stay with you for the full duration of your stay. Personal troubles will hound you, and everyone close to you is in danger of being kidnapped or flat out murdered. Keeping a job, or even an apartment will be difficult with all these disruptions.

The Amazing Target! (+300CP): Spider-Man may have his own assortment of villains he keeps getting tangled up with, but now you'll find your own - the professor you liked will turn into a raging beast, the attractive neighbour will become an insane weapon of mass destruction, and the friendly postman might be struck by lightning and gain super powers. All of them will be coming after you, each with nefarious plans to generally ruin your day. You won't be getting much rest with these fiends coming after you.

END:

It's been ten years now, and it's time to make a choice. Do you want to:

Stay - your affairs back home will be put in order and you can stay in this world for the rest of your days.

Go Home - Was emo-Peter too much for you? In any case it's time to hang up your jumping hat and go back to the world you came from.

Leave - There are so many other worlds out there to see, you can't stop now! Time to go on to your next adventure, just remember: With great power, comes great responsibility.

Notes:

Yes, the symbiote is actually completely safe.

Updates:

23-11-16: Added pizza and clarified Spider-Bite gives regen and fixes things like eyesight.

25-10-17: Clarified what companions get, including mentioning the gimmick/power discount.