# Spider-Man the Animated Series

Earth-92131 is an average world, filled with super heroes and villains. Its Peter Parker is an average Peter Parker, meaning that he's been bitten by a radioactive spider, lost his uncle Ben to crime, and decided to devote his life to becoming a web slinging hero. But unlike the average Peter Parker, this one might have what it takes to save the entire multiverse.

You'll be joining this world of super science experiments gone awry and gimmicky criminals for 10 years, meeting the many, many heroes (it seems like you meet a new one each week) that have inhabited it since WW2.

Your starting location is New York City, home of the Kingpin of crime and the budding hero Spiderman. It seems like all the heroes and villains in the world manage to pass through here at least once anyway.

+1000 CP

## Backgrounds

Any background can optionally be taken as a Drop-In.

**Hero:** You're a super hero, a vigilante in a costume who fights crime. It's said to be quite thrilling, even addictive. Just try not to get anyone you care about dragged into your secret life.

**Scientist:** Like most scientists in this world, you've made an incredible breakthrough that is likely to make you rich and famous, if some criminal doesn't steal it or kidnap you first. Also like most scientists, you've created an invention or experiment that gives you the power to fight (or commit) crime.

**Villain:** “Great responsibility”? What kind of nonsense is that? You've lucked into great power, but no one else is going to look out for number one if you don't. You've become a criminal to finally take what the world owes you.

## Perks

You get one perk of each tier (200, 400, 600) for your background discounted, and one of the two 100CP perks for free.

### General

**100/200CP Enhanced Physique-** Your body has been enhanced to make you superhuman. Maybe you were bitten by an animal exposed to the neogenic recombinator, took Captain America's super soldier serum, breathed in some of Oscorp's biological weapons, or were dumped in industrial chemicals and survived. Or maybe you were just born as a half-vampire. Whatever the reason, you're strong enough to swing around metal girders and agile enough to leap around rooftops. You can also redesign your body, giving yourself heroic muscles or supermodel curves, or just turn yourself into a hulking muscle monster if you want.

For an additional 100, you're up with the real heavy hitters of the setting like the Rhino or Venom, able to smash straight through walls.

**400CP Flight-** You can fly, and not just because you've grown wings. Through some means, perhaps from one of the other options you'll buy below or just mutation or an odd shower of space radiation, you've gained the power to move in three dimensions with a thought.

**800CP Electrokinesis-** How could you possibly have this power that has the whole world on edge? Somehow, the Red Skull's doomsday weapon has been used to transform you into a living conduit of power. You can shoot electricity, but that's only the beginning. You have planet-wide control over all electricity and electrical technology. With concentration, you can shut off all electricity, instantly reprogram robots, or broadcast an announcement over every communication device in the world. In distracting situations like combat, you'll only be able to force small vehicles to overload and explode or slowly shut down a huge military base's power.

## Hero

**100CP Costume Creation-** Everybody remembers heroes for their powers or bravery, but there's quite a bit of drudgery involved. You've got the skills needed to sew your own costume and patch it up after fights. Not exactly glamorous, but where else are you going to get bright blue and red tights with a spider webbing design?

**100CP Secret Identity-** Keeping your normal and crime fighting identities separate can be important if you want to keep your loved ones safe. Luckily, you've got a knack for living this kind of double life, coming up with cover stories for your sudden disappearances, hiding your superhero equipment, and explaining away why Jumper-man is always showing up around you. If the circumstances were right, you could even bullshit your way out of being unmasked, getting someone to think you're just an average guy in a costume.

**200CP Blindsight-** Your senses have sharpened to inhuman levels. Even without your eyes, you can determine your surroundings by sound and smell, to a much greater degree than a normal person. You could even tell how many people are laying in ambush for you, down to which ones are injured and how they're armed, all while they're still hiding.

**200CP Martial Arts-** Who needs all these super powers when you've got your own two fists? You can take out a room full of thugs with nothing but a little cleverness, some stealth, and pure skill.

**400CP Great White Hunter-** You have no equal when it comes to hunting, except perhaps Sergei Kravinoff. You've got a nose like a bloodhound's and know how to use it. You could effortlessly track superhuman quarry, even through the concrete jungle of New York. And when you've got your prey cornered, you can seal the deal with your masterful knowledge of trap creation, with your clever devices able to trap even Spiderman.

**400CP Spider Bitten-** You've been bitten by a radioactive spider and gotten some of its powers. While it hasn't made you any stronger (you'll need Enhanced Physique for that), you have gained a spider's ability to stick to walls and a “spider sense” which will warn you of danger a few seconds ahead of time.

**600CP Leadership-** What really matters isn't how hard you can punch a bad guy or what fancy toys you've built. When it comes down to the wire, the winner will be the one who can keep cool and keep his team together. You've got the leaderships skills needed to run anything from a small group of superheroes to a global organization like SHIELD, able to get even the abrasive and arrogant to listen

to you and work together. Plus, unlike those foolhardy people who never had to face defeat, you know your own limits and how to use even the weakest pieces on the board to their greatest effect, even if it's just a mundane actor in a Spiderman costume thrown into a fight between superhumans.

**600CP Magic-** The ancient power of magic is almost forgotten in the modern world of mutants and super science, but a few adherents still maintain the old arts. You stand at the pinnacle of these sorcerers, the peer of people like Dr. Strange or Baron Mordo. Magic has many applications, from barriers, illusions, hypnosis, scrying, petrification, teleportation, to simple blasts of magical power.

## Scientist

**100CP Cloning-** You've learned the art of cloning, able to create fully grown and functional copies of people with just a sample of their DNA. Most remarkably, your clones can retain all the original's memories up to the point the DNA left their body. They may even believe themselves to be the original suffering from amnesia.

**100CP Science Student-** You've got to know your basics before delving into the more esoteric sciences. With this, you've got a solid grounding in every field of science and quite a knack for learning more. You may not be able to build a portal between worlds, but you could at least understand the techno-babble of someone who could well enough to figure out how the thing works.

**200CP Techno-Organic Virus Creation-** You've learned how to create a “techno-organic virus” and use it to safely transform others into cyborgs. These cyborgs can have cameras installed in their eyes to transmit what they see back to you, tracking devices, or other features to ensure your control over them, including simply taking control of their body, though this can be resisted. You can also choose to give your new cyborgs shapeshifting powers, allowing them to quickly shift between any humanoid form they wish. You may have optionally used the virus on yourself already to gain this power.

**200CP Panacea-** You've learned to reproduce James Reeve's wonder drug, which can bring back people with even fatal injuries to perfect health while increasing their strength. However, it has the unfortunate side effect of turning the recipient feral, and was responsible for making Sergei Kravinoff into the madman Kraven the Hunter and Mariah Crawford into the cat monster Calypso. You also have an antidote that fixes these symptoms in case you actually want to heal people instead of make an army of psychotic hunters.

**400CP Neogenic Nightmare-** Perhaps the most dangerous fringe science in the world, or maybe just the most frequently used to create super villains, neogenics is the science of manipulating DNA, especially of combining DNA from multiple sources. You are the equal of the science's founder, Farley Stillwell, and can create and use neogenic recombinators, a ray gun which mutates the DNA of whatever it hits. This technology has created a variety of super human creatures, from the Lizard to the Living Vampire to Spiderman himself, and now you can reproduce these feats and more.

**400CP Robotics-** Why face down heroes yourself when you could sit back and let robotic minions defeat them for you? You have an astounding expertise in the field of remote controlled battle robots, from hulking humanoids to the giant combining arachnid Spider Slayers, you can create them all.

**600CP Time Dilation Accelerator-** This is quite something you've invented, Jumper. The Time Dilation Accelerator is a small device that opens portals into an alternate dimension. This dimension is empty except for the portals you make with the Accelerator, which are much closer together in their alternate dimension than they are in real life. Thus, you could easily open a portal across town, or

inside a bank vault, or even stick one onto your own body so that someone punching your chest will instead have their arm vanish harmlessly through the portal. With further research, you could learn to open portals into different dimensions as well in order to travel the local multiverse. Optionally, you can choose to have been sucked into the dimension and have had portals there stick to your body, giving you the natural ability to make them without relying on the Accelerator at all.

**600CP Vulture's Apprentice-** Are you perhaps affiliated with the Toome Aerodynamics? Because you've learned to design the exact thing Adrian Toomes will soon invent: a personal flight suit with razor sharp wings that allow the user to fly via anti-gravity technology. But the suit's real secret is in the gauntlets, which can suck “youth energy” out of people they touch. This will artificially inflict the ravages of age on the victim without actually aging them, so a child won't grow up, they'll just have wrinkles and be weak. The user temporarily absorbs this energy themselves, restoring them to the prime of their youth for a few hours until the energy is automatically restored to the victim. This also has the side effect of stealing genetic changes from the target, though take care that you don't accidentally turn yourself into a spider monster by draining the wrong guy. With work, you can learn to make these transfers permanent.

## Villain

**100CP Cat Burgler-** The world hasn't seen a criminal like you since the 40s, when the notorious cat burglar called The Cat was active. You could slip into highly secure museums, crack safes, even break your way into high-rise penthouses, all without getting caught.

**100CP Living Corpse-** After a dunk in a vat of experimental chemicals, you no longer need to breathe to live, almost as if you were a zombie. Chalk white skin and bleached blonde hair are optional.

**200CP Special Effects Wizard-** Quentin Beck is no longer the only evil special effects artist in town, because you've learned to replicate his famed holocubes. These small cubes are able to project 3D illusions of startling fidelity and adherence to their real surroundings, fooling all the senses. They could, for example, make it appear that the roof of a room was collapsing, even if you just haphazardly tossed it onto the ground rather than lining things up exactly. You do have to program your illusions in advanced, though. You also know how to create weak animatronic robots, though these won't stand up to serious combat against this world's heroes.

**200CP Symbiote-** I don't know why I've been talking like you were the one who had a history in this world, since you're clearly just a big blob of colored goo. You are an alien symbiote who somehow crash landed on Earth. While bonded to a host organism, you vastly enhance their strength and speed, and can shoot parts of yourself out as a sticky “web” to capture prey or swing between buildings. You can also disguise yourself as any kind of clothing you want, even changing color, to help throw off suspicion. You can quickly dominate a weak willed host, but against stronger, more useful ones you are better served with a subtle approach. As they continue to wear you, you can give them urges, slowly molding the way they act, and can even suppress individual memories. Someone who continuously wears you will eventually merge to the point they will die if you are removed. You do however have a crippling weakness to sound based weaponry or just loud continuous noises. If you didn't choose to be a drop-in, you'll have already bonded with and dominated an average member of your background. After this jump is over, this becomes an alt-form.

Alternatively, you can choose to have a lobotomized symbiote as an item. This symbiote has no mind of its own and exists only to follow your orders.

**400CP Elemental Splitter-** You've invented a quite dangerous device, or perhaps a life saving one. The elemental splitter is a raygun which separates foreign energy sources from the person it hits. Someone who was bombarded with mutating space radiation or who had forcibly trapped a spirit in himself to siphon it's powers would be returned to normal. And if your victim, err... beneficiary, wants the powers back, you can create a wearable device that will restore them with the click of a button, at least as long as the foreign energy source wasn't a living one that took the opportunity to escape.

**400CP Vampire Queen-** You are one of the creatures of the night, the bloodsucking vampires. You can fly with a thought, have superhuman strength, and can hypnotize others with your gaze. By biting victims, you can transfer your inhuman state to them. Most impressively, you are a lord among your kind, able to telepathically communicate with and dominate other blood drinkers, whether they be real vampires such as yourself or mutated bat men. Unfortunately, you have a weakness to garlic, the sun will kill you, and a stake through your heart will penetrate your defenses. After the jump, this becomes an alt form.

**600CP Crime Lord-** Any two bit thug who walks past the wrong laboratory can get super powers and start robbing banks, but who rules the underworld? Mundane men like Hammerhead, Silvermane, the Owl, and the Kingpin of Crime, Richard Fisk himself. You sit on the vaunted council of the Crime Lords with these criminal luminaries, and you have more than earned that seat. You have the skill to rise from a common thief, climbing through the ranks until you rule your own criminal empire, and you know how to manage it well, even using stronger criminals as assets through the proper application of carrot and stick.

**600CP Hydro-Anatomy-** After being exposed to exotic undersea chemicals, your body dissolved into water and yet you are still alive. You have become a living mass of water, an yet can choose to appear as you did before, mimicking the color and feeling of your body or even clothes. However, at a moments notice you can again dissolve into water, either keeping your shape or assuming any other you care to. Blows will do almost nothing to you, as they simply pass through your body and any water they manage to separate from you, you can easily replace by absorbing more. You can even mentally control other nearby water sources, moving them around without having to merge with them. It would take being entirely evaporated in order to finally kill you.

# Items

Items for your background are discounted, with the 100CP Item being free.

## Hero

**100CP Spider Accessories-** You've got a set of Spider-Man's equipment. You've got two wrist mounted web shooters and a pack of small adhesive Spider Trackers and locating device that can pick up the signal they transmit so that you can track down anything you stick one on. This also includes the recipe for more web fluid and blueprints for more Spider Trackers.

**200CP Wall Crawling Motorcycle-** Rather than climbing up walls, perhaps you'd like to ride up in style. This is a replica of Blade's vampire hunting motorcycle, whose spiked wheels allow it to drive straight up buildings. It also includes a built in vampire tracker, that can track anything that sucks blood, even if it's really more of a mutated bat man than a real vampire.

**400CP Battle Van-** This is a mobile copy of the Punisher's mobile base in his one man war on crime. This van is armor plated and remote controlled, with a truly astounding number of pre-programmed

battle plans, activated by voice command, that include how to drive itself and which equipment to launch out for you to use. It comes equipped with a jet pack, a water spewing gun, a gun that shoots a sticky substance to capture your targets, a grenade launcher, and who knows what else.

**600CP S.H.I.E.L.D. Base-** This gigantic cloaked airbase is a replica of the Nick Fury's main base. It houses all the equipment needed to run a worldwide counter-terrorism unit, including a very secure jail to keep super human criminals locked up. It also houses a variety of battle ready hovercraft and defense mechanisms in the form of laser turrets.

## Scientist

**100CP Octopus Arms-** This metal backpack has four tentacles with graspers attached. A metal circlet will allow you to control them as naturally as if they were your own arms, using nothing but your thoughts. With these, you could perform dangerous experiments at a safe distance, or, hypothetically, go on a crime spree with your four super strong and dangerous new limbs.

**200CP Power Armor-** Much like the Prowler, Iron Man, and Warmachine, you have a suit of robotic armor. It gives you the strength and durability to survive against the super humans of the world, as well as having some integrated weaponry.

**400CP Tablet of Time-** The pinnacle, and apparently only example, of ancient Toltec science, this tablet can absorb the rays of the sun and shoot them back out the eyes of the carved skull at the top. If properly focused, the enhanced light can control the aging of what it touches. Careful though, as if the rays aren't reflected in the right way, this could age you or turn you back into a baby rather than restore your youth. For this reason, you also have a replica of the ancient temple the tablet was originally housed in, already set up to restore you to your prime.

**600CP JumpCorp-** You're the owner of your own massive science company. Specializing in whatever field you decide, your company is on the bleeding edge of technology, making you incredibly wealthy. Your headquarters, or perhaps a secret underwater base where you do all your real work, is set up for secret science experiments and protected by a veritable army of guards and remote controlled tanks. You'll be able to take all your company's property with you, either to insert into future worlds or as warehouse attachments as you prefer.

## Villian

**100CP Adamantium Toupee-** This fashionable toupee, or perhaps wig or other head covering like a hat, is made of solid adamantium despite it's mundane appearance, providing both great protection and the ability to perform very dangerous headbutts much like Hammerhead. Look, being able to headbutt cracks in concrete walls was a lot more intimidating before all these super powered freaks started showing up, okay?

**200CP Electrical Gauntlets-** These gauntlets are a copy of the Shocker's, able to shoot deadly bursts of electricity.

**400CP Scorpion Suit-** Much like the Scorpion's own suit, this armor comes equipped with a robotic tail you can control with your mind. The end of the tail is a canon that shoots globs of acid. The gloves also feature deadly sharp claws.

**600CP Crime Central-** This skyscraper isn't the headquarters of just a particular crime cartel. It's the

headquarters of crime itself. Beyond the normal amenities you'd expect from a crime lair, such as a lab to analyze the scientific wonders you steal, a workshop to build high tech gadgets, and a secret launchpad to deploy aircraft, the real treasure is the desk and chair from which you rule your criminal empire. From here you can open up a communication channel, both audio and video, to other criminals. You've got every other crime lord, every tinpot dictator, every terrorist leader, and every cult on your rolodex, and they know you as a man who can get them what they want for the right price. You could probably make a fortune just brokering sells between them, taking some spare nukes off the hands of a dictator who doesn't need them to resell to terrorists at a huge markup, but with the right skill and enough work, this would allow you to become a veritable kingpin of crime. Crime Central will follow you, either inserting into future worlds or as a warehouse attachment, and your list of contacts will update each time. The first time you contact someone, they will know that you are a powerful underworld figure who is to be respected, and will not be overly concerned about how you found them or how you are speaking. This doesn't mean they won't double cross you, or just ignore your offers and threats, if they'd be naturally inclined to do so.

# Companions

**50-300CP Companion Import-** You can import companions for 50CP apiece, up to 300CP at which point you can import 8 instead. Alternatively, you can create a new custom companion. Imported/created companions get 600CP to spend.

**50CP Canon Companion-** You may take a canon character as a companion. Although this technically takes place in the Marvel universe, you may only select characters that appeared in the Spider-Man Animated Series. If you choose either Madame Web or The Beyonder, their powers are permanently nerfed to the level they had in Spider-Carnage's world, at least until your chain ends.

# Drawbacks

You can take a maximum of +600 CP worth of drawbacks.

**(Free) Chosen by the Beyonder-** Afraid that you might butterfly away Peter Parker's victory over Spider-Carnage and thereby doom the entire multiverse in a battle you can't participate in? With this perk, you can choose to be guaranteed to be summoned into the Secret War and subsequently to Spider-Carnage's universe for the final battle, being returned after the crisis is over.

**+100CP Crossover Clusterfuck-** Nothing can ever be simple around here. Somehow, everything always turns into a giant mess of competing agendas. Old enemies will break out of jail, superheroes and villains from other continents will show up with their own designs on the macguffin of the week, and somehow all of them will wind up betraying each other in an ever shifting web of factions you can barely keep up with.

**+100CP Daddy Issues-** Your father never loved you enough. Maybe he left, or died, or left you to take the rap in a robbery gone wrong. Regardless, your father is a weak spot in your rationality, and invoking him or his memory could easily manipulate you into some poor choices.

**+100CP J. Jumper Jameson-** You have a burning hatred for men in masks who think they're above the law. You could barely restrain your rage or think logically around them, even while one of them was in the process of saving your life. You'd probably accuse him of having set the whole thing up somehow. But how many people like that are you statistically likely to ever run into?

**+200CP Hostage-** Someone close to you has been taken hostage by criminals. You would do anything to keep them safe, and your blackmailers know everything about your powers and resources in this world. They are intent on exploiting you to the fullest of your abilities to enrich themselves.

**+200CP Parker Luck**- Somehow you and your friends and family are always the victims of whatever crazy scheme is going on. If a cult is recruiting, your girlfriend will probably get caught up in it. If someone goes crazy and tries to kill you, it's probably your best friend's dad. Your mentor? Probably going to accidentally turn himself into a monster at some point. Your arch nemesis could even frame your secret identity for a crime, completely unaware of who you are and having selected you as the fall guy by total coincidence.

**+200CP Stalker-** You've got a stalker. Whether someone who specifically wants to take you out or an old flame who is obsessed with you, you likely aren't going to be getting any rest until they're behind bars or dead. And if you're the kind of sick fuck who would actually like an obsessed lover, they're also dangerously insane in a way that is very likely to get you killed.

**+300CP Goblin-** There's a voice in your head, a goblin. The goblin is your only friend. Everyone else has betrayed you, but the goblin will help you get revenge. Just stop fighting and listen to the goblin, and everyone will get what's coming to them.

**+300CP Neogenic Degeneration**- You are turning into a monster, and not the kind who gets off with nothing but cool powers out of the deal. You'll slowly mutate, experiencing random flashes of losing your genetic and racial powers, while your body begins to grow less and less human. Eventually, you will lose control entirely, becoming a dangerous beast who either lives only to kill or who wants to remake the world in its own image. You'll have to find a cure before that happens or else you'll be hunted down as the threat you are.

**+300CP Past Your Prime-** You belong to an older generation of heroes and villains. Maybe you remember the hayday of the Six American Warriors and The Red Skull, or watched Silvermane's rise to power. Regardless, you are old and feeble, no longer the mighty force you used to be. Expect anything you do to regain your youth to eventually backfire by turning you into something equally bad, such as a baby or a spider monster.

-A generic jump by GenericAnon.