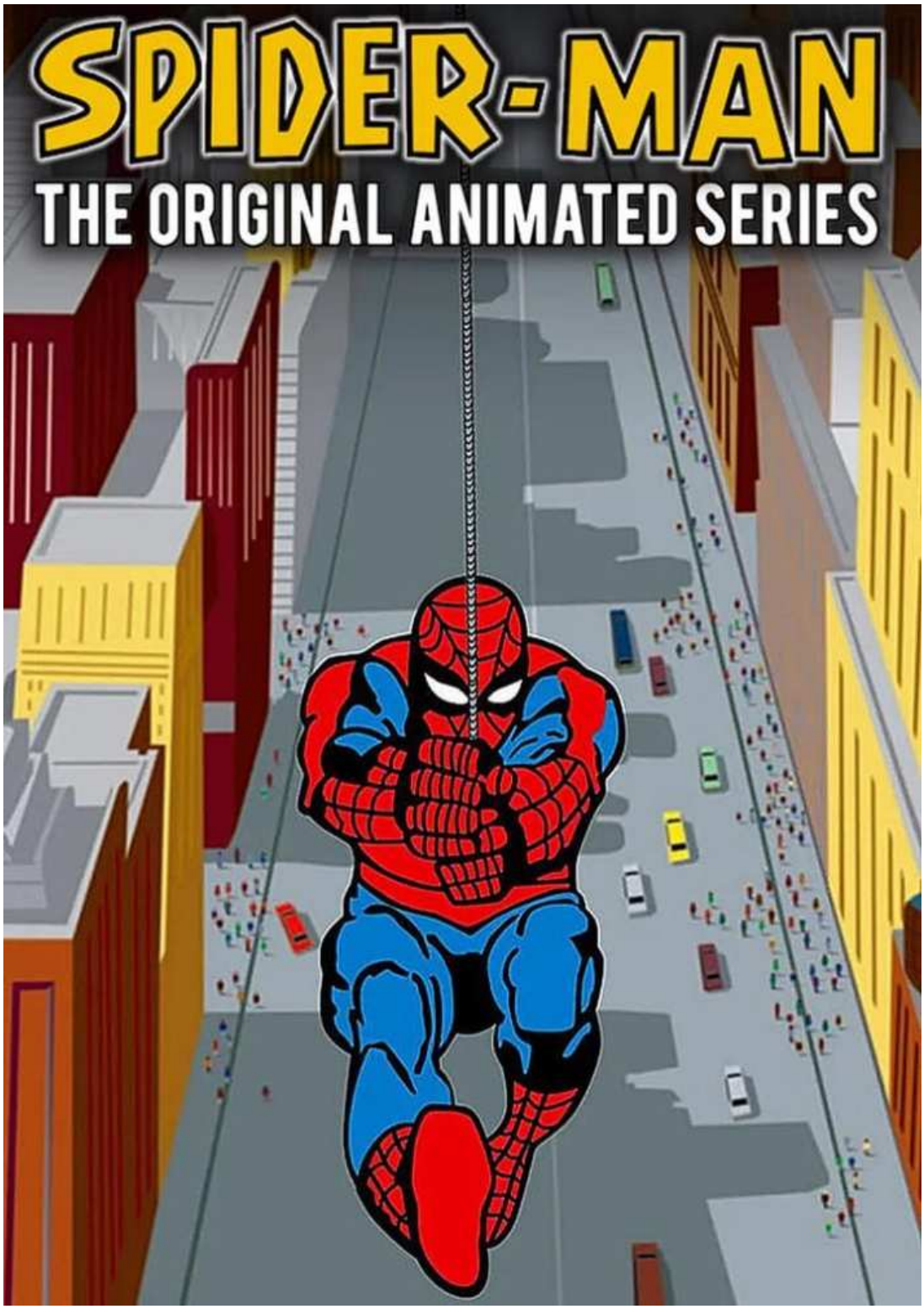
Spider-Man (‘67)

Version 1.0.0



Welcome to Earth-6799. It's one of the oldest Marvel universes, being the original appearance of Spider-Man on television. Or maybe you're going to Earth-67, which Dan Slott assures us is functionally the same. Either way this world is one that should be familiar to Spider-fans. Peter Parker works as a camera man for J. Jonah Jameson, while moonlighting as the masked vigilante Spider-Man and fighting classic foes such as Doctor Octopus, Electro, Sandman, Parafino, Doctor Noah Boddy, and Doctor Magneto.

Oh there's some oddities running about. The Green Goblin seems to be obsessed with gaining magical powers, and Mary Jane Watson is Captain Stacy's niece (while Gwen seems utterly absent), but in general it's Spider-Man still in his roots as a street level crime fighter dealing with minor supervillains and the occasional adventure that'd fit in a sword and sorcery collection.

Whether you're here to catch thieves just like flies, give Spider-Man his reward of action, or just to meme, you'll be staying here a full 10 years; hopefully long enough to get your fill of street level action and fantastic weirdness both. To help you with your time here, you should take these:

+1000 Cartoon Points

Good luck and good jumping. Oh and keep your head down. People around here really like going for head shots to knock people out.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead.

Oddity: Are you sure you weren't supposed to be going to the Fantastic Four 1967 cartoon instead? Well you're something that doesn't really fit into the relatively mundane street level world of Spider-Man, but the adventures of this world are a fair bit stranger and wilder than most of his comic adventures until after the whole Clone Incident. Maybe you're a caveman, or some underground dwelling elf. If you're not a (normal) human it won't give you any significant advantages, but you can have an inhuman appearance if you wish (and yes this can become an alt-form post-jump). Alternatively you can just be a drop-in.

Hero: You have learned that with great power there must also come great responsibility. Not because someone told you it, but because you recognized the weight that inaction has when one has the power to act in ways others cannot. You might not have devoted yourself as totally as Peter Parker to his crusade, but you definitely have a strong conscience and a strong moral pressure to act. If you're not still in school you're probably in law enforcement in some capacity.

Journalist: You might not run your own paper like J. Jonah Jameson, but you are working at a newspaper. Whether that's as a secretary, a reporter, a camera man, an editor, or even just a go-for is at question. It can be the Daily Bugle or one of their competitors, but either way you're in the news business now.

Crook: You've got a checkered criminal past. You might not be wanted for crimes right now, or you might be sitting in prison, but whether you're a super criminal or a mundane one you've got some misdeeds in your past. And plans and schemes for new ones in your mind.

Location:

New York City. Oh plenty of episodes take place in further ranging locations, unknown islands, subterranean kingdoms, the distant past, and the like, but all plots lead to or from New York so you'll be finding yourself there as well.

Age and Gender:

If you dropped in your age and gender remain the same as at the end of the last jump, otherwise choose one that fits your origin. If you're an Oddity and older than a human lifespan you've probably spent most of that time in some sort of stasis or magical sleep or imprisonment.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Iconic Theme (Free): This is your own theme song composed in the style of Paul Francis Webster and Bob Harris and their iconic Spider-Man theme song. It can play where you can hear it when you feel like it, and unless you actively stop it seems to do so automatically at the start and end of each of your adventures. You also have the ability to record it onto audio media storage devices so that it can be played.

Knock Out Blows (Free while here/100 CP to keep): It's oddly easy to knock people out in this world without doing any permanent harm. In fact as long as you're using blunt force trauma, and not something designed to pierce or cut, you seem to be able to turn off lethality to your attacks altogether. Your blows can disable or knock out individuals but they won't do any lasting harm, and there will be no chance of brain damage or lasting harm from these knockout blows. Even things like broken bones won't happen.

Analysis (200 CP): You'd definitely get an A in analytic chemistry. Though your skills in scientific analysis aren't limited to chemistry. You excel at performing scientific analysis, and even more so when it comes to figuring out the general nature or basics of scientific, or just non-supernatural, oddities. You always have a few good ideas on where to start your analysis when it comes to super powers, super tech, and scientific anomalies; though this won't help when dealing with 'magic.'

Cameo (200 CP): You are a master actor and make-up artist. You could easily disguise yourself as someone roughly of your build and body type, changing your face with make-up and putty so perfectly that no one could tell the difference. You won't be disguising yourself as someone more than a few inches shorter than you, and don't ask me how you could manage that one, or substantially thinner than you, but as long as they're close enough and you've got some make-up and putty it'll be easy. Your acting skills would then allow you to play the part so that no one would suspect you weren't who you were disguised as.

Roboticist (300 CP): You have an understanding of how to make robots. These aren't great robots, don't expect to make the Spider Slayer without some serious resources, but you can make robots that could pass – at least to casual interaction – for human, autonomous cars, and generally robots capable of (semi-)autonomous action within their general purpose; a robot car can drive itself but it won't be learning to communicate if it

wasn't initially made to do so, and a robot human won't be particularly creative or good at adapting to unusual circumstances, but could hold a conversation with someone who didn't know it was a robot.

Wax Sculptor (300 CP): You are a master wax sculptor. However your mastery has given you some odd abilities. Notably you can make waxwork 'robots' that possess the (within human limits) abilities and appearance of famous historical figures. That is to say you could make a wax statue of Blackbeard which could act like Blackbeard and a wax Jesse James would have his quickdraw skills and ability to rob banks. This does seem to rely on them being famous for something, and only those skills they're supposed to have, and does seem to take more time, effort, and resources than a normal wax statue, but they're loyal to you. You can even create a wax replica of yourself with your abilities within normal human limits even if you're not famous for anything.

Spider-Powers (300 CP/500 CP): You possess the powers of Spider-Man. You're stronger than a human, strong enough to bend steel bars, or punch a large man across a room, and maybe you could lift a small car. You possess superhuman reflexes and agility, allowing you to jump around a room, moving even untrained with a finesse and ease that most human gymnasts would have to dedicate their life to mastering. You are also capable of climbing all but the smoothest and slickest of walls, your hands and feet simply sticking to them without the need for handholds.

Your strength and agility are far from the most impressive part of your powers, however. More impressive are your spider senses. Yes, spider senses, not spider-sense. You do have spider-sense, but it's one of the least impressive versions, serving as a danger sense that seems to be keyed off of killing intent and lethal danger. You might be able to feel that a building has an enemy hiding in it, but it'll probably only happen if they're thinking about killing you, and the sense seems to completely fail to alert you to non-lethal assaults such as knock out gas and blunt objects. Though lethal danger does not, thankfully, need killing intent so, assuming your reflexes and focus were good enough, you could use this to pilot a plane or drive a car through a blindingly thick storm without a fatal (to you) crash. And while this Spider-Man does not use Spider Tracers keyed to his spider-sense, it is still able to pick up a certain special radio frequency. But you are not limited to spider-sense. You also have spider vision and spider hearing. These senses are generally keener than normal human vision and hearing, functioning further away and helping you make out more faint sounds or objects in darker situations. Perhaps more importantly they apparently allow you to hear and see a somewhat greater range of frequencies.

For the higher price you will also have the ability to shoot web. Effectively you have organic web shooters. These only show the basic abilities of web shooters – they produce a sticky webbing that breaks down after a few hours which can be sprayed in a small line or a more widespread net, which can detach from you so you can fire again (or just leave people webbed up) – and won't have the more funny abilities of this world's Spider-Man or even the ability to create simple objects common to the comics.

Nuclear Power (400 CP, Discounted with Radiation Specialist): You are a highly skilled nuclear physicist. Oh also you are particularly good at the creation and utilization of nuclear power. Where normally a nuclear battery might power a pacemaker, or certain low energy systems in a space probe, you could build one which could power an industrial freezer or a high energy machine for decades, and building a full scale nuclear power plant you might get ten times the power from a single ounce of uranium as a normal power plant; it might not be 10 times the power output, but it'd last longer, and probably a few times the output. And while this is best with those devices you build yourself, you'll find it works to some extent with ones you simply acquire.

Martian (400 CP/600 CP): You are a giant, approximately large enough for your head to be the size of a normal human's body, somewhat more or less, so approximately 47' tall. You are strong enough to pull the roof off of buildings without great effort, or to take a full web-swinging kick from Spider-Man and while it'd knock you down you'd stand up again barely the worse for wear unless you hit your head badly such as on a rock. You are also able to transform into a fiery projectile, launching yourself upwards to travel between planets at a reasonable speed for moving between Earth and Mars. This seems to take some amount of focus and time, and may prove impossible if you do not have steady footing, and moves only in a straight line with no ability to turn once you begin, except by being caught and pulled in by the gravity of your destination. Post-jump this will become an alt-form.

For the higher price you are able to create javelin-like bolts of lightning which can be thrown interstellar distances and which seem indistinguishable from Earthly lightning when coming down through its atmosphere, including following a path from the air to the ground based on electrical potential. When thrown a shorter distance they merely are explosive weapons. You can also create solid projectiles in the same vein, which are capable of carrying individuals aloft, and seem to provide their own constant acceleration as they evidently do not move at escape velocity but can carry individuals outside of the Earth's gravity.

Micro Engineering (500 CP): You have discovered a means by which to shrink objects, and even people. This technology produces a light which shrinks what is bathed in it down to the scale of a doll house or to make a mouse out of a man. A variation of this light can return beings and objects thus shrunk to their normal size. It does require a few moments of being bathed in the light to shrink, and it doesn't seem to affect objects or beings too large to be fully bathed in the light (even though it only needs to hit one side of them). But you have an understanding of this technology and its principles.

Sandjumper (500 CP): You possess the ability to transform yourself into sand. You can keep your body looking human, and simply gain superhuman strength comparable to Spider-Man's from this power, or with effort and concentration reshape your body such as forming a hardened bludgeon from your hand. By completely giving up the pretense of humanity you can move as a pile of sand even able to 'throw' yourself over long distances, though you can't simply shoot out and retrieve parts of your body, turn into a cloud of sand, or absorb other sand into your body like some versions of Sandman. You can, however, transform objects you're carrying into sand with you and then back to their normal make up.

Unfortunately you will find that you can't use these powers when damp or soggy, as water, and presumably other fluids you might mix with, has the effect of forcing you into human shape and stripping you of these powers till you dry off.

Electrical Werecat (600 CP): You possess the ability to turn into a giant black cat of electrical energy. This is a housecat, but one larger than a tiger, and capable of making a human look like a squirrel. Small objects can pass through you without injuring you, and you can even pull them into your form to carry them with you. You can also pass through translucent barriers. However you are not truly intangible, as a large enough object – such as a wall or something almost your size, that is opaque can block you as if it was solid, and you can only take in, or flow around, objects up to a certain size. Finally you can use this electrical energy to fill your gaze and hypnotize others who look into your eyes, driving them into a suggestible trance, though a strong will or inhuman visual sensory (whether that's substantially super or sub human, even just being blind) can resist this.

However this is not all strengths. You are a being of living electricity, and water can cause you to 'short circuit,' causing you pain, making your body harder to control, and presumably if you stay in water long enough, killing you. You can also be overloaded if you are connected to too much electricity, like an electrically powered train's infamously deadly third rail; this could kill a human too, but you can be electrically fried.

Radiation Specialist (600 CP): You are a highly skilled nuclear physicist. More importantly, radiation seems to be able to do weird stuff in your hands. You know how to use radiation to project various effects like power draining, anti-gravity, and mind control that strong or warped wills can resist. It might be possible to learn how to make radiation do more special effects with time, but these are the only ones you will begin with knowledge of. If only you could get a big enough source of radiation and radioactive power to fuel these effects you could project them across an entire city, maybe further.

Magician (700 CP): You are a magician. That is to say a stage magician. You are a master of prestidigitation, legerdemain, sleight of hand, and the arts and tricks of a stage magician, knowing intricately how to perform stage magic tricks and play the crowd.

It doesn't hurt, however, that you possess actual spells based on replicating the illusions that these tricks create. You can use a magician's magic cabinet to teleport someone, make locked chains undo themselves – or even magic them onto others – teleport objects by waving your cape in front of them, produce handkerchief ropes from your sleeves, summon rabbits and birds from top hats, and who knows what else. You could probably teleport someone into a magician's escape tank and bound by chains by using the proper spell and props, or launch a magician's magic rings to make them stretch and bind around a target (or just teleport them onto them). You are a master of magic that is based on the illusions of a stage magician, and performed through the use of their props and accouterments. Not that you need to use real magic to perform these illusions, but if you want to make them real you can. This is not meant to be an exhaustive list of your abilities, nor have you necessarily mastered all this magic can give, but examples of how you can turn magicians' tricks into real spells, which are not wholly limited to directly replicating the effects of the tricks.

Oddity Perks:

Cave Dweller (100 CP): Whether you're actually one of the various subterranean and stone-age inhabitants of this world (of which there are more than a few), or not you seem to have the skills necessary to survive as a primitive, stone-age hunter-gatherer with experience and familiarity with hunting for game, hiding from predators, finding shelter in the wild, and finding edible plants.

Out of this World (200 CP): How odd is this world that giants from Mars, demon sorcerers, and time gates just don't faze people? Well maybe it's not the world and the people. You'll find that your impossible abilities and capabilities are easily accepted by others. This won't necessarily stop them from being scared if you're something terrifying, or noticing hey that person is flying around, but you won't have people freaking out and even when you're just telling them about your powers people are oddly willing to accept that yeah you probably have the powers you say that you do. And while this will only help so much if you're say a giant snowman rampaging through the city to feed on electricity, if you were to try and actually talk to people instead of just eating electrical lights and wires, you could get them to accept you as something human-like with unusual ease.

Amazing Fantasy (400 CP): Spider-Man usually doesn't encounter the weirdest that the Marvel universe has to offer. Here, though, they made a+n exception. And it's one you seem to carry with you as you seem to be a magnet for the weirdest, most unusual, fantastic, and marvelous parts of a setting you visit. This seems to carry you into encounters with the unknown, and things that natives to the world wouldn't believe existed. This won't necessarily give you the full Marvel gamut of weirdness – interdimensional conquerors, lost tropical islands off the coast of Antarctica, alien civilizations lurking beneath human society trying to return to the stars, demon sorcerers, and more – but if there's weirdness in a world you have a way of finding it. If there's a lost tribe in a rain forest you find yourself lost in you will find the lost tribe, if a cryptid lurks nearby you're extremely likely to have a close up and personal encounter, if there's a secret magical society in the shadows of normal society somehow you'll be dragged behind the masquerade.

Patent Protection (600 CP): No one ever reverse engineers villain technology, and it's not like the process used to make the Scorpion gets used by the government to make supersoldiers. And when things go weird after Season 1 even Spider-Man mostly loses his ability to whip out some counter-agent derived by analyzing their powers. Somehow you carry something similar with you. Your out of context powers, abilities, and

technology cannot be replicated by others, or reverse engineered. There's no super-adaptoid here to put the exact ability of it to the test, but you can rest assured that copying your abilities just doesn't seem to happen. This will even apply to 'comic book science' from inside of context as long as it's normally unreproducible one-offs.

You can turn this protection off for certain powers, abilities, or technology, but turning it off for one person turns it off for everyone.

Hero Perks

Time To Change (100 CP): People accept your excuses to leave easily, at least when you really do need to leave; just walk off in the middle of a conversation and they'll just sort of accept it as if it wasn't rude. You're also rather good at changing into and out of costumes unnoticed, almost like you have a sixth sense for when people are observing you change.

Friendly Neighborhood Vigilante (200 CP): It's strangely easy for you to work with the police and the legal system while working outside of it. You can capture criminals and leave them with notes for the cops saying what they did and as long as you actually found proof of what they were doing the law seems to accept it easily, and lawyers won't be able to get them off on lack of proper procedures due to your actions, and the proof will be able to be used in court even if you don't hand over the evidence. You could even be a suspect in the crime yourself and there won't be questions of possible frame jobs as long as they are actually guilty.

They Don't Wait to See If I've Had It (400 CP): They really don't. Your enemies seem to be fond of leaving you for dead. Many will simply assume you're dead if you are knocked out, get knocked out of sight and don't quickly return to the fight, or just stay down after getting hit and even when they don't they seem to now enjoy putting you into death traps and just leaving you there or forcing you to fight fully armed in an arena against murderous beasts. Even those enemies who don't fall for believing you're dead are very unlikely to finish the job if you're removed from the battle, but trust you've learned your lesson until you demonstrate your continued resistance and opposition to them. It'll take some serious work on your part to get your enemies to just kill you, instead of doing something more elaborate which gives you at least a chance of escape.

Thanks For Telling Me Your Weakness (600 CP): Why do they keep doing that anyway? Your enemies have an unusual tendency to tell you how their powers and abilities work. Sometimes they'll even come right out and state their weaknesses.

This might normally be a bad idea, but telling you is probably worse. After all you're good at countering enemy abilities, especially those based on (comic book/super) science. You won't be making super science of your own but you're weirdly good at designing devices to shut it down from other people.

Journalist Perks

Editor (100 CP): You understand how to craft a newspaper so that it will sell – whether it's eye-catching photos, effective headlines, or picking what stories to include – and how to perform the job and duties of a top class newspaper editor. You're nothing supernatural, but any newspaper would be lucky to have you, as long as you don't let the bee in your bonnet drive you on a personal warpath.

Offer of Services (200 CP): People seem to be almost eager to work for you. Or maybe it's for you to invest in them? Either way when you make it clear you're hiring, you'll find unusually skilled, talented, or just plain special individuals applying. Super scientists, talented photographers, wonderful secretaries, you name it and they'll come and apply to work for you. They won't necessarily be the top in their field, and it's up to you to keep them employed (so maybe pay them what they're worth and don't treat them too poorly), but you do seem to find talented individuals unusually common among applicants for any job you post.

Fearless Publisher (400 CP): Somehow when things you do have unintended, negative repercussions, even ones you really should have been able to predict like giving a low level crook superpowers so they can try and fight Spider-Man, you don't seem to get blamed, or have nearly the legal/social consequences. Sure you made the supervillain, but you didn't intend for him to be a supervillain, just to bring down the vigilante superhero. This can even protect you from being an accessory to crimes as long as you were simply encouraging it and not actively aiding it; it's not your fault if people follow your advice.

Somehow if you actually help clean up messes you accidentally made far from being punished or reviled by society for causing the problem in the first place you have a way of getting hailed as a hero.

Hot Scoops (600 CP): Reports of crime and major events come to you ASAP. Often you'll even get warnings of news worthy events before they happen: a villain wanting to send a message to the mayor will get to you before the mayor (they might even use you to deliver their messages), the military will leak plans to move components for a top secret weapon that they are trying to keep the press out of that is liable to be stolen by a supervillain, a villain calling you up with their plans ahead of time, or just being told about some rare artwork or new scientific work a day before it'd become news worthy.

This also allows you to recognize what seemingly innocuous news or information is about to explode into news worthy events. You won't know what exactly will happen, but you'll have an idea that this piece of artwork that's been around for decades or centuries

is about to have something big happen around it, or that this crashing space probe is a big story waiting to happen.

And no, you don't need to be a news publisher for this. Even if you're a known criminal you'll find yourself receiving information like this ahead of time; yes the military will leak secrets to you when actively worried you'll steal it.

Crook Perks

Breaking and Entering (100 CP): Sometimes you just have to find a way into secure locations. Thankfully you're pretty good at it. You've got a natural eye for finding the flaws in a location's security, and how to exploit them. You excel at finding means of ingress, and afterwards egress, into secure locations, and at identifying where valuables are stored and how to get them out of their containers. And yes, this does mean you know how to pick locks and crack safes.

Stuntman (200 CP): You got this crazy fit as a stuntman? Your body is trained to the peak of human capabilities. You might not quite be as strong as an Olympic weightlifter or as fast as an Olympic sprinter, but you'd probably excel at the decathlon and you'd better at the Olympics across the entire games than a person really should be able to be. This is most impressive in the fields of acrobatics where you really would be in contention for a gold medal, and are skilled and capable enough to keep up with Spider-Man, jumping, swinging, and climbing between buildings with enough skill that you could dress yourself in his costume and fool people into believing you are him. Similarly you're marvelous at fighting, having expert combat skills with hand to hand combat and thrown weapons, and being capable enough to give Spider-Man a challenge as a normal human – at least when he's doing his normal holding back to prevent serious injuries – and are great at rolling with punches and taking blows in a way to mitigate the injury they inflict.

Frame Jobs (400 CP): It's strangely easy to pin your crimes on other individuals. Put a little work into it and you'll find that it's extremely easy to redirect investigations towards another individual, and even when you're not trying to frame someone the law has a way of latching onto the wrong suspect. It's really weird how easy it is for you to point the finger somewhere else. This won't work if you are too obvious in you committing of the deed – a lot of witnesses (or cameras) will give you away at least if you don't disguise yourself – and it only holds up to so much scrutiny so if they really do the work and investigations this can eventually fall apart, if they don't railroad the blame onto another first.

Round One Goes to You (600 CP): The first time you fight an enemy you'll find that everything you do to defeat them is more effective, especially those abilities and powers you use which they are as of yet unaware of. This is only stuff to defeat them, it won't make it more likely to kill them or catch them if they run away, but you're good at winning the first fight. The more they know about you and your abilities beforehand the less effective this is, but even if they should know everything you will see some benefit;

it just won’t be the casual one-sided absolute beatdown you might give someone who was normally your equal (or even somewhat your superior) when you’re using powers they were completely unaware you possessed.

Powers:

Each ability listed here can be purchased as either a Perk or an Item. The decision is made upon purchase. If purchased as an Item a similar Item (even from this jump) can be imported into it.

Any power purchased as an item will automatically adapt to your powers when you wear it, preventing it from being harmed by them or interfering in their use unless they specifically require skin contact (you can still flame on or shapeshift and they'll follow along with you, but they aren't technically your skin still). This will only apply to your powers and not those of others who wear the suit.

Animal-Man (200 CP CP): You are able to transform into an animal hybrid form in which you possess superhuman strength and agility roughly on par with those of Spider-Man. While you can't climb walls like him, this form possesses claws capable of being used as cutting weapons, or to dig into most walls to scale them with ease. It also possesses a tail which can be used as a powerful striking weapon. You may choose the animal you want to possess powers of, but it won't provide any substantial changes to these powers (you may choose not to have a tail if the chosen animal lacks one).

If taken as an item this is a powered costume themed upon the chosen animal. It won't allow transforming into an altered form, but simply serve to provide the strength and abilities which would be granted by the form.

Unbeatable Arms (200 CP): You possess 4 long tentacles ending in crude manipulators. These tentacles are fairly thick, but they are also fairly strong, each one roughly as strong as one of Spider-Man's own arms.

If purchased as an item this is instead a harness from which 4 mechanical tentacles extend and which can be mentally controlled when the harness is worn.

Man With Wings (200 CP/300 CP): You possess a pair of wings that allow for high maneuverability flight. This flight is a good deal faster than cars in the city, though you'd need to ride a rocket or something to outrace the faster planes. Still it's very agile allowing you to fly around foes.

For the higher price you also possess the ability to send out radio waves which can influence and control the behavior of birds. This won't let them communicate with you, but you could tell them what to do. Just keep the orders simple, they're still birds.

If taken as an item this is a winged costume that grants this flight. If upgraded it'd include a radio device which can control birds by means of turning certain knobs on it.

Mysterious (300 CP): You possess the power to produce flying lift from your feet. This isn't as fast or as maneuverable as **Man With Wings** but it will still lift you up in the air and allow you to move about somewhat in combat, almost as if you had a pair of jets in your feet. You are also able to walk on walls and ceilings, not needing to crawl on all fours like Spider-Man but simply requiring at least one foot to be firmly planted on the surface at all times as if there were magnets in your feet. Finally you are able to produce smoke clouds to conceal yourself and the area around you, enough smoke to fill a small room, and when you produce this smoke you can teleport short distances; no more than a few yards – and not through solid barriers – but potentially enough to make a get away behind the smoke.

If taken as an item this provides you with a suit with these capabilities; i.e. jet and magnet boots, as well as some smoke production or bombs and strange ability to instantly move the moment the smoke flashes.

Electrofying (400 CP): You possess the power to launch electrical bolts from your hands, as well as to skate on electrical wires apparently magnetizing yourself to them and moving at speed along them (though only comparable to a car). Your power isn't limitless, and requires you to recharge from other electrical sources. Thankfully you can absorb electricity, and if you could get access to the grid you could handle enough power to black out sections of New York City for sustained periods of time without overloading yourself. You can even temporarily supercharge yourself by absorbing more power than you can store, though it is possible to overload yourself if you go too far beyond your limits.

If taken as an item this is an electrically powered costume which provides these abilities.

Rhino (500 CP): You possess truly impressive superstrength, easily overwhelming Spider-Man. The exact amount is uncertain, but it grows more when you're charging forward. You don't seem to accelerate any more than normal, but your maximum velocity is definitely superhuman, this even applies to swimming not just running, and you are resistant to impact force from things you hit against. When charging you're strong enough to ram a train head on, or break a nuclear sub in half. Your head is especially reinforced whether you're running or not, allowing you to use it as the primary point of contact in your ramming assault. At your option you can even have a horn or pair of horns on your head, for goring and better ramming.

If taken as an item this is a suit that provides these powers.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin.

You may purchase multiple copies of items. Purchases of an item after the first are discounted (50%); this does not stack with other discounts. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Car (50 CP): This is a car. Similar to Peter Parker's, it is highly resistant to damage from crashes. It will also repair, maintain, and refuel itself over time when not in use.

Ice Cream Dispenser (50 CP): This is a large ice cream dispenser installed in your warehouse or a property of your choice. It can release streams of whipped cream, custard, coconut custard cream, chocolate syrup, pistachio ice cream, vanilla ice cream, and rain down sprinkles. All of these treats are kept cooled, and it is capable of producing amounts to bury a person alive. The dispenser only holds enough to entomb maybe two people at a time, possibly more if they cluster together, but will refill itself over time. Even if you eat truly unhealthy amounts of ice cream you shouldn't run out.

Safety Goggles (50 CP): Goggles which protect your eyes. Sprayed with anti-stick substance to prevent being webbed up.

Pen Laser (100 CP): While this laser doesn't look like a pen, it is the same size and general shape of one. It's still powerful enough to burn fist sized holes through walls in moments. It doesn't seem to actually run out of power either. It could overheat if you kept it on too long at once, but you don't need to worry about power.

Nuclear Fridge (200 CP): This is a nuclear powered refrigeration unit the size of a walk-in closet. It is capable of reducing the temperature inside to (virtually) absolute 0, though this does take some time. Its nuclear power source will keep it running for virtually eternity, and will be recharged at the start of each jump, though its output is only enough to power the fridge.

Organ (200 CP): This is a large organ which can be used to control robots and drones you have either gained directly from a jump document or made yourself. It can do so by playing music, each combination of notes a different command to the machinery. This creates audio waves which though they won't be audible to humans any further than

normal will reach much further than they should to contact the machines. There may be lag due to the speed of sound, but you don't have to worry about radio jamming, and it can control any robot you built yourself or acquired directly from a jump doc.

This organ is considered to be indestructible, and is at least beyond Spider-Man's capability to destroy.

Sonic Fiddle (200 CP): This is a seemingly mundane fiddle, at least till it's played. When played with the intent it can fire off destructive cylinders of sonic force. These can be powerful enough to reduce construction vehicles to wrecks in a single sonic blast, or just barely enough to break glass, all depending upon the player.

Ring-Sized Library (200 CP): This is a small, red sphere, small enough to fit inside of a container in a ring on someone's finger. It is also a data storage device capable of storing the entire library of all of a world's information within it, or maybe the modern internet. It normally would need to have the information converted into cosmic energy and zapped into it, but yours can make a connection to transfer files to or from it from any computer capable of transferring files to another device.

It comes with a ring to keep it in if you want.

Hypno-Gun (300 CP): This weapon might look like an ordinary six-shooter, but it doesn't fire bullets. Instead it produces a hypnotic lightshow that puts people into suggestible trances as if they were hypnotized. These lights can be resisted by strong wills and, as they rely on light affecting the brain, visual capabilities outside of the norm can weaken or even negate their effects.

Sky Harbor (300 CP/600 CP): This is a large airfield towed aloft by 2 dirigibles. These dirigibles seem to automatically match each other's speed and changes in altitude, even adjusting for wind automatically, preventing the airfield from being tossed off balanced in any situation shy of one of the dirigibles being damaged to the point of crashing. These dirigibles only need a single pilot between the two of them.

The airfield will come with a small stockpile of resupplying airplane parts, and the dirigibles don't seem to need fuel and maintain and repair themselves over time even when flying it around so you could keep your sky harbor in the air indefinitely.

For the higher price it comes with a dozen biplanes that are strangely a match for modern (1960s) jets in maneuverability and speed, and which possess laser guns capable of destroying a jet with one good shot, and passing through the biplanes' propellers without damaging them. These biplanes also come with de-energizer bombs which are capable of

shutting down machinery directly struck by the explosions when they drop them. Even an entire large ship or similarly sized machine can be de-energized and left non-functional by a single one of these bombs. Each biplane will carry a single bomb. These planes will repair, maintain, refuel, and reload bombs automatically over time while in one of the hangars of the Sky Harbor.

Goblin Gear (400 CP): This full body costume will automatically adapt to your powers when you wear it, preventing it from being harmed by them or interfering in their use unless they specifically require skin contact. The costume comes with a variety of weapons. Its gloves have electrical weaponry installed allowing them to project dangerous electrical zaps at short ranges. A satchel that comes with it contains a restocking supply of explosive 'pumpkin bombs' and 'gremlin dust' which can daze or knock out foes by throwing it into their face, and somehow you always pull out whichever you need at the time and it holds far more of each than should be possible. Finally it comes with 'goblin glider,' a bat shaped flying vehicle which you will find unusually easy to control with your feet, and is capable of quick acceleration and deceleration, high speed flight, and hovering, seemingly having no need to refuel itself.

All of these objects will maintain, repair, recharge/refuel themselves over time as needed when not in use. If you'd prefer another theme than 'goblin' these objects can be cosmetically redesigned for your aesthetic.

Power Plant (400 CP; discounted with Nuclear Power): This is an automated nuclear power plant. On the outside it's a great sphere made of yellow hexes over a flat-topped large building 2-3 stories tall, on the inside of the building there are machines and turbines, and we're never shown the inside of the sphere. The numbers given for daily power output make no sense with its shown effects, but we'll assume the efficiency of its use of uranium – providing 1,000,000 kilowatt-hours of power per ounce of uranium (modern nuclear power plants only produce up to 2,000 kilowatt-hours of power per ounce of uranium) – is accurate, and that while it won't necessarily produce 500 times the power per second as a normal power plant, it produces at least 10 times as much as even a modern one and possibly a fair bit more. As stated it's automated, meaning that it only needs one person there to hit buttons or flip switches to make executive decisions, and can be pre-programmed with emergency shutdowns – though these can be manually overridden from the control console. Of course the efficiency doesn't matter too much as it will be refueled at the start of each jump, and you'll have uranium for many decades of output. Maybe you could use it for something else? Strangely the plant doesn't seem to use steam or water to produce electrical energy, and does not seem to produce any radioactive waste.

Magneto Gun (500 CP): This is a gun which doesn't shoot bullets, but instead it ends with a horseshoe magnet and manipulates magnetic force. While it's not able to manipulate things on an atomic scale, it can be used to move magnetic materials, magnetize people so that they are drawn to and stick to metal, leave things magnetically levitating, magnetize machines to lock them in place, deactivate a lighthouse's light, twist metal, and various other feats of magnetic manipulation. It has a rather long range too. Don't ask how a simple trigger can control all these fine manipulations of magnetic force and the same activation differentiate them, it just seems to do what you want it to do.

Oddity Items:

Magician's Cabinet (100 CP): This is a magician's cabinet. Maybe it's the magic teleporting box, or maybe it's for cutting people in two. Whatever it is, it's just a normal stage magician's prop. And it's full of other, normal stage magician props. There's not everything, but it's a fairly decent magician's kit with instructions on how to use them. It even can have a rabbit and a dove. Nothing here is too special, but it will repair itself over time if damaged, and the rabbit and dove don't need food, water, or to be cared for.

Knightly Gear (200 CP): This is a full set of knightly gear. It comes with full plate armor which is completely bulletproof to modern handguns. There is a sword which is harder and sharper than it should be, keeping its edge easily. The lance is not only harder than it should be but capable of electrifying the tip or even projecting electricity from it, this electricity is never lethal, but it's powerful enough to stun or even knock out Spider-Man and can blow out tires or destroy machinery. Finally it comes with a motorcycle which comes on its own if you whistle for it, and has a flamethrower mounted in the front of it.

All of them will repair, and maintain themselves when not in use, as well as recharging or refueling anything that would require fuel or charging (such as the lance, flamethrower, and motorcycle).

Martian Shield (400 CP): This is a round shield made of some alien metal sized for you. It is strong enough to withstand any conventional weapons available to humanity of the 1960s, including rockets and (non-nuclear) missiles, completely unharmed. Beyond its sheer durability, if an attack hits it before you, even if it would go around it like the shockwave of an explosion, it will protect your entire body as if it covered you totally. Impact force that strikes this shield will also not be transferred to you – it could take a missile's explosion and you'd not even feel it much less be knocked back – even if it is enough to break this shield.

This shield will repair and maintain itself over time.

Pandora's Box (600 CP): This is a magic box which can be used to summon and control figures from Greco-Roman mythology. They won't have their full mythic power, and will be strictly on a level at most comparable with Spider-Man even if you summon a figure like a god. You can only summon one figure from mythology at a time, but they will serve you as long as you control the box, and can provide a vast array of powers and abilities. If a figure is defeated it will disappear and cannot be summoned again for a

period, and if the box is destroyed or broken any summoned being will vanish. Should it be broken or destroyed it will be repaired/replaced within a year.

You can choose to have a box (or similar object) that summons figures from another myth system than Greco-Roman if you want to be different; maybe you want Norse, Egyptian, Chinese, or some Native American tribe(s). Alternatively you can have it be a scepter which summons comic book style demonic beings.

Hero Items

Costume (100 CP): This is a superhero (or perhaps supervillain) costume. It's pretty thin, something that can be mostly worn under other clothes like pajamas, and the extra bits that can't be like the gloves and mask are quick to change into. When the mask is worn your voice is changed to something more traditionally heroic and mature, helping to disguise your identity, and the costume doesn't interfere with your powers, automatically adapting to them and not being harmed by them, and it will even count as skin to surface contact for your abilities if you desire but count as not being your flesh when that would be beneficial to you.

Belt Light (200 CP): This is a powerful flashlight the size of a belt buckle. And when one says powerful it's strong enough to stand in for a lighthouse's light, and to shine through even the worst arctic storms. You can mentally control the brightness from 'barely visible' to 'seen for miles around through terrible storms' in case you (don't) want to blind someone you shine it at. It never needs batteries or new lightbulbs. Actually one has to wonder how you got a light that powerful in a belt buckle to begin with.

Tracking Device (400 CP): This is a sensor that can be set for various energies. It might take a bit of work to get it to detect a certain energy, but it can pick up energy signatures of all sorts, and once you've identified one could be used to trace it, even able to tell the difference between specific radiations or the like. Actually impressively it can even be used to identify scents with a proper sample and to follow scents with a good deal more accuracy than a bloodhound.

It comes with a set of tracers which can attach to individuals or surfaces automatically when thrown, lightly tossed, or even gently pressed against them. These devices will send out a special radio signal that this device can easily pick up from across a city even despite the low power of the signal.

The device doesn't need power and neither do the tracers. Your supply of tracers will resupply over time.

Magic Web Shooters (600 CP): This is a pair of web shooters. But these are not the standard Spider-Man web shooters. First off they have infinite webbing; while they technically have web fluid, and you could replace their built in infinite cartridges with specially modified webbing designed to counter an enemy if you had the skills to do so and that wouldn't become infinite, they'll always be able to produce your basic webbing. At its heart this webbing functions like Spider-Man's always does – web lines you can

swing on, web sprays to form nets to tie up villains, etc – but it's sort of bull shit even by that standard.

First, unless you're in hot pursuit or actively in or escaping battle, they don't actually need anything to swing off of, you can simply shoot the air and swing off of it. In these same conditions the web can pass through objects to allow you to swing so you can do things like swing from the middle of a room out of a window that should catch your web.

Second, you can mentally control certain physical properties of the webbing such as how elastic it is, how solid it is, how conductive it is, and similar qualities. You can even change these qualities until you detach the web from yourself and for a few moments afterwards; that is until you are no longer touching the web and the web is not attached to your shooters. You could make it where you could handle it without it sticking, while the other end of the same web strand is super sticky, or where it's effectively just a bludgeon and change this with a thought as long as it's connected to you. You could also make a web solid enough to stop something like it was a metal girder, or compress down like a spring. Similarly you could spin two webs, one attaching to a deadly source of electricity, handle it by hand with no electricity traveling through it, and then have it freely conduct electricity the moment you let go. This even includes control of the hardness of the webs, such that you could make them strong enough to stand in for a broken part of a train bridge the size of a train car, and stay sturdy, spin an object harder and more resilient than steel, or gently handle carefully lifting and moving fragile historical artifacts.

Third, where Spider-Man can often do things like spin bullet resistant shields of webbing, parachutes, snowshoes, hang-gliders, and other simple objects, these web shooters take that to a whole new level. The web can tie itself into a lasso, and even objects as complex as a fanboat, with a working motor and fan, can be spun from these webs in mere moments. You simply seem to have to think about the object and form you want to make, such as making foot-long serrated knife blades from your web-shooters, or instantly spinning a sword. While these are impressive its use as shields or defensive cover is especially noteworthy. Where normally Spider-Man might have to spin a heavy, thick shield to have it be resistant to bullets, here even a thin one would do, and even a thin umbrella or dome would be able to resist being buried in rocks, having a building fall down on them, or even have a dozen cars thrown on top of it without even bending, or transmitting the force down onto you holding it.

This webbing does still disappear after a time, and while it's resistant to impact force it can still be torn apart or cut like normal for Spider-Man webbing.

Journalist Items

Cigars (100 CP): This is a case of cigars. They're high quality, possibly illegally smuggled from somewhere sanctioned. They won't cause any of the normal health problems of smoking tobacco, are not chemically addictive, and have a fine, clean, tar free aroma to their smoke being extraordinarily high quality. The case refills itself so that even if you chain smoked them as badly as Stan Lee or J. Jonah Jameson you'd never run out.

Private Plane (200 CP): This is a small, private plane. Despite apparently being an old propeller-powered aircraft it is capable of crossing from New York City to Antarctica and back without refueling and at a speed to put modern jets to shame. It is also unusually good at flying in terrible weather and conditions; flying near to the ground in a storm that completely obscures your vision might lead to you crashing but the wind and freezing cold alone wouldn't.

This plane repairs, maintains, and refuels itself over time when not in use.

Goliath Diamond (400 CP): This is a massive diamond worth several million dollars, perhaps as much as $10,000,000. That is in the late 60s, it'd be worth a lot more now. If you sell it or leave it behind in a jump you'll get a new one at the start of the next jump.

Daily Anon (600 CP): This is a major newspaper. You can choose the name of the paper, but this is a journalistic institution on par with the Daily Bugle. That is to say it is a well-established newspaper publisher with a good, solid reputation for factuality and integrity. It comes fully staffed, and even has an editor if you don't want to take the role yourself.

It will insert into future settings as an appropriate news outlet, always having an established reputation and staff. The staff aren't truly followers being a new staff each world.

Crook Items

Thrown Bludgeon (100 CP): This is a small bludgeoning weapon such as a baton, or a sap. You can choose something beyond those listed, but it needs to remain a small, blunt object designed for hitting things with, no larger than a large knife or dagger. Whatever it is, you find that it flies marvelously true when you throw it, moving further and more easily, as if it was perfectly weighted and balanced for throwing, and seems to be uncommonly easy to hit a target in the head with when thrown, and it will return to you after being thrown if people are no longer paying attention to it for a several moment. It will also always remain strong and sturdy enough for you to use it as a weapon no matter how strong you become.

If you are happy giving up a weapon designed to be used in hand to hand as a club, you can have this be a boomerang instead.

Crime Tool (200 CP): This disc shaped object is a useful tool for crime. It can launch a grapple capable of supporting human weight which can be used to climb buildings, swing from them – though given you only have one you won't be copying Spider-Man and swinging all over town – or even create a tight walk between them. It can also be used as a highly effective lockpick quickly and easily picking locks – though it won't work on combination locks or electronic locks that lack keyholes – and can extend sheers capable of cutting through Spider-Man's weblines or steel cables.

Knock Out Gas (400 CP): This is a weapon full of knock out gas. This knock out gas is strong enough to quickly knock out Spider-Man if sprayed in his face, and will work on similarly superhuman individuals. More importantly it doesn't trigger spider-sense or other similar 'danger senses;' the gas simple does not register as dangerous and even the intent to use it does not register as hostile to these extrasensory perceptions of danger.

You can choose to have this weapon be a gun in which case while it does not truly have long range it is capable of firing a concentrated stream which can function out to what would be 'point blank' for a pistol before spreading out at the end of its range or on hitting a solid object. Alternatively you can choose to have this gas projector be hidden in a melee weapon or a seemingly mundane object such as a cane or an umbrella. In this case it will have a short range, only a little longer than the object itself, but be potentially that much more surprising. Regardless of choice, it only holds at most 2 or 3 shots, but will refill over time.

Deadly Lair (600 CP): This is your very own (villainous) base of operations. Controlled from a centralized control room, it possesses surveillance equipment, and deadly traps throughout the area. Spider-Man could probably make it through this lair with only moderate difficulty, but it'll at least slow him down and should keep out more mundane trespassers.

It is also hidden and disguised by one of three options:

> It can be built into another building, such as under a warehouse, hidden in a clock tower, or part of an abandoned apartment building. In this case the other building won't be too impressive, nothing more valuable than a warehouse, old clocktower, or a run-down and possibly condemned low end small apartment building. That is unless you're importing this into another building.
>
> It can be built into a hill, small mountain, or other similar geographical feature. In this case it will be accessed only by a secret door, and otherwise hidden. This could even include a sea-side cliff if you wanted a naval theme to your base.
>
> Finally it can be built into an amusement park. In this case it will be openly an amusement park, and if you turn off the killer traps and get a staff could run as a small amusement park. It will also have animatronic robots that can be set to murder trespassers, these robots aren't super impressive but they're there.

Companions:

Companion Import (100+ CP): For 100 CP you can import or create 1 companion with 600 CP; they gain an origin as normal. For 200 CP you can import or create 3 companions with 600 CP. For 300 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 100 CP per companion to give them 600 CP (and ability to get an origin).

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (100+ CP): For every 100 CP you pay you may recruit 1 canon character.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

You may only take up to 5 drawbacks for CP.

Marvel Continuity Toggle (Toggle): You probably know the drill. This is a Marvel jump, specifically Earth-6799 or well maybe Earth-67 since it's nearly identical, and there's actually at least one other extremely similar Earth floating around. Regardless of how many versions of this Earth there are it's possible you've touched on it before with all the Spider-Verses, Exiles, Secret Wars, and other multiverse stuff that happens in Marvel, and even if you haven't touched this corner of the Marvel multiverse directly you could easily have touched another corner of the Marvel the multiverse. As such this allows you to ensure this is the same version of the Marvel multiverse and same continuity as your previous actions, even if your adventures on the Earth your actions caused to diverge from Earth-616 probably won't have much impact here. If you have visited Earth-6799 or Earth-67 before, though, you might have had an impact people around here will notice.

Death Traps (+100 CP): You are incapable of using lethal force against sapient beings. An exception is through leaving them in death traps, but these traps must always have a reasonable chance that the victim could escape from them, including being timed so as not to kill them while they're unconscious. These traps have an exceptionally high fail rate and for some reason you seem to not bother to observe the results. Maybe it'd be better just to stick to a strict no killing rule?

Do You Know Who I Am (+100 CP): Like a certain publisher, you have something of an inflated self-image and are firmly convinced of your own self-importance, and difficulty in understanding why other people wouldn't accept just how important you are.

Employed (+100 CP): You've got a job working for the Daily Bugle. Somehow this job will bring you into contact with J. Jonah Jameson on a regular basis, and he's completely immune to all of your charisma perks, mind control powers, or any means you have of influencing his behavior. Worse you can't just not do your job or quit, and have to actually do your job at least as faithfully as Peter Parker. Though you might want to try and do a better job of it than Peter, as if you get fired you will find yourself in a job with a boss even worse than JJ and every bit as immune.

Green Skin (+100 CP): Your skin is green. People don't seem to find this too weird, or even notice it, but somehow you can't help but feel that it's somehow connected to how people around you seem to distrust you by instinct and be ready to suspect you of being a criminal. This can be overcome, and you won't just be arrested for having green skin, but you just give people a villainous vibe.

Into the Meme-Verse (+100 CP): What is Spider-Man doing behind that desk? Why is there another you pointing at you? Why is Spider-Man acting like a lazy idiot and when did he get a gun? These are all questions you might end up asking yourself because instead of entering the universe as normal, you seem to be entering a version that has been heavily influenced by internet memes, almost like some modern writer decided to re-write this universe based on its popularity with memes.

Rejected Theorems (+100 CP): It's weird that many of these mad scientists had to turn to crime. Usually it came because people refused to accept their scientific theories but they can prove them so why crime? Well you'll be understanding a bit better now, since it seems that anything that'd fall into the category of superpowers (this includes magic) or super technology (this includes anything significantly beyond the late 60s) can only be used for superheroics or criminal activity; you can use your invisibility to fight crimes or commit them but attempting to sell it to the US government will fail, and don't even try to do something like use super science to cure cancer it just won't work.

Spider-Versed (+100 CP): You seem to find yourself being dragged into the events of the Spider-Verse, in at least one of its incarnations whether that's Morlun and the Inheritors trying to kill you, or something to do with the Spider Society and Spot. Either way you will find yourself forced into a great Spider-Crossover at some point during your time here, and will likely get pulled into follow up events. At least they're not too common, and you shouldn't expect even one a year.

Low Budget (+100 CP/+300 CP): The animation quality is not all that good around here. Things just aren't that detailed, and the sky has a tendency to look odd. It feels like people are re-using some of the backgrounds too. This lack of detail isn't limited to things from here, but will apply to you and everything you brought as well. Things just look more cheaply made and simpler.

For the higher value it goes beyond that and starts bleeding into physics being less than reliable. Objects sometimes pass through each other, and blows don't always seem to have to connect. You'll find your movements strangely awkward and jerky, fluid movement difficult for you, not that this seems to hinder your enemies. And your powers,

abilities, and gear, and those of your allies, have become unreliable, fluctuating from full functionality down to where you're pretty sure the writers just forgot you had them for the scene.

Action is His Reward (+200 CP): Like Spider-Man himself you seem to find yourself fighting crime. Maybe it's a compulsive disorder, or maybe super crooks have a way of targeting you, but whichever it is you'll regularly find yourself dealing with criminals. Sometimes these will be ordinary bankrobbers and mundane criminals, but other times you'll be dealing with true blue supervillains. And you can expect it to be extremely common.

Taking this drawback also allows you to choose to insert in place of Peter Parker. This won't give you any special powers you don't pay for, but you can be the one and only Spider-Man of this universe if you prefer.

Smear Campaign (+200 CP): The news has it out for you. Whether you're committing crime, stopping it, or even staying as far as possible from it, you seem to be accused in the media of being behind pretty much any crime that happens. It'd not be so bad except somehow the cops keep suspecting you as well; expect a lot of supervillains to go out of their way to frame you with surprising success and having to clear your name by catching the real culprit or acquiring irrefutable evidence of your innocence.

Strange Tales (+200 CP): Like Spider-Man in season 2 you will find yourself regularly dragged into strange stories and adventures dealing with magic, aliens, or lost civilizations and fantastic lands. These will throw you against a lot more varied and harder to predict things than **Action is His Reward** but at least they'll be a little less common..

What Hit Me (+200 CP): People regularly sneak up on you and knock you out. This won't directly lead to your death, but you might wake up bound and captured or in a death trap.

Expanded Universe (+200 CP/+300 CP): It's unclear if any other superheroes exist in this world. Well other than the short-lived Skyboy. Now, though, you can rest assured that the full Marvel universe at least as it would be between 1967 and 1977 will be here and intact. That means there's Avengers, X-Men, Fantastic Foursomes, Doctor Strange, and you can expect more occult heroes and kung-fu masters to show up around halfway through the jump. This won't be precisely the same as 616, any more than this is precisely the same as Spider-Man from 616, but you can expect that one way or another

elements from these other reaches of the Marvel universe are certain to spill into your life.

If taken with **Danger is Your Reward** and/or **Strange Tales** this is worth 300 CP instead of 200, but you'll be dealing with a fair share of villains from other heroes, or in the case of **Strange Tales** stranger things that are scaled for the stronger aspects of the Marvel universe.

Easily Hypnotized (+300 CP): You are as easy to hypnotize as J. Jonah Jameson. This means you're pretty easy to hypnotize and this ease of influencing your mind will extend to other forms of mind control. And people who play with the mind seem to have just become more common.

Recycled Footage (+300 CP): Didn't you already swing past that building just like 5 seconds ago? Well that's not the only time you'll be getting deja vu. You'll find yourself reliving past events spliced together in strange ways. Sometimes people or certain objects will be replaced with something different but overall very similar, and often you'll find yourself forced to relive your actions exactly except for your words – though your mouth movements will stay the same – and as you'll have no warning of when this will happen or when you'll be expected to take control again you need to be on your toes. Unlike with **Low Budget** this isn't limited to people having resemblances or minor actions that you repeat often either. You'll find yourself reliving whole plots, performing a mix of auto-pilot and having to control yourself, and somehow these plots and events seem to regularly include some of the more dangerous ones to have happened to you previously and somehow seem to be more dangerous when recut, remixed, and recycled. When this happens things have a tendency to get nonsensical as well, as if important events to make things make sense don't actually get included. And like how the show re-used footage from Rocket Robin Hood this recycled footage isn't limited to that from this jump.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, passing further than even the nexus of all-realities might allow you, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

There is very little indication other superheroes exist in the setting. By which I mean there was a parade in one episode which in addition to having a Spider-Man balloon had a Titanium Man (or oddly green Iron Man) balloon, and a yellow Captain America balloon. There was also a green Thor, a Santa Claus, and someone I wasn't able to recognize.

Spider Powers spider senses are somewhat vague but he saw in the infrared (probably near infrared) once and could hear higher and lower pitch outside of human hearing range. Similarly spider-sense sometimes triggered to random 'danger' but it was so rare when it wasn't lethal that I'd not count on it.

Nuclear Power vs the Power Plant: The power plant gets 5-10 times as much power per ounce of uranium, has a much higher

Martian is based on Bolton. He resisted conventional weapons – both missiles fired from jets and land-to-air missiles – but had to pull out his shield to block them indicating they were more of a threat to him than Spider-Man was. So that should give an idea for how tough he was, which is actually probably our best indication of his max strength.

If you take Martian all Items purchased here can be automatically sized up to fit your giant size.

Pardu also projected the eye onto a theater screen and used it as a teleportation portal, but this seems to have been assisted by tech and prep time so wasn't included in the Electrical Werecat power.

Powers have the Perk or Item bit because some of Spider-Man's villains have powered suits, but the cartoon didn't make it clear whether any of them had powers from their suits or just powers. Except Mysterio. His gadgets were explained, but since I was doing it for the others I figured I could do it for him.

Expanded Universe+Strange Tales only scales things up to the Marvel universe of the time so you don't need to worry about the proliferation of Cosmic stuff that began in the 80s and continued till today, but the Living Tribunal, Shuma-Gorath, and Eternity are from this period, but not at their current power, and you're more likely to meet something comparable to early Dormammu, Loki, or Mephisto than a Beyonder, but those are still powerful things.

Changelog:

Version 1.0.0: Released.