

By Valeria

Introduction

Spider-man. Spider-man. Back in amazing form like never before. It's a world that seems so familiar, yet so fresh, even to those who've followed NYC's biggest hero for years and years. And now you've arrived, ready to join in this shining place of heroism.

It's 2018 and things are pretty good right now. Spider-man is a veteran hero, having helped this city out for almost a decade now. The avengers come by now and then, when they're not busy saving the world elsewhere, and New York City has it's usual population of do gooders and bad guys, from the super sort like Luke Cage and The Rhino to the every day guys, like those just trying to give a helping hand or the people that'd mug you for a quick buck. In this melting pot of a city, things are slowly brewing towards a meltdown.

It might not look it though. Right now, there's a big crime bust going down as the police assail the Kingpin's headquarters, former crimelord of the city, in order to bring him to justice for his many crimes. Spider-man will bring him down but unfortunately, that just opens the way for all sorts of chaos. Every mook on the street wants a piece of the new pie, from the old mafias to a terrifying new gang called the Demons, and soon some bright stars like the scientist Otto Octavius will take a mental turn for the worst.

But despite this, Peter Parker struggles on. He'll keep fighting for the good fight, trying to save everyone he can and get back together with that lovely girl of his. I daresay he wouldn't mind a hand when things start getting rough in a few weeks though.

You'll enter on the same day that Kingpin is arrested by the police, with 1000 Choice Points (CP) to your name to buy things from the below sheet. See you in ten years, since that's the time you have in this world.

Locations

1- **Peter's Apartment Building**
That's an awful lot of banging and clanging next door. What kind of ass makes such a racket on a Sunday morning? You're in the same apartment building that Peter Parker tries and slowly fails to live in. Right next door in fact. It shouldn't be hard to guess what the guy's up to. This isn't a very nice place to live in but at least the rent is paid out for a few months.

2- **Octavius Industries**
The home and laboratory of one Otto Octavius. Brilliant scientist, man of high morals, terrible businessman. It's a pretty squat little building but there's some real wonders being made inside. You're just outside, in case you're not allowed to be in there, but luckily this isn't too bad a part of town.

3- **OsCorp Headquarters**
The big leagues are here, as you begin in the plaza just outside the enormous headquarters of OsCorp, one of the biggest companies in the world. It's a real nice place even just outside and everyone is dressed all fancy like. You won't be shooed away if you're some sort of ragged hobo but don't expect to be welcomed inside unless you're meant to be there.

4- **Kingpin's Tower**
Bang! Bang! I'd get down if I was you! You're right outside the Kingpin's Tower, just as the police assault on his base begins in earnest, with bullets and even rockets flying back and forth between cops and crooks. Spider-man will swing on by in a few minutes, if you don't take care of things first. Or run. Running is a great response to gunfire.

5- Mick's Restaurant
Isn't this a cozy place? Mick's restaurant has been around for years, decades even. It's been serving out delicious food practically since super heroes became a thing! Mick's a cool old guy by now, knows all his favourite customers by name, even if sometimes people get the feeling Mick might not really be his actual name. He always appreciates hearing new stories though, especially if it's from people as special as you. Pull up a stool and have a chat. You never know when you might lose the chance.

6- **Free Choice**
Lucky Jumper! Now you get to choose to start in any public location in all of New York City. Anywhere from the above locations to right in front of Luke Cage's bar to the doorsteps of Doctor Strange's crib, you can pick on your own.

Origins

Vigilante

Sometimes, you need more than a good cop. Sometimes you need someone willing to go beyond the law to deck the bad guy's in the face. And hey, if that someone has to be you, you seem like the sort of good guy that can be trusted with the job. You're a local vigilante, having been working in New York City for a few years now. Depending on how you work, you might be a folk hero, the sort of person that most of the city adores for their good work, or you might be a dark avenger that strikes fear into the hearts of criminals and leaves the good citizens feeling safe but worried. Either way, there's no doubt that you've encountered Spider-man before, maybe even worked with him. You're a good hand in a fight and know the city very well, now you just need to get yourself some powers.

Everyday Hero

Just because you work within the bounds of the law, doesn't mean you're ineffective at all. There are plenty of super heroes that never once step out and kapow someone in the face. The superheroes like the cop that puts themself between a super powered villain and an innocent, the firefighter that runs into a burning building to save someone, even the mercenary with a heart of gold, fighting for causes he thinks are righteous. You've been working a job for a while now that you really do believe in and that seems to have a great potential for doing good for other people too, though as with all things you could turn bad too. Whatever that job is, you're not bad in it either.

Scientist

The wonders of this world will never cease to amaze. A few years ago, you graduated from one of the top scientific institutions for higher learning in the country and came back home to pursue your dream career in your home of NYC. You're a smart young researcher in a field of your choice and already have a great new job lined up, such as a internship at Octavius Industries or OsCorp. You've seen a few shady things in your time of course, but the thing you've mostly taken away until now is just how much potential for good there is to be discovered in this world. And just how badly that potential could be misused.

Criminal

Morals, discovery, good deeds. Why bother when there's money to be made. You're a crook, a veteran of the streets and more than a few different kinds of crime, and you haven't survived this long on empty words and misplaced sensibilities. You're a experienced member of one of the gangs of this city or a lone wolf in the style of the Black Cat, either way you already have a fair list of crimes that people know you did or are very interested in talking to you about. Or at least your alter ego, if you like to wear masks. Try to keep an eye on the skies for the web-slinger, your line of work doesn't mesh well with spidery vigilantes.

Your age is 24+2d8. Your gender is whatever you were before now. Either of these can be changed for 50CP a piece.

Perks

All 100CP perks are free for their origins and other perks are discounted for associated origins.

Once Bitten- 600

A teeny tiny spider was all it took to change your life forever. One of OsCorp's strange experiments escaped and gave you a little jab, altering your body radically so that you would gain all the strange powers of a spider in human form. Just like Spider-man, you now have a body that goes far beyond the human limit, with superhuman physical abilities the likes of which few can imagine. You've got enough strength to pull 40 tonne trucks or, with the right leverage, stop a speeding train in it's tracks over a minute or two. Fast enough to catch up to most cars just on foot and agile enough to fling yourselves between buildings without need for webbing, you can even crawl on walls like an actual spider!

You're incredibly tough, even being hit by a wrecking ball at speed just knocks you out for a few seconds at worst, and you heal in amazing ways too. Broken bones and nasty stab wounds take just hours to be good as new and you can be sure that any medical conditions you had from before will disappear real quick, this also just happening to improve your senses to superhuman degrees too. Lastly, you've also gained a Danger Sense that alerts you to incoming danger to you and the severity of the danger, manifesting as a tingling in your spine. Combine this with your incredible reflexes and you could even dodge bullets.

King of the Streets- 300

It's not superhuman but it doesn't look like anyone else can really tell the difference. Through hard work or genetic tampering, you've reached the peak of human capability and it's a lot more than you might expect. Standing at almost 7 feet tall, you've become a mountain of muscle equal to the Kingpin himself in power. You've got enough strength to exchange blows with Spider-man, smashing through concrete walls and shrugging off multi-storey falls without any effort at all. You're pretty fast too, all that strength lets you propel yourself at speeds a fair bit beyond what any normal human could hope for.

Alternatively, you can choose to have the same capabilities as Tombstone, rather than Kingpin. You'll be a fair bit less physically strong but your durability will be a lot higher to compensate, bullets literally bounce off of you and even Spider-man is going to have a tough time giving you bruises.

If you're willing to pay an extra 300 points though, you can go right beyond either of these. Like the Rhino him/itself, you're a living titan of pure power. Even without some fancy tech suit, you can run straight through a bank vault without slowing down and fling large rock boulders over a couple city blocks. Even Spider-man is going to just daze you at best with his punches and you're almost as fast as him in a straight line. Short of someone firing a tank shell in your face, there really just isn't much that can hurt you. You're immune to all but the most extreme temperatures, acids and electrical shocks too. And given you're about 7'5 feet tall, not many people are even going to try to fight you.

Negativity- 500

A strange energy was discovered within you as a child, a sort of dark electrical power that appears to be fueled by the negative emotions of the wielder, enabling many superhuman feats that will grow in power as your inner darkness does. You have the ability to generate and control this negative energy from within your own body, drawing on any negative emotion you have as it's source, such

as guilt or hatred or rage, and the more negativity you have to draw on, the greater you grow. Boosting your physical abilities is easy, as is launching your negative energy in destructive blasts or enhancing existing weapons with them. You're also able to corrupt or attempt to corrupt other people with your energy, pitting your negative powers against whatever willpower to resist they may have in their minds. Their failure results in them becoming loyal slaves to you, empowered by whatever portion of your negative energy you gave out. If you could allow yourself to be consumed with hate and guilt, you could be moving so fast you practically teleport and blow up entire buildings with your blasts. Not so healthy for your mind though.

Warmaster- 300
Born to be the best, you've got a mind that's just about perfect for combat. Not only do you find it effortless to learn anything related to combat or war and master those skills, you also have a superhuman memory copying ability. Your perfect photographic memory allows you to instantly understand and replicate any combat maneuver you see, though you may lack the needed abilities to physically perform the moves, as well as instantly come up with countermeasures against those moves, though again you may lack the ability or resources to actually pull those counters off.

Living Lightning- 400
It's like the most powerful amp in the world just took up residence inside your body. You're a living lighting man, a person who can straight up throw bolts of electricity like the gods of old. As a living electrical capacitor, you're able to generate more than 1000 volts a minute and store up to a million volts at a time inside of you, just to start. Your can emit and control this electricity, using it in deadly blasts to tear apart living beings or blast your way through brick walls. You can even fly through the air at great speed by using your electricity this way and perhaps stranger uses are yet to be found, should you gain some more control over your powers. It's also possible for your powers to grow even more, perhaps to the extent of becoming literally living lightning, though you might need some outside assistance.

Kitty Kat- 200
The Hardy family has always been special and for a lot more than just the sneaky crimes they get up to when night falls and people hit the hay. The two Black Cats have superhuman agility and strength, which lets them bound from building to building with ease and knock out or even kill ordinary people with a single punch. Now you have a chance to get these enhanced feline capabilities too, letting you dance your way across the nighttime skyline and, if you want, even be a part of this criminal family for real.

Quips- 50
Quite a talent you have there little spider, knowing all the words to get guys going crazy for you. Just by seeing someone, you know how to get them pissed off with a couple smarmy remarks, and you find it takes no effort or energy at all for you to keep up a running commentary on whoever you're fighting at the time, even if you normally shouldn't really have the time or breath to chat. It might give you a bit of a reputation for being an annoying little shit, even if it works wonders on your mood to mock all these weirdos in animal outfits.

Photo Mode- 50
A little to the left, add on a special filter, adjust the brightness a bit and kablammo, you have your perfect shot. You've got the power to enter Photo Mode now, a sort of mental pause button that lets you stop time and look at yourself from an outside perspective, like some sort of ghost. You

can’t do anything but look at yourself in this mode, no matter what you try or have, except take photos. How? Just think of taking one and you’ll have a printed photo in your pocket when time resumes playing. Perfect quality and you can add filters or even adjust facial expressions and poses of you AND anyone else in the shot, though they’ll all revert to normal before you resume time.

Non-Killing Hero- 100
A hero’s work is pretty dangerous for everyone around that hero, especially with how volatile public opinion can be if you mess up and get some poor bloke you were saving hurt. Now, people just tend to not get hurt unless you were meaning for it, long as there’s some chance they could have avoided harm. Throw a car at a bad guy? Long as there wasn’t any person immediately between the car and said bad guy, no one else gets hurt by any flying fragments. Throw a guy off a building just to stop him shooting? You managed to web him to the side of the building just in time, even if you didn’t think of it before. If you’re punching a guy in the face with all your force, he’s pretty much dead, but holding back a little should ensure that no one comes off with permanent damage or death, even if they should almost certainly be grievously harmed the way you fight. Seriously, what the fuck is with the aerial volleyball spikes into the pavement Spider-man?

Costume Menu- 200
You are able to enter a mental menu now known as the Costume Menu. In this menu, you are able to instantly swap between any costume, outfit or armor that you own and haven’t lost or had destroyed. You’re even able to mix and match with any abilities or appearances of the outfits in this gallery, even when it doesn’t really make sense. Like a simple cloth suit being able to sprout the high tech metal spider arms of your power armor. However, you are limited one effective extra full costume being added onto whatever you wear at the time. You could mix in the abilities/appearance of a helmet, chest piece, arms pieces, leg pieces and so on but not multiple for each. Effectively, it’s as if you can wear up to one more outfit then normal. Or swap your current one with a different one, while keeping the same visuals.

Vigilante

Sneaky Man- 100
Why do people that know you super well never recognize you under the mask, even though you sound exactly the same, have the same outline, the same mannerisms and occasionally slip up and reveal something only you would know? Apparently, you're just that good at disguises. You're truly talented with hiding your real identity from others and explaining away any accidental slips or uncovered lies. Just going around a corner and slipping on a mask would render you a total stranger even to your closest loved ones. Not that they can't figure it out eventually but it will take some time.

Heart of a Hero- 200
Being a superhero isn't easy. It's pretty scary fighting guys with guns and people with powers only make it more so. But when it gets personal? That's when you really find out if you have what it takes to be a true hero. Should you be in that position, you'll find out you have the heart of a hero after all. Even if you don't think you have it in you now, when you're in a conflict or really need it, you'll find almost no end to the determination you can summon up. Pain, misery, stress and betrayal won't stop you from sticking to your guns and doing the right thing. Turns out, this also makes it a lot easier to connect to the good in people, even if it's not that visible on the surface. Careful people don't take advantage of that wish to see the good in everyone though.

Swing Right Through- 400
Twenty guys at once, where everyone but you has guns, laser swords and rocket launchers? Piece of cake, be home in time for pizza. You've have an absurd level of control over your own body, able to move it exactly where and how you want it to move, so long as it's physically possible for you. This has resulted in some incredible acrobatics, even if you're just a normal human, such that you can make Olympic gymnasts blush. Add in a wealth of training and experience with close ranged fighting, having developed a combat style that naturally suits your particular body and physical abilities, and it's no wonder that you can smash your way through entire criminal gangs.

Adaptation is a Spider's Strength- 600
Spider Man isn't the strongest hero around and while he is definitely smart, he doesn't often sit down and spend a few months thinking up the solution to all his problems. Where he and you excel is in adaptation. Instead of spending long periods working on long term solutions, you follow after Peter Parker and have the ability to very rapidly come up with improvements, counters and new creations to solve your immediate issues. When fighting against opponents that challenge you, especially many different ones over a period of time, you'll find your combat skill grows in leaps and bounds and that coming up with new martial techniques is a cinch. A threat you can't handle physically? The technology to create a solution becomes far easier for you to develop, thinking outside the box and developing at a lightning speed. Even something as simple as figuring out how to hurt a seemingly invincible villain by finding his weak points. As long as you're put in conflict, you'll grow and adapt at incredible rates.

Everyday Hero

All Nighter- 100
When you don't have powers, how are you meant to keep fighting day after day, night after night? Simple grit and pluck, of course. You might not have powers or advanced training, yet, but what you do have is the mental endurance to keep going even when you are tired, bored out of your mind and pissed off at the guy you're trying to help. Pain and fear can still get in your way but mental fatigue, dislike of others and sheer boredom won't stop you from working or even slow you down. Real helpful when you need to scan through hours and hours of surveillance footage to catch the bad guys. You'll eventually drop physically but that'll be a lot later than the mental part.

Born Investigator- 200
The truth is out there, just waiting for some eager young mind like you to go looking for it. You're a excellent journalist, a real up and coming talent in the field, and if you have a history here you likely already have a fair few accomplishments under your belt. You know just how to find a story and how to find out more about that story. Finding leads and following them, even when it requires obscure research or dangerous investigations, comes easily to you. You're fairly sneaky when you want to be but you excel the most at finding things other people don't want you to, like the location of a secret vault, a incriminating recording of them doing crimes or something nasty like that.

The Silver Warrior- 400
A life of war might not do your mind good but your skills have become as sharp as anything. You have extensive military training, in a country's army or as part of some mercenary outfit, and have famously brilliant skills when it comes to gunplay. You've shot your way through dozens of enemies at once with ease before, especially since you've got quite respectable abilities with hand-to-hand combat to supplement. While you're a terror in a fight, you're also exceptional at leading others in battle, having a good head for tactics and talent for leadership and command.

Save This City- 600
The world needs a hero. In truth, it needs many heroes but sometimes it just has to settle for one guy with a knack for too way more good than he should be able to. Your individual actions, should you want them to, tend to have a magnified effect on the area around you when it comes to good and evil. Helping stop crimes and improve life in a neighbourhood might see all the surrounding city blocks improve in quality and decrease in crime rates as well. Revitalising an entire city might see those effects bleed over to neighbouring cities too. To aid this, you are also superb at the creation, management and continued growth of organisations meant to protect and support other people, including things from a homeless shelter to a police station. Even if your actions weren't magnified in effect, you'd be able to heal a broken city in time.

Scientist

Money Dear Boy- 100
Science is a cruel mistress. She tempts you with all she has to offer, just out of reach, but asks endlessly that you give her more and more. She only seems to want one thing. Money, money, money. Where other hopefuls might struggle to meet the costs of their work, you'll find it quite a bit easier. It's never difficult to find financial backing for your work or prospective buyers afterward the completion of a prototype or the full version of your projects, often quite lucrative too. You'll also find that grant limits and general ethics/laws around your creations are interpreted very loosely in regards to you and your work. You won't get away with blatant human experimentation to the public but most safety laws can be safely ignored.

Guerrilla Science- 200
You have a gift for making up solutions as you go, making things work with cheap trash when they shouldn't hold up to even the best the city has to offer. When high tech components are missing from a machine, you can solve it with 5 bucks and a trip to a convenience store, keeping that machine going for a little while longer. You can do slapdash repairs in a minute or two that'll keep something going for a few hours, even fixing up a person if you have the right knowledge so that they can keep fighting that one last desperate bout. While your work is impressive, these hurried fixes and solutions will never last on their own. What they can do is be used to inspire you to find a more permanent fix by watching how your temporary solutions address the issue and expanding on that,

Osbournian Methods- 400
Men of science do not always remain merely men of science. Technology has great power and can bring a man to terrible heights of power, both physically and on a societal level. It does seem that scientists that enter governance don't treat people with much ethical care however. Why, the stuff they get away with is simply diabolical. But it does make things easy. Whenever you are in a position of authority, you'll find yourself able to abuse that authority to quite ridiculous extents. As a mayor of a city, you could hire and call in a extensive mercenary company to handle martial law in your city and even imprison or assault citizens suspected of crimes. All you'd need is some sort of prison break to justify it and the rest of the world will not intervene, even superheroes from outside the city seeing no real issue. Those personally affected by your criminal abuses of authority can eventually rise up, though cunning uses of your position may have them painted as criminals for that very act.

We're Going To Change The World Peter- 600
Few are the men that can look down on the world like you do. Your mind is one of those that will be looked back on in centuries time as one of the greatest in history. You have all the potential to change the world with your intelligence. Create a cure for cancer, true cybernetic bodies, unlock the secrets of turning matter to pure energy or creating true space flight. They'll likely take years of work but you well and truly can change the world. But why cure cancer when you can make superheroes and monsters instead? You might have a world class mind but you also have truly superb talent for creating technology meant to interact with super powers. Giving, taking or altering the superhuman powers found in this world. Making a man have the powers of a spider or creating a monstrous symbiote superweapon or sealing the negative powers of a poor young child. Even technology meant to enhance, weaken or otherwise interact with these powers is within your grasp. While you have no experience with magic, you might perhaps learn to apply some principles from your work here to that field too.

Criminal

Wipe My Slate- 100
Crime may pay but it also comes with it's own costs. Usually to guys you don't want to owe anything to, much less money. A guy like you knows how to worm his way out of these sort of debts though, especially when you're so lucky in regard to them. You will often find opportunities to gain large amounts of money in short periods of time, at the cost of doing various illegal acts. These opportunities become even more common when you need to clear away a debt and can even offer things other than money should those debts require such things. The only problem is that the bigger the debt you owe or the reward you want from these chances, the bigger the gig you'll need to pull off and the more illegal it might get. Owing some local loan shark might require a similarly local jewellery store knock-down. Heavy life debts to numerous crime bosses around the world and you might need to set off a bio weapon in New York City to get free.

Black Thief- 200
The Hardy family are the best in the business when it comes to taking things that aren't theirs. Or things that are. Sneaking in, even to heavily guarded bases or vaults, and sneaking back out even when all the alarms have gone off- piece of cake. Tricking geniuses who have known you intimately for years and knows exactly what sort of person and liar you are? Really no big deal. You're a thief and trickster on par with either of the Black Cats, least excluding their unnatural agility. All this skill with stealth also comes with quite a lot of experience in being acrobatic and agile. You won't be jumping buildings on your own but you can climb just about anything in a few minutes. You're also…weirdly good at street art? I guess criminals pick up some weird life skills.

Sinister Six- 400
Super villains are a threat, no matter how small scale they are. But these small scale guys, the sort that just rob banks instead of holding countries to ransom, they'll never enter the big leagues on their own. They need a leader. They need you. You can get all sorts of bad guys to work together and work for you, even if you only have a somewhat appealing shared goal for them all to work towards. You'll be able to get them working efficiently and safely together, preventing in fighting and perhaps even getting them to befriend each other and look up to you as a leader, especially if you do more than just lead them to victory. You'll easily figure out the strengths and weaknesses of any minio-new ally that works with you, as well as how to combine them together to make much more lethal combinations.

Kingpin- 600
The world needs a master. This city needs a king. People do not know what is best for them and power is best served in the hands of the man who knows exactly what to do with it. That man, you decided, is quite clearly you. But you can't do such a thing alone, thus an empire must be built. All the skills to create a criminal empire that can hold a city or perhaps even more by the throat and take it for all it has, they're all yours. You know how to start up a criminal gang, how to progress that gang towards an organisation, a modern day kingdom, and how to utterly crush any resistance you might face, from rival gangs to law enforcement to ordinary citizens and yes, even how to strike at would-be super heroes to make sure they stay in the dirt where they belong. They might beat you down in person but a shotgun to their lovely aunt's face? They'll reconsider their career choice quickly. Your organisations become very loyal to you, even when you are locked away in prison far from them, and continue working in your name until you return to them. Finally, you find it easy to embed yourself and your organisation into the area you operate in, ensuring that attacking you or

removing you and your group will seriously harm everyone else for at least a short time. Your gang might be bad but taking them out makes every other gang crawl out of the woodwork for a few months, if not more.

Items

All 100CP items are free for their origins and other items are discounted for associated origins.

JJGoesJumping- Free But Not Mandatory

Loyal listeners, you've all heard me talk about Spider-man before. I've done my best to educate everyone in this city about the true threat that hides behind that mask. But my sources have recently informed me about something much more menacing. There's a new freak in town, someone going by the name Jumper, and I can tell you now that he's here to cause trouble. I don't know what sort just yet but you can bet your ass that I, J Jonah Jameson, will get to the bottom of it and as long as you keep listening in my loyal listeners, you'll get that truth too. That I promise you. And you know what? My sources also told me that this Jumper is listening in right now. So I've got a message for you Jumper. I'm like a dog with a bone. Once I get my hands around a story, I never let go. EVER. So you can bet that sneaky ass of yours that I'm going to find the truth, no matter where you go I'll follow. You won't escape me, not even if you go to another damn world, you hear me!? I'll scream the truth to your lies from the town hall if I need to! That's the Jameson Promise. Also, someone told me to tell you to check the notes. Get to it!

JumpChannel- 50

Hey viewers, it's JumpChannel streaming once more! Fresh from our rebranding from JumpChan, we're so glad you're all still here and being loyal fans. Jumper's really going to want you all to come along with them, now that they've taken this and realised they're at the helm of a uber-popular streaming channel with tens of thousands of loyal and totally crazy to a illegal and possibly criminal extent! Why, he could even get some of you nutbags to come help him beat people up and DO CRIMES!!! And don't you worry if Jumper goes to a world without the internet, gasp, because they'll just have to keep in touch with you guys through newsletters. Just uh….watch out, since your fans can sometimes get a little crazy and obsessive about you. That's a good thing! By the way, I left a little prezzie for you in the notes, just in case you're not really into the criminal streaming lifestyle.

Vigilante

Police Comms- 100
Handy little app for your phone, any phone that you have, that'll link you in to all law enforcement communications in a few blocks of your current location. It'll pick stuff up as soon as it occurs and tell you exactly where you need to go to get to the crime or other event that's occurring. You'll even be able to sort through stuff on the phone so you only get notified of certain crimes or in certain areas.

Backpack Network- 200
There's no such thing as being too prepared but maybe leaving dozens upon dozens of supply backpacks around the city is a bit much. No? I guess you'll find a way to make use of them. You somehow have a huge network of backpacks stuck around wherever you are, filled with basic supplies like a basic change of clothes, a first aid kit, some food, hygiene kit and other simple survival and daily life gear. There's always at least one within three or four minutes travel from where you are too, so you shouldn't run out unless you're in a location where there's nowhere to hide these backpacks at all.

Gadget Collection- 400
Spider Man doesn't just rely on his natural powers, he adds in a wealth of gadgets that he made or had made to assist him in his hero work. While this doesn't include his famous web shooters or anything linked to his suit, anything else can be found here. Spider bots, web bombs, web mines, trackers and more. They'll somehow rapidly refill with ammo so that they're never empty for more than ten minutes at a time, plus they've already been fully upgraded with what updates Spider Man would normally have made this year to them. You even get the plans and blueprints used to make them.

Web of Heroes and Villains- 600
A web but not one of physical form like a spider makes. Instead, you hold a web in which each thread links you to someone that matters in this world. Connections that represent your existing relationships with important and interesting people. In this world, taking this means that you have many useful contacts and allies, from friendly police lieutenants that want to work with you to save the city to brilliant scientists you can go to to solve science problems. But it also grants you connections to those who may potentially become antagonists or villains, to you or in general. This isn't a bad thing. In many cases, you'll be able to influence them before they become evil or have some hold on them after they do. And if they do become villains and begin to oppose you, your clashes will often result in your growing better because of it. In future worlds, you can have either new connections in your web appear or have the original characters you met here appear in different roles and situations in future places, allowing you to face your classic foes with your classic allies in many different situations and worlds.

Everyday Hero

The Publicized Truth- 100
Even in the modern age, there's still a need for a smart lady like you to work the ground and dig up the truth. Journalism was a calling and one you appear to have answered, judging by the job and very fancy camera you have. It's a top of the line piece of gear and considering your freelance position, though with a well respected reputation as an investigative reporter already, you won't be short on work to use the camera with.

Hack Attack- 200
A small tablet that hides a high tech secret. This tablet is a powerful hacking device, capable of worming it's way into any machine that you can see near you and even do so on military grade tech with the top level protections. This tablet can hack most devices in just a few seconds, though heavy duty computer mainframes and the like might take a few minutes and anything more advanced than what you might find used by Osborne Industries or Sable Security might be tougher than expected for this device. Still, turning your enemies robotic drones against them is pretty cool.

The Raft- 400
State of the art prison compound, floating out on the water just outside New York City. There's no way someone thought that through entirely, so maybe the new owner can decide a better place for this ultra-max super prison. You've come into the ownership of the famous Raft, a floating prison built mostly to contain super villains and the worst criminals of America. Equipped with it's own generators, security good enough to keep imprisoned someone as strong as the Rhino and someone as smart as Otto Octavius, a full complement of highly trained guards and all sorts of automated defenses. Plus a nice range of secret rooms in case you want to turn the prison a little dirty on the inside. Like a lot of prisons, it's a very profitable business for you, as long as there's no prison breaks on a massive scale. You're able to slowly move the Raft over water but it'd likely take days just to go a few miles down river. You can place it in a nearby water body in future worlds and you can have it start free of any inmates in the future, if you wanted to use this fortress as…well, as a fortress.

Mercenaries International- 600
An entire private army, all for your private uses. Or, if you're inclined, to more public uses for the sake of sweet, sweet money. You've inherited or worked hard to create a mercenary organisation of great power and renown, with enough men to comfortably hold an entire city in control and the training as well as equipment to easily take down pretty much any other standing army in the world right now. Your men won't be taking on the Avengers but they'll plow right through even the best most nations will offer. Unlike some other companies, your employees are more motivated by personal loyalty towards you rather than just blood money, so you'll be able to disengage from suddenly repugnant jobs with ease or use them too do all the nasty purging you want done, depending on your morality. They'll appear in future worlds as well, retaining upgrades and expansions but they are not companions and cannot be made so.

Scientist

Unending Coffee- 100
Any lab technicians best friend, especially on those long days and nights of keeping a close eye on your projects. An unlimited supply of coffee, seemingly no end to the different kinds and blends, all expertly made and dispensed from a single, portable instant coffee maker. With a quality like it was handmade by a skilled professional, you'll never go wanting so long as you can plug it into a power supply somewhere.

Private Lab- 200
Every scientist needs to start somewhere but where you start is a lot better than most. You have your own private lab, a two storey building covering about half a city block, filled with high tech equipment like one might find in one of the labs of Octavius Industries or OsCorp. It's quite private too, despite perhaps being in the middle of a city, and is almost completely sealed off from the outside world. So long as the building isn't outright breached, no one will detect any explosion or strange smoke or other emissions going on inside. It even have all the power to run the building and the tech that was there already for free, constantly.

Devil's Breath- 400
The Devil's Breath is the name of a miracle cure gone wrong. A substance originally designed by Oscorp, from a mix of genome editing technology and AI directed gRNA, it was meant to be a cure for almost any genetic condition one could imagine. But the formula is not yet perfected and right now it is a highly contagious and extremely dangerous super-virus. It enters the body through the respiratory system and can cause extreme sickness and death within just days of infection, with no currently existing cure. You have ten vials of the substance, each enough to cause an infection through most of a city on their own, as well as the formula for how it was made and the notes of it's two creators. Perhaps one day you could create a true miracle cure from these dangerous fragments.

JumpCorp- 600
A life of discovery has led to great success for you, as you stand at the head of an enormous, international business empire. A peer to giants like OsCorp, your company made it's name inventing and selling creations based on your own fields of scientific knowledge, gaining both great wealth and a position as one of the leading lights in humanity's drive for advancement. Your company has offices and facilities around the world but is most heavily concentrated here in New York, where it directly competes with OsCorp to see which company can own more of the city. And much like that shady company, you find it very easy to re-allocate funds from the company to your personal endeavors without anyone noticing. In future worlds, your new company will be based centrally in your starting city or the closest such thing.

Criminal

Outfit the Outfit- 100
No gang is complete unless they all look exactly the same as each other. And not in that way! This big wooden box contains all kinds of outfits and masks, a seemingly limitless number in any sort of mundane design you'd like. There's enough that you could outfit each one of the guys working under you to present some sort of themed look to your enemies, from masked demons in suits to stealthy operators to just wild gangbangers. Can't seem to sell the stuff though, maybe everyone knows it's for shady purposes?

Magic Blade- 200
A weapon of some kind is in your hands, which appears to shine and spark as it lays against you. This weapon you hold is a special creation able to channel and enhance any sort of energy that is directed towards it from the hilt, from simple electricity and fire to enhance the weapon to something as weird as those Negative Man powers you may have just picked up. What the weapon is, is up to you, so long as it is some sort of Earth-based melee weapon. It'll be extraordinarily tough and high quality for what you pick and never break just from you channeling into the weapon, though it might from others attacking it.

Safety Network- 400
Even the greatest of crooks have to lie low sometimes. When the heroes are a hunting, it's time for you to bunker down in one of your many, many secret hideouts. From abandoned warehouses with concealed panic rooms around the city to rooftop lairs that double as secret storage for some extra weapons and supplies to even a few fancy penthouses cleverly concealed so that you have no connection to them legally, you'll never want for a safe place as long as you're still within a few dozen miles of your home city, here or in other worlds. These places are secure and secret and will remain so at least until you get there and while other people can find and break in one you've been into one of these safe places, even if you're not there anymore, they'll still have a hell of a time doing so.

Criminal Empire- 600
A kingdom of dirt, blood and shadows is what you grew up in. The mobs of New York had a bloody reign before they were driven out, one that left quite an impression on you. After all, they're what inspired you to crush those mobs into the dirt as you raised a proper empire of darkness from the ground up. You are the leader of a criminal empire equal to that of the Kingpin, who you likely have regular clashes against. The city is almost divided in half between your reigns, though it appears his may come to an end soon, and you have incredible influence and resources over both this city and a great deal of the rest of the country to a lesser extent through your gang and those allied to it, intimidated by it, bribed by it or blackmailed by it. Your guys are well equipped and quite loyal, eve having access to some military gear in case of superhero intervention, but there's always growth to be had in this industry. Maybe a good start would be crushing that spider before it comes looking for you.

SUIT- 100

Get suited up Jumper, at least if you pay 100CP. People don't fight crime in their Jeans and T-Shirts. Even the police wear uniforms. Buy into this section and you're going to get the chance to design a super suit for your own uses, like the one Spider-man or Scorpion or any of these other heroes and villains make use of. Buy the above price and you'll have 500CP to spend in this section alone, though you can of course pay extra points from your normal budget on this stuff. This option can be bought multiple times for additional, separate suits. Only one suit may be cybernetics built into you.

Whatever you make, you'll get the blueprints to your suit and everything you've bought for it. At least, if it comes from the below section, rather then you bringing something in from a new world. It'll help you maintain and upgrade the suit if need be.

The below section also features a number of options with extra purchases. These extra purchases can be taken standalone from the main suit purchases below but are generally less effective if you do that. If you really want to though, there's no one stopping you.

Structure- Free

How's it built? Not every super suit in this world is the same. While Spider-man has his full body suit, Doctor Octopus only has stuff from the neck down and Electro has a simple body harness around his torso. You're able to choose here for free what sort of structure you want your suit below to follow. Hell, it can even be that you have your 'suit' be your own body, turning what you buy below into cybernetic implants. If a guy can have a metal plate in his head solely for headbutts, who knows what you can do. Keep in mind though that while the structure is up to you to choose, some choices may affect later options. Most of this section is designed with a full body suit in mind, you won't be able to get the benefits of the sensor suite if you don't have anyway to put it on your head and you can't have armour plating on your limbs if your suit only covers your torso.

In regards to the powering of your suit and any gadgets that are part of it, the game never really goes into this. Assume that whatever suit you have, it has a power source capable of running it in combat use for at least a few hours at a time and that it's pretty easy to recharge the suit in a few minutes, as long as you have access to some electricity.

Import- Free

If you already have a suit you want to bring in from some other world, feel free! There won't be any cost to doing so, provided you already bought into the suit section with that little 100CP price up there. You can import pretty much anything that fits into the above structure option, from a shirt to full plate armour or bulky power armour. That's about the limit however. It's a suit, not a giant robot.

Bleeding Edge- 300

The very tip top of science is here. Just like Doctor Octopus terrifying creations or the final Spider-man suit that Peter Parker made to combat the bad Doctor, your suit has been upgraded with the finest techniques, resources and developments possible. This has resulted in a large boost to the effectiveness and level of advancement of any other purchases you make here, a sizeable buff to the toughness of your suit as well as a almost limitless supply of fuel and ammunition for the armour, as it uses extremely advanced nanomachines to rapidly replenish any lost energy or ammo every few minutes, though this replenishment won't be able to supply much more than the suit itself.

Comfort Suit- 50
There's a lot of little things that go into a suit you wear most of the day, every day. When it's built for combat, they don't pay much attention to personal comfort beyond the minimum needed. Sure, you won't be dealing with unhealthy temperatures in that full body suit but it doesn't mean it's air cooled, plushy cushioned, good for your skin and coming with built in massagers for when you strain yourself. With this option, you can take pretty much as much of these comfort and minor addition based things as you wish. Even things like your suit having an animated exterior or a built in beer drink system, so you can sip on a cold one as you fight crime. Or so you don't have to take off your suit when you get home and want to relax. Just keep in mind you only have so much space to put all these handy amenities.

Stealing Time- 50
Every girl has to have her purse with her at all times. It'd just be strange otherwise. Most girls don't fill their purses with military-grade infiltration tools though. Or do they? Your suit now comes equipped with a variety of infiltration and stealth tools, either built into the suit directly or as attached accessories in neat and handy bags. Grappling hooks, glass cutters, camera jammers, lockpicks, even all sorts of electronic hacking tools, a disguise kit and some really fantastic make-up. The last one's just included free of charge. Fort Knox should be no problem with all this, as long as you have the right skills.

For an extra 50CP, you can equip your suit with Stealth Step technology that muffles all sounds your suit makes to an almost completely imperceptible level. Even running and punching people won't make any noise. Except their screams of pain. Or for an extra 50CP, you can add a Blur Projector as well, which will emit a field around your body that blurs you and makes your outline indistinguishable from your surroundings. It's not invisibility but in a dark room, it's still almost impossible to see you if your outfit isn't something bright orange.

Looking Sharp- 50
Guns, brute strength, it's good but sometimes you need to be quiet and you don't have access to car flinging muscles. So why not add some hellaciously sharp bits and bobs to your outfit? Each purchase of this lets you add up to two difference instances of something nice and sharp to your suit. A pair of claws for your fingers, which can slice through metal like a hot knife through butter, or two rows of spikes that extend from your back to discourage surprise attacks. Maybe you can call yourself the Porcupine. Whatever spikes or blades you add, they can be up to about a foot long yet will be able to seamlessly retract into whatever part of your suit they were mounted on. They appear to keep themselves sharp too. Plus if you get things like claws, they'll help you climb surfaces amazingly well.

Bio Mesh- 50
A specialised network mesh spread throughout your suit, closely hugging your body. The Bio Mesh is a thin gadget that will instantly harden and act as a extra shield for any part of your body that takes an impact. It doesn't provide much overall protection but it does offset the shock and impact of most attacks, letting you prevent yourself from being thrown off balance or into the air by all but the strongest blows.

Space Age- 50
A bunch of small but handy gravity-based devices through your suit allow you to act as if there were low or even no gravity at will, lowering your personal gravity in exchange for some energy from your

suit. You'll be able to jump and move at much greater speeds, though you'll also be hitting less hard when it's active. Good thing you can switch on and off quick.

Sensor Suite- 100
Spider-man is a smart guy and a lot of his crimefighting wouldn't be nearly as possible without the finely tuned and advanced sensor array he has within his suit. Seamlessly implanted into the helmet, headgear or even just as some glasses, you have a ultra-advanced Heads Up Display set up ready to go. It not only acts as a high tech computer from this world controlled by thought, it'll give you a wide array of readouts useful to you. Your current health, the condition your enemies are in, a whole bunch of information from whatever is in the detailed databases you have access to on anything you look at. The rig even comes with everything from a police radio scanner to equipment for detecting different types of radiation or stranger energies. Plus you can totally get Netflix on this shit. Makes the stake outs fly by.

The sensor suite is pretty amazing, able to detect everything from people to energy sources, but there are a few extras you could add in. The suit normally only has a range of a few hundred meters at the absolute maximum, and that's just for some of the energy detectors, but for 50CP, you can upgrade the suite with long range scanners, allowing you to utilize your sensor suite over most of Manhattan with ease. For 50Cp, you can also add in a Threat Sensor that will act as a slightly less potent version of Spiderman's danger sense, alerting you to incoming high speed objects or high energy reactions near your body. 50CP can also get you reactive sensors, which act to shield your sensor suite and your own senses from any dangerous sensory information, such as flash bang grenades or extremely loud noises, safely modulating the level of input to your senses. A final 100CP could be spent on a combat analyzer, an advanced computer AI that will observe enemy combatants and create information based on their fighting style and likely next moves, even feeding you counters that are likely to work against them or ways to use the environment to your advantage.

Web Shooters- 100
Spidey's own iconic instruments. This option grants you access to the web shooters that Spider-man uses to create his spider-like webs, swinging around the city or sticking up even super strong enemies. The web shooters are small, easily hidden cylinders that can fit under a glove while making barely any bump in the material, yet can spray out enough web to cover a enormous falling crane or speeding train in a few seconds. The webs within these cylinders are ultra strong, not quite as much as an actual spider's thread but more than enough to hold even the Rhino down for at least a few seconds and the webs will naturally degrade after a few hours. Each cylinder, of which you gain up to four, has enough web within for a few minutes of constant shooting, and the webs appear to somehow refill on their own in another couple of minutes. The web shooters can shoot normally or fire large balls of web that explode on contact, something like an alt-fire mode.

Charged Outer Mesh- 100
The outside of your suit is pretty dangerous to mess with now. A special mesh that discharges plasma across the surface of your suit has left it highly electrified when you activate this function, giving a very nasty shock to anyone that touches you. It can knock out most normal folks and even superhuman beings can find themselves stunned for a few seconds from the shock. Holding your suit against someone forcefully while this is on would be pretty lethal.

For 50CP, we can throw in a Ferromagnetic Harness to be built into your suit, which safely funnels away pretty much any electrical energy sent at you, even up to a few lightning strikes. It'll channel

the energy into the suit to re-power it if needed and then into the ground or air behind you, so long as you don't completely overload things Another 50CP can outfit your suit's gauntlets with special focusing devices, allowing you to hit people with lethal shocks at maximum output in a single punch.

Life Support- 100
It's not like you're heading to space but there's no reason to not be careful, right? This will ensure that your suit is as ready as it can be given it's coverage to support you in any environment. This can include oxygen supplies, small amounts of high energy food and water supplies, environment sealing and protection against CBRN threats. It'll even give you some pressure protection in case you need to go pretty deep underwater. In a pinch, this will let you substitute your suit for a space suit or deep sea suit, even if only for a few minutes.

For an additional 100CP, you can also add a full body first aid array into the suit, which will act to support and even heal your own body at beyond natural speeds. Even taking a few bullets to the gut won't stop you fighting with this, as the first aid array will support your body to fight as normal and slowly remove the bullets and heal the wounds, though full recovery can still take hours even with this and it is quite energy intensive.

Kinetic Power Cells- 100
Throughout your suit are now a series of small but potent kinetic batteries, which build up energy as you move, as you take kinetic impacts from enemies and as you dish them out yourself. The energy can then be used to temporarily boost your speed and strength even higher, enhancing you with additional kinetic energy or, in an emergency, even releasing it in a dangerous blast wave.

Hush Now- 100
The suit has been fixed with a big bunch of nasty devices all meant to interfere with any and all communications within a certain area around you. Radio, phones, computers, pretty much any technology meant to communicate won't be able to work once you turn on your interference suite and are within a range of around one hundred meters at most. Perfect for isolating the bad guys and preventing them from calling reinforcements in.

Holographic Projectors- 100
Your outfit has gotten a multitude of hologram projectors hidden around it's form, which let it project AR images that are seemingly indistinguishable from real life, even reacting in real time to things like gusts of wind. They're insubstantial however, having little to no real form. What they can do is deliver a powerful electric shock to anyone that touches the image, dispelling the image but paralysing most people for a few seconds. Put all the projectors together and you could even make an image of a small apartment building.

Electro Hazard- 100
An advanced electronics rig has been built into your suit, intended to aid in the controlling of vast amounts of energy from within the suit. For a lot of people, this doesn't have much benefit. You'll be moving a bit faster and with more strength due to it streamlining your natural body electricity but unless you can produce energy of some kind from within your body, you'll not have much point here. But if you can, you can do some real cool stuff. The rig allows you to effortlessly control any energy your body or other parts of the suit produces, such as near perfectly aiming bolts of lightning if your body can generate massive amounts of electricity. It'll also give you a lot more power to work with, since it'll let you easily focus and concentrate the energy that you produce, plus give you a stepping

point to alter any energies this might effect by using this rig to start off. Maybe one day you could figure out how to make it turn you into energy entirely.

It's a Bird!- 100
Fly away, far into the sky, with this high-tech pair of bird wings on your back. Just like the Vulture, you've gotten access to these implements of the air, which allow for amazingly well controlled flight even as fast as 95 miles per hour, letting you weave in between the closely packed city buildings even at full speed. You can get even faster in a dive too. Your wing feathers are very sharp as well and can be used to cleave through your enemies, be it a fleshy person or a hardened tank, and the feathers can even be launched at even higher speeds at your enemies.

Rock Out- 100
A series of sounds systems and loudspeakers spread through your suit let you share all your favourite tunes with the world now. Not only do these speakers play whatever sounds or music you'd like them to, and have uploaded into them, but they're even able to play sound at such a volume that it can send people flying like they were hit with a blast of force. That's pretty energy costly though but you can still deafen and disorient foes with loud noises. Plus your suit is fully protected against your own loud sounds.

Venomised- 100
Poison is a nasty way to go but all too suited to a nasty guy like you. Taking this will give you the chance to get a venom-based weapon of some kind, from an enormous scorpion tail attached to your back that can shoot globs of hallucinogenic toxins that quickly result in serious damage or death to built in poison spraying guns that can swap between a variety of weaker but more versatile substances. Plus, if you get something like that tail, you can also just smack people with it.

Armour Up- 100/200
A suit, at first, is just a suit. Oh, it's probably made of some really fancy fibers to keep you comfortable, but they're not stopping any bullets on their own. You need this to do that. From armor plating to projected forcefields, each purchase of this first tier option will allow you to buy some sort of proper protection for your suit. It'll be enough that you can survive most small arms fire with just bruises and at most take a grenade going off in your face with a really nasty headache. Normal folks won't find their punches doing much against you, that's for sure. If you're willing to pay more, the second tier of this option provides the sort of armour that the Rhino makes use of. Even Spider-man will have a hard time hurting you beneath all this stuff and short of repeated RPGs or that sort of thing, you won't really notice any attacks against you.

For an extra 50CP, you can add in specialised ballistic inserts to whatever form your armour takes. These will massively reduced the damage you take from ballistics, as well as similar forms of attacks, such that even light armour will prove nearly impervious to small arms fire. For an extra 50CP, you can also equip your suit with Blast Plates, which act as a counter to any explosive attack sent against you, offsetting the majority of their damage, so long as it's not more extreme than a tank's main gun. Past that and you're pretty screwed, Blast Plates or not. 50CP can also get you gel padding throughout the inside of your suit, which will greatly assist in protecting your body from the dangers of being flung around the place, even if your suit is hardy enough already, as well as provide quite a nice amount of protection from any blunt force attacks. Add a 100CP more points in and you can magnetically charge your suits armour, which will enable it to automatically deflect any bullet or

ferrous projectile short of a high powered sniper rifle being fired directly at your centre of mass, often deflecting these projectiles straight back at their shooters.

A Shocking Time- 200
Hey, don't diss the classics. Shocker might not be a big leaguer but he's pretty darn effective when he's careful. The shocker's weapons, gauntlets that can emit blasts of force powerful enough to fling a bank vault door across a building at great speed or propel the guy above 6 storey buildings, are now built into your suit. You'll be able to emit these blasts from your suit's hands, dialing them down from the maximum output if you don't want to kill someone, and your suit has been made impressively resistant against blunt force impacts, so even firing your own weapons directly at your own face won't do more than daze you.

Make Me A Titan- 200/400
A lot of the guys here are already rather buff, so they don't need much in the way of boosts from their suit. But when you're pretty normal otherwise, an extra helping of raw power really makes the difference. This option allows your suit to dramatically increases your physical strength and speed. Through mechanical means, such as serving as a powered exoskeleton, or it might drug you up with inbuilt chemical injectors to get you raring to go. However it works, one purchase of this option will get you strong enough to lift ten tonnes pretty easily or outrace any human alive with ease. You're no spidey but you can probably make him regret letting you smack him in the face. Buy the option a second time, as the price at the top indicates, and you can make this something really cool. You'll get a boost that makes you as strong and fast as Spider-man, even more if you were above human levels already. You might not be able to keep up with his agility but you can lay down the hurt if he doesn't dodge.

Add 100CP in and you can fuse a small number of specialised nanomachines into your suit's limbs. These nanomachines can activate for a short time and massively enhance the speed and strength of your limbs, allowing you to dish out blows at several times your usual strength, but the nanomachines run on a very high energy cost and are best used in very short bursts.

Octo-Man- 300
The future darling of one Otto Octavious, you can become an Octo-man just like him by taking this. The Octo-Arms are an advanced prosthetic limb project, attaching 2-4 advanced metal arms to the back of your outfit, which are controlled through a connection with your mind. Unlike normal, your mental connection does not corrupt you, thus you can use the incredible power of your mind to accomplish feats with these metal arms that you could never ordinarily do, such as juggling 40 tennis balls at superhuman speeds with ease. Each arm can extend well over ten meters as well, turning into grasping tentacles, and the arms are strong enough to fling around cars or even hurt someone as tough as Spider-man. You can choose whether the arms you gain end in human hands or in the dangerously sharp claws that Doctor Octopus used, which are strong and deadlier but less versatile. The limbs can fully retract into the suit as well, leaving only small signs of their presence. You can buy this option again at a discount to add up to 4 more limbs. You can also buy the option at the first tier at a discounted price in exchange for getting 4 spider legs instead of 4 tentacle arms. They're far less flexible and only extend about four meters but they still make very useful weapons and climbing aids, what with the ending in sharp points and all..

Companions

Import- 50

Every 50CP you spend here will enable you to import one existing companion you have or purchase a new one to create here, with whom you may decide their history, personality and existing relationship to you. Any companion you import or create will gain a free origin, any associated freebies or discounts, as well as 600CP to spend on themselves.

Canon- 50

Each purchase of this option will give you the chance to bring a single canon character within this game along with you on your journey. You can either have this act as a free floating 'ticket', enabling you to take along one canon character to Marvel's Spider-man that you can convince to come with you or have it set to a specific character, which allows you to not only assure they have a significant fondness for you and will encounter you several times but even decide on a pre-existing relationship, such as already being friends or family, though you cannot override their existing main motivations with this.

Drawbacks

You may take up to 800CP in drawbacks from the following list.

Baby Steps- +0
Peter Parker has been Spider-man for eight years now. He's not new at anything here and neither are his villains or the city unused to him. But you might not want to start with such an experienced world, so if you take this, you can start as far back as when Peter Parker first became Spider-man 8 years ago. You can either stay until you'd normally leave this world or go for the usual ten years.

No Good Deeds- +100
Vigilantes just can't catch a break. It looks like no one likes you much, not the bad guys and not the good guys either! Pretty much anyone in a position of authority, from police officers to politicians, as well as anyone in the media takes an instant disliking and distrust to you. If you beat some guys up, even if they totally look like gang members, the cops are just as likely to start shooting at you for being a dangerous nutbag attacking people as they are to grudgingly accept your assistance. The public doesn't necessarily dislike you but with most of the media personalities calling you out on shit, they probably don't have a great opinion of you either.

Albinism- +100
An unfortunate condition to be sure. You awake in this world to discover your body totally devoid of pigmentation, rendering you an Albino. You're as colourless in skin, hair and eye colour as can be and those around you tend to look at you as a bit of a freak for it, though some are more open minded. Unfortunately, the health problems of being an Albino are here to stay for you in your time here, as you'll have pre-existing and fairly bad eyesight problems and need to be very careful about your sunlight exposure. Also you look really weird. Like really weird.

Forgot My Super Suit- +100
There's been reports recently of a flasher running around central park, zipping through the air on web strings. Yeah, that was actually you. Apparently, you can't force yourself to wear anything more than a mask and some small underpants for your time here. Clothing, armour, accessories. It all feels so gross you just do everything you can to get it off as soon as you put it on. NYC will have to get used to their nearly nude saviour. I wouldn't look forward to the winter either.

Prisoner- +200
A criminal life has ended with you in the slammer and it's one of the worst on Earth. You might have gotten framed but no one here will believe you because you find yourself locked away for a five year sentence on the Raft, the most secure prison mankind has ever built. Your fellow inmates are the nastiest criminals in the entire USA, along with all the super-powered ones too, so try to keep your head down as best you can. If you don't want to serve your sentence here, you'll get a chance to break out in a few months time.

Negative Outlook- +200
Not in a healthy state of mind, are you? There's a big mountain of nasty feelings inside you, all sorts of anger and hate and envy towards others. You've got inner demons that people wouldn't even believe could exist. For your time here, you'll find yourself constantly struggling with these awful feelings, based on traumas you've had in the past and people you meet that wrong you or just annoy

you, who you latch onto as hated enemies. Perhaps you can at least put these bad feelings to good use. I hear hatred is a great motivator.

The Uncle Ben- +200
There's old and then there's oooold. You're well into your 70s at this point and it's not been an easy life till now. Your body is a lot weaker than it was before and your stamina is shot to all hell, plus you just really don't do well with modern technology or adapting quickly to new situations. Thankfully you don't have cancer or anything like that but you will have to deal with all the creaks and groans and aches and other miserable aspects of being just shy of 80 years old.

Avengeance- +300
Normally, New York City keeps it pretty down low when it comes to the super-powered heroes and villains. Spider-man and his arch enemies are about as scary as it gets, since the Avengers are always rushing off around the world and weirdly, any of the big threats in the rest of the world never seem to take the fight to this city. Now that protection goes away and in a big way. While this drawback doesn't make the setting comics level, you can bet your spindly behind that you're going to need to deal with foes and rival heroes a lot stronger than what you can get here. The Hulk might not be able to blow up the planet but if he goes on a rampage through the city, at least a few blocks are getting smashed. And to make it all worse, these events seem to happen quite often around you or with you as the outright focus. Better put that clever mind to work to keep up.

Jumper's Trip to Europe- +300
You inherited some kind of terrible disease from one of your parents here and while it has not yet begun to show it's effects, it will quickly become apparent just how awful your time here will be. You'll quickly begin to weaken and grow sick in your time here, soon requiring long and tiring medical treatments to live a normal life before your first year is up. You'll be in more and more agony as your time here proceeds and unfortunately, it is impossible to cure yourself of this disease, regardless of the tools at your fingertips. Eventually during your last one-two years here, you'll be effectively confined to a bed in constant agony. As long as you continue receiving good quality care, you won't die, but you won't be doing much else.

Villain Spree- +300
You've been in the game for years now and you've got the rogue's gallery to prove it. You'll be entering this world with a whole pack of villains already knowing of you and being exceedingly displeased with your existence, for anything form foiling their past schemes to just being that annoying. It's enough that it'll make killing you their primary goals, so hopefully you're ready for over a dozen super villains to be coming after you and yours directly in your time here. Plus they have a propensity to survive a lot, but not all, of what you might do to stop them continuing their acts and to team up with each other if available.

Ending

Ten years have gone by and it is time to make the choice.

Will you *Go Home* to your original home?
Will you *Stay Here* in this world?
Will you *Move On* to your next world?

Notes

Super special thanks to my lovely darling NuBee, who I will never stop adoring nor gushing over, even in public. Never.

Special thanks to TopHatAlthalus for all his help, as well as to all the anons that gave suggestions and ideas.

JJgoesJumping
Essentially, JJ follows you and gives constant scathing commentary on you through your chain. Adjusts to setting. Sometimes it's an internet blog, sometimes on radio, sometimes newspaper, sometimes just a town crier. He always follows you around and while you can shut him up, you can't make him stop or reconsider his viewpoints totally, only grudgingly. Sometimes he even has good points. He's not a bad person, even if he is arrogant and bullheaded and close minded, and if you really are the only hope for the world, he'll get behind you and do as much help as he can from his somehow always popular show, whatever form it takes on. Not that he'd admit it to your face.

You can make him a companion if you want, though he'll stick to the item above if you took it.

JumpChannel
It's basically your very own twitch streaming channel, just not on twitch. You own it and it's really popular and it has pretty much no rules on what you can or can't stream. It's really popular with criminals, to the point that you can get the gullible ones to act as thugs and muscle for you pretty easily. A few dozen guys like that anyway. But they also can backfire on you and get obsessed with you to a dangerous way, since these are stupid criminals. You'll need cameras and stuff to record/stream to the channel, it's not constantly watching you via fiat or something.

If you want, you can just choose to have a popular livestream channel with really lax rules on what you can stream, no criminals attached.