

Spider-Man Quadrilogy Jumpchain - CYOA 1.0
By Some Bored Guy On The Internet

Spider-Man, Spider-Man, does whatever a spider can.

Welcome, Jumper, to the world where the Spider-Man Quadrilogy takes place, which you may know by its other names such as Earth-199999, the Marvel Cinematic Universe- or MCU for short.

You enter the Jump on the day Peter starts his second year in High School; he has already been bitten by the spider and even made an appearance in Civil War.

While this jump focuses on Spider-Man and his struggles with disgruntled Stark employees, villains in super suits, magic spells gone awry, and mentally unstable telepaths, that is not all. Try to remember the world and the multiverse are much larger than just what Peter has to deal with.

Regardless, try to have fun.

Before I forget, here take this:

+1000 CP

LOCATION

Roll 1d8 to determine your starting location, or pay 100 CP to determine.

1. **Midtown School of Science and Technology:** A high school located in New York City. Perhaps you might have heard some of their students: Peter Parker, Ned Leeds, and Mary Jane Watson- I mean Michelle Jones-Watson.

2. **Avengers Tower:** The large tower in the middle of New York City with the giant A symbol. The place where Loki had opened the portal during the Battle of New York; it is now being used as the main headquarters of the Avengers.

3. **Parker Residence:** The apartment building in Queens. Peter Parker and his aunt May Parker live there.

4. **Tower Bridge:** A famous bridge in London. In the future, if nothing were to change, Mysterio will use it as the stage for his would-be rise to fame in his staged invasion.

5. **New York Sanctum:** The place where Dr. Strange and Wong live- actually, I am not sure about Wong living there or not. It's one of the three magical sanctums, where sorcerers who protect the realm from the supernatural train and live.

6. **Empire State University:** A college located in Manhattan. In the future, Bruce Banner- better known as Hulk- might end up teaching here. Might want to apply early though, I heard his classes are always full.

7. **Damage Control Headquarters:** The headquarters of the United States Department of Damage Control located in Manhattan. Jean Grey will unleash the Savage Hulk here in the future unless you end up changing things.

8. **Free Choice:** Well, it seems luck is with you, jumper. Pick any of the starting locations above for free.

ORIGINS

Homecoming [Free]: You are the new kid in town. Perhaps you are a student in Midtown High, a teacher, or just a new friendly neighbor. No one really knows much about you, though; might as well go and introduce yourself. This option can be taken as a Drop-In.

Far From Home [Free]: Are you a disgruntled former Stark employee? Perhaps someone who lost his livelihood to Stark? Or just someone who likes to steal for the fun of it? A gangster? Regardless, you are on the wrong side of the law; some might call it the more fun side of the law.

No Way Home [Free]: You are a professional. Perhaps you are a lawyer, a doctor, or something a little more exciting, like an accountant. Although considering your purchases in this jump, you might even be a sorcerer like a certain surgeon.

Brand New Day [Free]: You are either a police officer or work closely with law enforcement. Perhaps you are a prosecutor, a defense attorney, a vigilante, an employee of Damage Control, a former shield agent, or even a private eye.

Age: Roll a 4d8 + 10 to determine your age
Gender: Keep your previous gender
Or pay 100 CP to determine either of these yourself

PERKS

Perks trees are discounted to the origin; General Perks are non-discounted, 100 CP perks are free to the origin. Discounts are 50% of the original cost.

General Perks

TVA Approved [Free/200 CP]: Any changes you make to the timeline has been pre approved by the TVA and/or any other timeline-watching individuals or organizations, and not only that, you are unaffected to the changes to the timeline, and if there is a large scale effect, you keep your personality, memories, and gain any additional memories you would be expected to have.

For this jump, this perk is free; if you want to keep it, you need to pay **200 CP**.

Combat Trained [100 CP]: Peter was never shown to be a master of a martial art, relying more on his wits, tech, and powers. But you have undergone training and mastered a single martial art of your choice. If you prefer, this could be mastery of a single weapon of your choice.

For an additional **100 CP**, you can instead gain the full combat skills of a character that made an appearance in a Spider-Man movie. Perhaps you want to move like those ninjas or trade blows like Daredevil, or shoot people from afar like Frank.



33 Feet Away [200 CP]: Jean Grey is arguably the most famous telepath in the Marvel Multiverse; however, here she is still young, and her powers are still developing, so it was rather simple to keep oneself safe by staying 33 feet away from her. Lucky for you, you do not have to worry about that; you are immune to mental manipulation. No telepath can read or manipulate your mind. No sorcerer can make you forget about your friends.

We Love You Spidey [400 CP]: People love you. Civilians buy your merchandise, and people come all over the world just to have a chance of seeing you. Even the police, politicians, and other heroes put you in high esteem, believing you to be the best of them. Alternatively, if you are a villain and prefer it that way, people will fear you as much as they would have loved you otherwise.

Sony Presents (Capstone Booster) [600 CP]: Spider-Man is such a beloved icon in fiction that despite belonging to a much wider universe, megacorporations fight for the rights to him alone. He has fought basically every named character in the Marvel universe and come out on top. He is the modern mythology; the tale of the Spider-Man, a tale told and retold as the world simply wants more of him.

Now, you share in this glory.

You carry a metaphysical weight so great that it makes you selectively immune to retcons, paradox, dimensional incompatibilities, reality rewrites, and even non-targeted uses of Infinity Stones (meaning something like the Snap would not harm you, but a direct Power blast would). You can choose to be affected, and will know when something happens that triggers these defenses. The entire universe could be rebooted, and you could choose to replace your "new" version or simply stand alongside them. You will be the constant in the variables, if you desire. For you are simply that iconic, and reality knows it.

Homecoming Perks

Aunt Tomei [100 CP]: That- That's Aunt May? The elderly aunt of Peter? Well, um, alright then. You are very good looking, at least an 8 out of 10, and you will find yourself aging very well. You could be a woman pushing your 60s and would still look better than actresses half your age.



If you even cared, you'd actually be here! [200 CP]: You always show up on time when you want to go somewhere personally to help or save someone. You still need to know where they are, though.

Stole His Shield [400 CP]: Once per jump or 10 years, whichever comes first, if you were to steal an item from its rightful owner, you can turn it into a CP-backed item. This item can be anything; perhaps you want to steal Mjolnir from Thor, or one of Tony's suits, or even the entire nation of Wakanda from Black Panther if you somehow steal the throne from T'Chala.

Iron Man Jr. [600 CP]: Whether it's engineering, chemistry, biology, physics, programming, math, or anything else, Peter Parker demonstrates that he's a true Renaissance Man in the scientific fields. To call him a Jack Of All Trades would only be inaccurate insofar as he is not dedicated in any field, yet is capable of creating things in a day or two that would stump global corporations and government science divisions. You now share his incredible intellect for science in every form known to mankind, and it wouldn't take much effort for you to be nearly as good in any alien sciences you are introduced to.

- **Sony Presents Boosted:** Re-re Who? Exactly. Your brilliance is now on par with the great Tony Stark himself. You can single-handedly push the boundaries of science (like going from machine-assisted donning of suits to neurally-linked Nanotechnology) within years while still finding time to enjoy life. If really pressed, you can create marvels in days and find solutions nobody else in this world could.

  Your greatest gift, however, is a measure of Wisdom. Tony's was forged in tragedy after tragedy, mistake after mistake. You learned from him and carry most of his experience forward, helping you to make better decisions in all aspects of your life. You'll make your own mistakes, of course, but you're ready to learn and grow instead of letting them slow you down. You carry a heavy burden, Jumper, so plant your feet and do Tony proud.

Far From Home Perks

Mysterio [100 CP]: You are incredible when it comes to making others believe in your stories. You can get Peter Parker, ‘Nick Fury’, and ‘Agent Hill’ to believe you are coming from a different dimension and there are giant monsters coming to destroy the world with something as simple as a couple of B.A.R.F. drones. Think of this as the acting talent of an A-List actor.



Night Monkey [200 CP]: Are you Batm- sorry, wrong multiverse. Are you a former member of the Hand? You most certainly can pass as a ninja, considering you can disappear in a moment's notice and hide yourself from others with expert proficiency.

Welcome to the Netherlands [400 CP]: People are kind when they are interacting with you. Even the greasiest New Yorker would turn into an average Dutch football fan- the people who do not even escape prison, and give their phones to a complete stranger to make a cross-continent call. Named characters are immune to this.

Now That is an Avengers Level Threat [600 CP]: An entire city under siege, gods from myths coming to invade, genocidal Eternals trying to erase half of all life… These are threats Avengers face on an annual basis- well, not annual, but they do face these threats and more often than not come out on top even when they are far less prepared and their opposition is more powerful. How do they do it? They have what some may call plot armor. Now, you possess plot armor on par with an Avenger- although be mindful, as that does not mean you are guaranteed to win or even survive. I heard Natasha and Stark died while trying to stop the Mad Titan.

- **Sony Presents Boosted:** Your plot armor is no longer merely at the level of an Avenger, but instead you possess the plot armor of a shonen protagonist with a straw hat. You can fight against multiple people ‘a hundred times’ more powerful than you and somehow survive. If you were about to be executed, lightning might strike down and take down everyone except you. Even when you are dying against the most powerful being in the verse, some old powerhouse will show up and give you enough time to recover. This does not mean you are guaranteed to win or even survive, but odds are HIGHLY stacked in your favor.

No Way Home Perks

Really Good Lawyer [100 CP]: You are a professional, someone who has received higher education. You have the necessary credentials and know-how of a profession of your choice that you would expect them to have; by default this is a lawyer who graduated from Columbia Law, but you can choose anything from a medical doctor to an accountant.

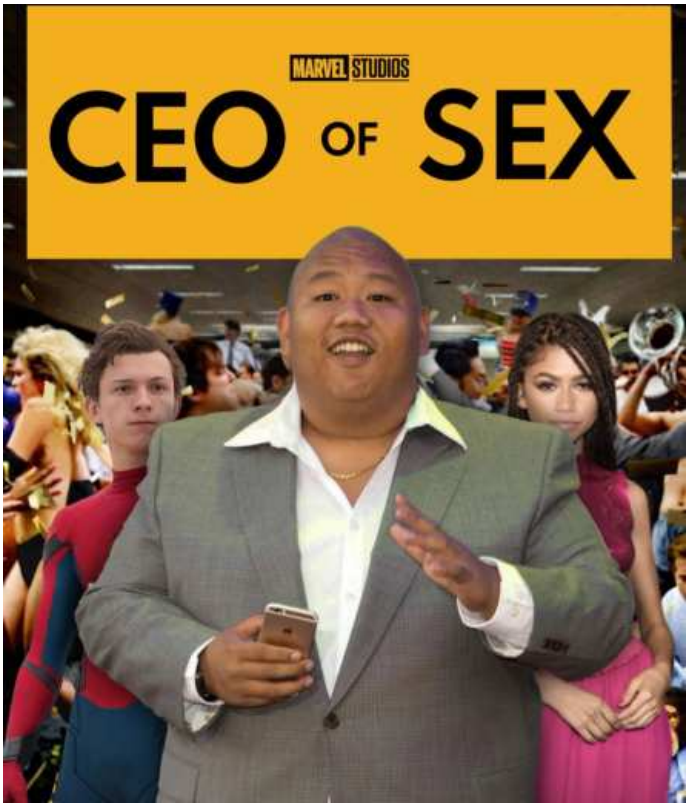
You Are Amazing [200 CP]: Depression is a real issue, especially for heroes. You are an expert at helping others- and yourself- move on from depression in a healthy manner; even with a small chat, you can help a guy move on from her girlfriend dying in his arms.

Peter 1, Peter 2, Peter 3 [400 CP]: Once per jump, you can summon 2 multiversal variants of yourself. They are roughly as powerful as you, but are older and more experienced than you. They will help you deal with an issue to the best of their ability and then go back to their own universe.



CEO of Sex [600 CP]: You got Doctor Strange Magic… Okay, not Dr. Strange Magic, but you have Magic in your ancestry similar to Ned Leeds. You currently only know a few basic Spells such as creating an eldritch shield or a whip, but you have enough potential to be the next Sorcerer Supreme if Dr. Strange and Wanda Maximoff are not around.

- **Sony Presents Boosted:** Your family must have really gotten around. You don't just have sorcerous ancestry. You have ancestors that were mutants, monsters, Harry Potter wizards, demons, cultivators, and more. Any power system that requires or is enhanced by genetics, you seem to qualify for - you would have an X-Gene, as that is required for mutant powers, but the power you might get is as random as anyone else's. Whereas skills like Sorcery in Marvel that anyone could learn but some are just born gifted, you would have talent for it. Not enough to be the next Dr. Strange, but certainly enough to be a worthy protege. Having, say, demonic heritage would not make you a demon, or even half-demon, per se, but if a setting had magic exclusive to demons, you would be able to use it.



Brand New Day Perks

Hi, my name is Peter Parker[100 CP]: “And you don't remember me, but I have something to tell you that's going to sound crazy”. Sometimes your friends or people you care about could be susceptible to mental manipulation- either from powers, magic, or advanced tech. Once per jump, or once every 10 years, whichever comes first, you are capable of breaking someone else from mental manipulation either by telling them your name or a simple handshake.

You’re not a killer [200 CP]: Except for that time you drove a tank through a busy street, made security guards shoot each other, caused the Incredible Hulk to go on a rampage- oh, and had that old man walk into the traffic. Regardless of your past deeds, people are willing to give you a second chance, although be mindful, this is a second chance, and with this perk alone, at best you might get a third one, and even that is not guaranteed.

V-Max [400 CP]: You will receive mental messages from people you care about if they are ever in trouble. Showing up on time to save them is up to you.



Phoenix Moment [600 CP]: Have you noticed that in almost any media, Jean Grey will get a power up whenever she or people she cares about are in danger? Something she couldn’t normally get out of, but after the power up she easily manages to take down whoever is standing in her way? Now, you will experience a similar boost in power once per jump or 10 years- whichever comes first. The boosted power is something you already possess; for example, if you were to possess Telepathy power from this jump, and your enemies were standing 34 feet away from you- torturing you with electro shocks- you will see your telepathy boosted to mentally freeze thousands of people in place within one kilometer.

- **Sony Presents Boosted:** There seems to be more to your power boost. It seems you can unlock related powers to the ones you already possess. For example, someone with Telepath power could potentially unlock telekinesis powerful enough to decimate the Damage Control HQ, or even stop a man from bleeding out from a bullet. Someone like Hulk might see himself capable of getting stronger with greed in addition to rage. Spider-Man might gain Invisibility and electroshock. Daredevil might gain superhuman vision (X-Ray and microscopic)- yes, I know he cannot see.

POWERS

Elemental [Varies]: You can generate and control one of the following elements: fire, water, ice, lightning, wind, earth, and sand.

For **100 CP,** you can generate a small ball of your chosen element and throw it at subsonic speeds.

For **200 CP,** you can generate and control your chosen element enough to level a small building.

For **400 CP,** you can generate and control your chosen element enough to level a small city.

For **600 CP,** you can generate and control your chosen element enough to level a country the size of the United States.

If you have spent **200 CP** or more on this power, for an additional **100 CP,** you can turn into your chosen element.



Daredevil [200 CP]: Your sense of hearing, touching, taste, and smell have been enhanced to superhuman levels, resulting in them becoming radar-like. This also allows you to feel numerous things like balance, direction, changes in air density, vibration, temperature, and things that may be unnoticeable to other humans. If you want, you can tell when others are lying by listening to their heartbeat, or close your eyes to see the world in a unique way- as if it is on fire.

Goblin [200 CP]: Were you involved in a super soldier program? Taken the Goblin Serum maybe? Most people who can arm wrestle with you seem to have undergone such a procedure. Well, regardless, you possess physical prowess comparable to Spider-Man, but you are missing his wall-crawling as well as ‘Peter tingle’. Unlike Goblin, you do not suffer from a mental illness.



Spider-Bitten [300 CP]: Spider-Man, Spider-Man, does whatever a spider can! Spins a web, any size. Catches thieves just like flies! Look out! Here comes Spider-Man. Is he strong? Listen, bud: He's got radioactive blood. Can he swing from a thread? Take a look, overhead! Hey there! There goes Spider-Man! You have all the powers Peter 1 has displayed prior to the Brand New Day movie, as well as the knowledge of the formula for how to make your own web fluid. [1]

For an additional **100 CP**, you can have the organic webbing that Peter 2 has shown to possess.

Lizard [300 CP]: Rather than a spider, perhaps you were bitten by a lizard. You possess strength, speed, and durability slightly superior to Spider-Man, as well as a regenerative healing factor that is quite impressive. [2]

Telepath [400 CP]: You can take control of people within 33 feet of you or someone you are already controlling. You can read the minds of people you are controlling, see through their eyes, and can even send out thoughts through them. You can achieve these acts without taking control, but they still need to be within 33 feet. You start out being able to control a single person but can eventually learn to control dozens of people at once.

Hulk Smash [500 CP]: You can at will transform into a giant monster fuelled by your rage. Unlike Banner, you can control your transformation. You get stronger as you get angrier, more than strong enough to throw hands with Thanos provided he does not have the Infinity Gauntlet. The exact limit of your strength is unknown, but hardly anyone here could challenge you; even Punisher would choose to avoid fighting you and admit he is scared. [3]



ITEMS

Item trees are discounted to the origin; General Items are non-discounted; 100 CP items are free to the origin. Discounts are 50% of the original cost. Items can be imported into fitting counterparts.

General Items

Paper Trail [Free/200 CP]: It was never really explained whether or not, when Strange made everyone forget Peter Parker, his personal identity was deleted from records. You do not have to worry about that. You have an iron-clad paper trail that proves you exist and matches your origin- or fake origin if you are a Drop-In.

For this jump, this item is free, but if you want to keep it, you need to pay **200 CP**.

Web Shooter [100 CP]: Unlike certain Spider-men, you need a little help if you want to do some web-slinging. This pair of wristbound Web Shooters fires sticky threads that are very easy to aim and control. More importantly, they are designed in such a way as to distribute the strain of whatever they stick to across your entire upper torso, instead of just on your forearms or wrists. They carry a large amount of fluid that refreshes daily; enough that you won't have to fear running out unless you spend the entire day fighting crime, or a very busy few hours shooting non-stop. As a final benefit, these are very low-profile as long as you put any effort into concealing them, letting you keep them on in civilian clothes without being noticed.

Hand Security Guards [200 CP]: The Yami no te- Hand of Darkness- is one of the oldest organizations in the world. They agreed to provide you with 20 highly trained super ninjas who can move at superhuman speeds and possess enhanced strength enough to at least threaten Spider-Man when they are fighting together.

Key to the City [400 CP]: Key to the City is usually symbolic, but that is not the case with this one. You have been given the Key to New York City, which now means you own New York City. How this is up to you. You can be the Mayor of New York City, ensuring you'll win all elections even if you do not enter, or you can own the land, and everyone living here does so at your discretion, paying you taxes rather than the government.



Elementals [600 CP]: Mysterio created illusions of 4 monsters who can level cities individually and together can destroy the entire planet. At least that's what he claimed. You now have access to these 4 Elementals: fire, water, earth, and wind. They can fuse together to become a being that is an 'Avengers-level threat', something that can potentially destroy the planet. Basically, you have 4 loyal Endbringer-like beings who can combine together like Voltron to destroy planets or whoever is in your way.

Homecoming Items

Apartment in Queens [100 CP]: You have a small apartment, enough space for a family of three to live in relative comfort. By default, it is in Queens, but you can choose for it to be located anywhere you want.

Vulture's Exo-Suit [200 CP]: Using tech the Chitauri left behind, Phineas Mason created a flight suit. It has a metallic body armor, alongside a pair of talons and wings, that allows the wearer to fly at supersonic speeds. [4]

Alternatively, you can get an exact replica of Scorpion's suit, the one he used while being mind-controlled by Jean Grey and fought Peter for a short while. The suit provides the wearer with superhuman strength, speed, and stamina to keep up with Spider-Man for a short while, and its tail is venomous.

Iron Spider Armor [400 CP]: You have a suit made for you by Tony Stark. This could be a classic Iron Man Suit, War Machine Suit, Iron Spider-like suit, or something custom-made to reflect your unique nature and abilities.

For an additional **200 CP** (discounted if this was), you can choose to have the suit incorporate nanotech technology Tony will develop in the future. In that case, even the likes of Thanos and Hulk might have to take you seriously.



Jumper Industries [600 CP]: Wow, I thought Stark Industries was the largest company in the world with their hands on almost everything from AI to medical equipment to clean energy. But it seems you now have a multi-trillion-dollar company that is nearly as big as Stark Industries. The exact nature of the company is up to you- perhaps you prefer it to be a weapon designer or an insurance company. In future jumps, this item can be inserted into the setting in an appropriate form. For example, in DBZ it can take the form of a company that makes capsules, or in Harry Potter it can be making Wands or Flying Brooms; the exact nature of the company will be up to you.

Far From Home Items

Severance Package [100 CP]: Were you fired by Stark Industries? Or did you just rob a bank and make a large profit? Regardless, you now have access to 1 million US dollars or equivalent of it in a currency of your choice. I heard they use pounds in the UK and might want to have that instead.

B.A.R.F. [200 CP]: Binarily Augmented Retro-Framing is a holographic illusion-emitting technology. It can be used to create illusions of monsters attacking cities, or can be used as a tool to help others come to terms with traumatic events. You have full blueprints of how this tech works and can potentially make it a substantial weapon by combining it with some other tech, like Mysterio has done.

S.A.B.E.R. [400 CP]: The Strategic Aerospace Biophysics and Exolinguistic Response, better known by its acronym S.A.B.E.R. What the heck is this, another Shield knockoff? I don't really know much about it, but Fury seemed to be in charge of the space station. At least he was; now you are in charge of the smaller-scale Shield- focusing more on aerospace defenses- it is at your full discretion. Perhaps you can turn it into your alien invasion force or have it assist you at your discretion.

Tony's Glasses [600 CP]: Special glasses that come with AI assistance and access to the entire Stark Industries network or a similar network if you prefer not to be reliant on Stark. It allows you full access to a large satellite network, which includes hundreds of tactical drones. The AI assistant can also be used to backdoor access to most information behind firewalls. You can use it to hack and access most information in the world, but more advanced AI like Ultron or Vision could potentially block this aspect.



No Way Home Items

College Admittance Letter [100 CP]: Why did MIT not accept a genius superhero who has fought alongside Captain America and Iron Man, someone who helped undo the Snap? I don't know; perhaps they didn't want to take a risk due to his bad publicity at the moment. Regardless, you do not have to worry. You have in your hands a single admittance letter to any college or organization of your choice. By default, this is a letter of admittance to MIT, but if you prefer, it could be a letter of acceptance to Kamar Taj.

Sling Ring [200 CP]: Small two-finger mystical ring with the ability to create an Inter-Dimensional Portal to another location or even a different dimension. Normally it would take a Sorcerer to use one of these, but since you are paying with CP, even a novice can open a portal.

Power of the Sun [400 CP]: "In the palm of my hand." Bad guys in MCU movies tend to have nice toys, especially Spidey villains. Doc Ock had his octopus arms, Norman his bulletproof armor, glider, and bombs, Electro had an ark reactor, not to mention the incredible lab that Norman had access to while working with Peter. You now have access to all their toys.



Macchina di Kadavus [600 CP]: An extremely powerful magical artifact. It is capable of trapping any spell within itself and unleashing it at the push of a button. Normally it would only be capable of storing a single spell at a given time, but since you are paying with Choice Points, you can instead store as many spells as you want and unleash the spell you are thinking of after pushing the button. You can use it to trap spells as they are being cast, so this has the potential of being an incredible threat to those like Doctor Strange if used correctly.

Brand New Day Items

Kimber Warrior [100 CP]: Frank had quite a few guns; this is an exact replica of his favorite. An M1911-style semi-automatic pistol. While it can run out of bullets, you will always find a new clip in your pocket when you look for it.

Shocker Gauntlets [200 CP]: A pair of gauntlets that is capable of generating and releasing powerful blasts of electric shock. It can propel humans dozens of meters away, and can even make the likes of Hulk take a step back.

Spidey Tracker [400 CP]: Is that legal? No, not the small app Ned made to track Spider-Man; this is the facial recognition technology Peter uses to track criminals across New York City- just taken to 11. You have full access to all security cameras around the globe; each of them is capable of running the facial recognition program Peter uses to track and 'help' people.

Power Inhibitor [600 CP]: "Wait, so you can just turn the mutating gene on and off as long as you do it before the mRNA transcription?" A special inhibitor chip that Peter Parker will likely develop in the future if you do not interfere. It targets the short interfering RNA to interfere with the genetic makeup of the person to suppress DNA that has been mutated. You will get a single inhibitor chip but will also get the blueprints on how to make more.



COMPANIONS

Companion Import [100cp]: Import one companion from your previous jumps. They gain an origin of their own for free and 600 CP to spend on perks, powers, and items.

Sinister Six [300 CP]: You want to bring your companions to make your own Team? Fine, go ahead; you may import up to 5 companions. They gain an origin of their own for free and 600 CP to spend on perks, powers, and items.

Canon Companion [100 CP]: Do you want to bring someone along? So long as they made an appearance in any one of the Spider-Man movies, you can bring them along with you- provided they agree to come with you.

Avenger Companion [200 CP]: So you want to bring along an Avenger with you- one who did not make an appearance in the Spider-Man Quadrilogy? Perhaps Thor, Captain America, War Machine, Scarlet Witch, Vision, or maybe even one of the Thunderbolts? Or perhaps one of their villains, like Loki or Thanos? Well, now you can bring them along, provided they agree to come along with you.

F.R.I.D.A.Y. [100 CP]: You have an AI assistant on par with the likes of Jarvis, Friday, Ev, Karen, and Edith. This AI is perfectly loyal to you, so you do not have to worry about it going full Ultron.

Gwen Stacy [100 CP]: Huh? Did she make an appearance in the MCU? I don't know, but it seems there is a cute blonde genius whose father happens to be a police officer. What was her name again, um…

Felicia Hardy [100 CP]: There seems to be a silver-haired thief running around in New York City, dressing up in black leather, leaving behind a black cat symbol wherever she robs. She might be interested in going to new universes to see what else she can steal.

Spider-Gwen [200 CP]: There seems to be another person who was bitten by the spider that bit Peter. She gained powers similar to his, although she appears to be slightly weaker and has a slightly heightened 'Peter Tingle'. She seems open to the idea of joining you.

Miles Morales [200 CP]: Who is this kid that is wearing a Colgate suit? Huh? He has Spider powers and the ability to shoot electricity and turn invisible? Well, what do you know? He seems interested in joining you on your journey.

Ben Reilly [200 CP]: Is that Nic Cage? Sure sounds like him. This former war hero who is bitten by the same Spider that gave Peter his abilities is a private eye. He seems interested in the prospect of coming with you on your journey.

Venom [200 CP]: I did not know these creatures existed in this universe. What? They don't? This one somehow found itself in this Universe and bonded with you? It is perfectly loyal to you, and you are its perfect host? Good to know. [5]



DRAWBACKS

You can pick as many drawbacks as you want. But be warned, drawbacks override any perks, powers, and skills you may have.

Marvel Toggle [+0 CP]: You can use this jump to supplement any other Marvel Jump.

Fanfic Toggle [+0 CP]: You can use this Jump to enter any Marvel Fanfic instead.

Civil War Toggle [+0 CP]: You can use this to enter the Jump a week before the events of Civil War took place.

Character Insert [+0 CP]: You can use this to enter the Jump as a character who made an appearance in a Spider-Man movie and matches your origin.

Web Block [Varies] - For **+100 CP**, under certain stressful circumstances, such as not being with the one you love, losing a friendship, or excessive money trouble, you will lose access to all powers not immediately necessary for survival. For an additional **+100** CP, you lose the survival powers too. And yes, magic is counted as powers.

Extended Stay [+100 CP]: You will have to spend 10 more years in this Jump. You can take this drawback as many times as you want, but only the first one gives CP.

Teenage Angst [+100 CP]: Peter Parker has been a teenager for well over a decade, and now, you will go through the same. Your starting age is set to 13; you will act like a typical teenager and will have the same issues you would expect to see one go through. You are easy to anger, have odd feelings but are unable to properly express them to others, and will have acne all over your face.

Small Potato [+100 CP]: Did you- did you just go toe to toe against an Omega Level Telepath? Was that 8-foot-5 green rage monster you soloed the Savage Hulk? Didn't you fight the Mad Titan who had 4 or 5 Infinity Stones? Stopped the entire Universe from collapsing? That's a small potato. Little stuff. At least that's what the Russian girl who is cruising her sister's code name seems to think. Everyone in your line of business will look down on your achievements and will treat you like a kid. This- however- does not make your enemies underestimate you.



Jumper: Threat or Menace? [+100 CP]: Regardless of how the people, heroes, politicians, and police might feel about you, the media hates you. They will paint you as the greatest threat or menace, whatever they fancy that day.

My Back! [+100 CP]: You have chronic back pain. It gets worse with stress and combat. You might want to add daily stretches to your schedule.

Everywhere I look, I see him [+200 CP]: You lost someone very important to you. Perhaps it was your mentor, or your aunt; regardless, every day you will think about them, and will feel guilt towards their death, as you believe yourself to be at least partially responsible.



I don’t love you [+200 CP]: Not gonna lie, it hurt a little seeing our dear boy Pete get rejected like that. After years of waiting, having his psych messed up by a deranged telepath… getting rejected like that, and having to swing MJ through half the city? Back to her boyfriend? That’s rough, buddy. Like Peter in Brand New Day, your love life is tragic to say the least. You will never find love.

You're just a sucker [+200 CP]: You are considerably more gullible than before. Any powers or Perks you possess that allow you to see through lies or falsehoods are disabled. You don't remember this drawback.

Warning. Arachnid Hormones Increasing [+200 CP]: Your powers have mutated you in a physical sense. You have a highly unusual appearance that is disturbing to look at, far worse than what Peter has experienced. For example, someone with Spider-Bitten power might have 4 arms and 4 legs, a giant spider head with fangs, and gray fur all over your body.

No Killing [+200 CP]: Heroes don't kill- well, except Frank, but you are not the Punisher, are you? You do not kill anyone, and even go as far as to take a bullet for your enemy if any part of you believes they can be redeemed. The only exception to this is during alien invasions; then you can activate instant kill mode without feeling any guilt.

Public Enemy #1 [+300 CP]: Thanos who? You are now the most wanted man in the World. Every hero, vigilante, police officer, and military personnel around the world wants to bring you in- alive or dead.

Mask Stays On [+300 CP]: You have to create and keep a secret identity for the remainder of your stay here. No one can find who you are, because if they do, and if they remember who you are at the end of the jump, it will count as a chain fail- companions are the only exceptions to this.

Incursion [+300 CP]: You are not supposed to be here. And I do not mean New York, or even Earth. You are not supposed to be in this Universe. You staying too long here will cause an incursion, where the boundary between this world and the Universe you were previously in will collide, potentially destroying both.

Parker Luck [+300 CP]: The writers think the only way to sell movie tickets is to make your life miserable, and considering the fact that the latest movie made over a billion dollars in less than a week, it might be a fair assumption. You will find things do not go your way, even when you do everything right; things could go terribly wrong for you.

Locked Away [+300 CP]: All your out-of-jump powers, perks, items, and companions will be locked away. Your body-mod add-ons, as well as your warehouse, are likewise locked away for the remainder of the jump. If this is your first jump, feel free to take it. This place is very dangerous.

NOTES

[1]: *For more detailed information about what Spider-Bitten can do, check out the link: https://marvelcinematicuniverse.fandom.com/wiki/Spider-Man#Powers_and_Abilities*

[2]: *For more detailed information about what Lizard can do, check out the link: https://marvelcinematicuniverse.fandom.com/wiki/Lizard#Powers_and_Abilities*

[3]: *For more detailed information about what Hulk Smash can do, check out the link:* https://marvelcinematicuniverse.fandom.com/wiki/Hulk#Powers_and_Abilities

[4]: *For more detailed information about what Vulture's Exo-Suit can do, check out the link:* https://marvelcinematicuniverse.fandom.com/wiki/Vulture's_Exo-Suit#Capabilities

[5]: *For more detailed information about what Venom can do, check out the link:* https://sonys-spider-man-universe.fandom.com/wiki/Venom#Powers_and_Abilities

ENDINGS

Well, you survived your 10 years here- or however long if you took the ‘Extended Stay’ drawback. All drawbacks are revoked. And there’s just one choice left now.

Return: It’s been fun, but after this, you’ve had enough... It’s time to go home.

Stay: Go home? This is your home now, and so you’ll stick around here.

Move On: You’ve had your fun here, but now it’s time to move on. There are other worlds to see, explore, and perhaps even save. Good luck.

CHANGELOG

v0.1: Development Stage

v1.0: Initial Release