

Spider-Man: Web of Shadows JumpChain

By u/MrKrabsChoking2

The year is 2008. New York City is protected by a myriad of superheroes. The one central to this story is Peter Parker, also known as Spider-Man. One day, on Parker's birthday, his worst enemy Venom came back to destroy him for good this time, but something went wrong with Venom's latest attack. Venom ends up creating a new symbiote that bonds to Spider-Man, causing the return of Spidey's iconic black suit. This ends up being the catalyst for something much worse: A full-scale symbiote infection of all of New York.

You'll start this Jump in New York City one day before Venom's attack on Spider-Man's birthday.

+1,000 Choice Points (CP)

Origins

Age and Gender can be chosen freely. Despite the references to the wider Marvel Universe, only humans and symbiotes appear in this game, so you'll be starting this Jump as a human.

Hero: You stand for truth and justice, protecting the innocent from danger and strife. You're joining the ranks of the dozens of superheroes already living in the Big Apple. Seriously, with this many superheroes in this city, shouldn't crime be nonexistent by now?

S.H.I.E.L.D.: The Strategic Hazard Intervention Espionage Logistics Directorate is a government agency that specializes in espionage, special law enforcement, and counterterrorism. Their methods are very military-esque and often skirt the edge of morality thanks to its director, Nick Fury.

Villain: Perhaps you turned to crime because you were down on your luck. Maybe it's because you're just a psychopath. Regardless, you're going to take advantage of the impending apocalypse to further your agenda.

Symbiote: I know what this sounds like, but you aren't starting this Jump as an amorphous alien blob of goo. You'll be starting a regular human bonded to a symbiote. You are a part of this ongoing takeover by Venom, but maybe you can slip under his radar and become something more?

Perks

All Perks and Items receive a 50% discount for their Origin. Discounted Perks and Items that cost 100 CP are free for their respective Origins.

General Perks

These Perks are not discounted.

Comic Book Logic (Free): The world around you will be slightly bent to ensure your abilities don't cause undue harm to yourself or your surroundings. For example, the Square-Cube Law becomes something more like the Square-Cube Suggestion, and you can use super strength to hold up massive objects without said objects crumbling under their own weight.

Double Jump (100 CP): After you jump off the ground, you can jump a second time off the very air itself. This can also work if you haven't jumped off the ground. For example, Spider-Man can do a jump off the air while he's swinging around the city.

Jumper-Sense (200 CP): Instead of the traditional Spider-Sense, Web of Shadows decided to make it into a more general enemy detector. This sense will mark targets up to 300 feet away. You'll be able to track their movements and even see them through walls. This sense will mark enemies and allies alike. Those you consider enemies will glow orange and allies will glow blue when marked with your Jumper-Sense.

Comic Book Science (300 CP): This is an intelligence Perk. You'll be given the skill and know-how to create machines and other assorted technology straight out of science fiction. You won't be in the top 10 list of smartest people on Earth, but it's more than enough to get the job done. At the lower end of this intellect, you could perhaps make a skintight suit that increases the wearer's strength. The higher end would be somewhere around the Tinkerer making a giant weapon able to destroy all symbiotes on a city-wide scale.

Hero Perks

What's with that Walk? (100 CP): Every now and then, even the most conservative people end up doing something considered weird. Naturally, this one act will be remembered forever, and they're marked with that slip for the rest of their lives. People will be more lenient with you. You could rip someone in half and do an incredibly zesty walk away from the scene, and no one would focus on the walk.

Keeping a Secret (200 CP): There are pros and cons to having a secret identity, but this Perk isn't about having one of those. This is about keeping your powers a secret. If you do not use your powers for a short period of time (let's say 30 seconds), your body will mask your superpowers and make it look like you're just an average citizen. But should you wish to use your powers again, they will return with just a thought. Perfect for getting past any mutant detectors or force fields that vaporize symbiotes.

Great Responsibility (400 CP): You all know the iconic saying from Amazing Fantasy #15, so I won't say it here. It's hard to control superpowers sometimes, especially if you've just received them. This Perk will grant you the knowledge to perfectly control your powers. No accidentally ripping doors off their hinges with super strength or sensory overload with an enhanced sense of smell. You may as well call yourself 'Holdsback-Man' from the skill you have in making sure you don't kill all your opponents in one hit.

Yeah, I'm Dandy (600 CP): A big part of Venom's takeover of NYC is due to the symbiote's corruptive influence, which takes hold of all its hosts and turns them into his evil pawns. Not you, though. If you happen to be forcibly bonded to anything that can control your mind, be that a symbiote or any other parasite, your mind will shine through and survive any negative influence you don't want.

S.H.I.E.L.D. Perks

Black Widow Training (100 CP): The Black Widow is S.H.I.E.L.D.'s deadliest operative. Her skill in armed and unarmed combat makes her a true force to be reckoned with on the battlefield. You'll share her combat skill, minus any traumatizing experiences.

The CIA's Wet Dream (200 CP): Among other things, S.H.I.E.L.D. is an intelligence agency. This allows Nick Fury to have one of the greatest powers in the world: knowledge. You'll gain access to a web of information like the one S.H.I.E.L.D. has. In more developed worlds, this will be a computer terminal that will be placed wherever you wish. Otherwise, this will be a huge web of informants and spies all around the world.

Assemble (400 CP): Oftentimes, when the chips are down, individual numbers will not defeat your enemy. That's when you'll need to bring together a team, a group of remarkable people that can fight the battles you never could. In every Jump, you can choose up to 6 people that will drop everything they're doing and come help you in your moment of need. Or if you just want to hang out.

Director Jumper (600 CP): Nick Fury is one of the most dangerous men in the world, mostly because of his influence. As director of S.H.I.E.L.D., Fury is able to have eyes and ears anywhere and everywhere. At the start of every Jump, you can choose some kind of government agency (or whatever equivalent there is in less developed worlds) and become its leader.

Villain Perks

Maniacal Laugh (100 CP): Evil laughs are harder to pull off than some might think. They require warm-ups and practice to get just right, otherwise you'll just hurt yourself trying. This Perk gives you the skill to perfectly pull off a bone-chilling evil laugh every time that's sure to put even the most stalwart heroes on edge.

The Negotiator (200 CP): Everyone wants something. The thing is, what are they willing to give you in exchange for what they want? You have a real knack for negotiation, able to figure out what someone needs and put just the right amount of pressure on them to get them to cave to your demands instead of leaving and doing it some other way.

Escape Plan (400 CP): All the best villains live to fight another day. When your latest scheme has been foiled by the hero, an opportunity to escape will open. That giant mech suit you used to storm City Hall will suddenly have an ejector seat, and your death ray space station will have a clear path to the escape pods despite any debris or wreckage. Curse the hero, for this is not the last he will see of you![*]

Why do I hear Boss Music? (600 CP): The villains who survive the test of time are the ones that have great presence. Doctor Doom, Darth Vader, the Lich. This Perk gives you that presence. Simply by walking into a room, everyone's eyes will be on you. You command fear and attention without having to raise your voice, and your reputation will spread quickly among those who might oppose you. The heroes will think twice to mess with you, and God help them if they actually decide to fight you.

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[*] This Perk will not work if your death is absolutely unavoidable.

Symbiote Perks

Infection (100 CP): Your Other can reproduce asexually once per day, effectively cloning itself. This 'child' of your Other will bond to the first being it touches, and its mental influence will guide their host into following your orders, but this isn't guaranteed. Since this baby symbiote is still young, its influence can be endured and even overpowered, instead bending to the will of its host instead of its parent.

Pod Creation (200 CP): You can place down a pod made of symbiote matter, which will grow incredibly large if given a steady enough supply of biomass, which it will collect by putting roots in the ground. This pod will produce a steady stream of symbiotes, roughly one every five minutes.

Specialization (400 CP): Your knowledge of the symbiote genome is truly staggering. While symbiotes can remember and copy the DNA of their hosts, they are born blank slates, which can be troublesome in certain situations. You can decide which genetic traits newborn symbiotes created by your Other receive when they're born. Whether you decide to make a pod that makes only large, brutish brawlers or leaner symbiotes with sharp claws, these changes come easy to you. In future Jumps, this Perk will give you similar skill in changing DNA of other organisms, not just symbiotes.

Hive Mind (600 CP): Any and all symbiotes born from your Other now share a collective consciousness with you at the very center. As you grow your numbers, you'll find it easier to bend hosts to your will. And don't worry about the mental backlash of attaching your mind to potentially thousands of hosts. Sheer numbers will diffuse this pain across the web of minds you're connected to.

Powers

This is a small collection of powers used by the superhumans that appear in *Spider-Man: Web of Shadows.* These powers do not receive discounts from any Origin.

Spider-Man Package (200/250 CP): This includes all the standard powers wielded by Peter Parker: Superhuman strength (lifting up to 10 tons), speed, durability, and sticking to walls. Spidey's Spider-Sense doesn't quite work in this game the way it usually does in other media, but this package will include the traditional Spider-Sense. For an extra 50 CP, you can produce organic webbing from spinnerets in your wrists and web glands in your arms.

Luke Cage Package (200 CP): Luke Cage's initial lifting strength was lifting 3 tons, but with extensive physical training, it increased to 25 tons. He also has bulletproof skin, able to be shot point-blank without any harm and unable to be cut by the sharpest blades. Your strength will start at the initial 3 ton lifting strength.

Electro Package (200 CP): Electro can generate 10,000 volts of electricity per minute and store a maximum of 10 million volts, at which point he automatically stops generating electricity. Electro can use his powers to shoot lightning bolts and create traps using said lightning, and he can fly by turning into a mass of electricity.

Wolverine Package (200 CP): Wolverine has 3 retractable claws in each of his forearms. His entire skeleton is coated in the nigh-indestructible metal Adamantium, which gives his claws a sharp edge, able to cut through basically anything. His body can also heal incredibly fast. In one of the choices you can make in the game, Wolverine gets ripped in half by Spider-Man, and he was able to recover from that.

Items

Hero Items

Costume (100 CP): Every superhero needs perfect iconography to truly stand out from the others. This costume fits snug to your body, but not uncomfortably so. As a bonus just for you, this costume will be made of Unstable Molecules, which means it'll adapt itself to any powers you have, repair itself if damaged, and never get dirty. You'll also get the recipe to make more Unstable molecules.

Web-Shooters (200 CP): I'm sure you know what these are already. Spider-Man's main form of traversal, a pair of devices worn on both wrists that shoot out webs. This Item gives you both web-shooters that never run out of web fluid and the chemical formula to reproduce web fluid if you ever want to patent it as a super-adhesive in future Jumps.

Jumpermobile (400 CP): A supercar tailored to your thirst for speed. It has a top speed of 300 miles per hour, heavy armor, bulletproof windows, basically a Batmobile themed around you. It won't need refueling and will reappear in any of your bases of operations one day after it's destroyed.

Jumper Tower (600 CP): All the great superheroes have a tower to call their home: Iron Man, the Fantastic Four, even Spider-Man would have one a few years after this game released. It has apartments for all your Companions, plus a penthouse at the very top just for you. It also has research labs for all kinds of studies, from medical research to developing weapons. You won't have to pay to keep the lights on, and the thermostat will respond only to your touch. It'll follow you to future Jumps should you wish.

S.H.I.E.L.D. Items

ID Badge (100 CP): A simple ID card that allows you clearance into all but the most secure of S.H.I.E.L.D. facilities. In future Jumps, you can choose any kind of agency to gain clearance in.

Sonic Weapons (200 CP): A collection of weapons aimed to weaken and destroy symbiotes, taking advantage of their weakness to loud noises. This includes a sonic rifle, grenades, and a tank armed with a sonic cannon.

Quarantine Zone (400 CP): S.H.I.E.L.D. took control of NYC to try and quarantine the symbiote infestation, and they set up quarantine zones all over the city. You get about a dozen quarantine zones to do whatever you want with.

Helicarrier (600 CP): Your very own flying fortress, complete with artillery cannons that can destroy bridges, holding cells to contain various supervillains on their way to either Riker's or the Raft, and access to a globe-spanning information network.

Villain Items

Black Cat Suit (100 CP): A skintight leather suit with white fur on the arms and legs, created by the Tinkerer. This suit increases the user's strength to superhuman levels, able to keep up with Spider-Man in combat. It also contains grappling hooks in the arm furs, though it needs edges and lips to hook onto. It will not stick to things like Spider-Man's webs.

Rhino Suit (200 CP): A thick polymer suit resembling rhinoceros hide, which covers the entire body except for the face. It has two horns on top of the head to complete the whole rhino theme. It’s incredibly resistant to damage and extreme temperatures. Unlike most incarnations of The Rhino, this suit can be removed any time you want.

Secret Lab (400 CP): Every mad genius needs his own space to perform morally dubious experiments in. You’re no different. This lab will appear in the sewers of NYC in this Jump and will attach itself to your Warehouse after your time here is done. It’s got all the fancy bells and whistles, from metal scraps for creating machines to gene-splicing computers and serums.

City-Spanning Weapon (600 CP): Tinkerer was able to create a device that was able to destroy all the symbiotes plaguing New York while keeping their hosts intact. This Item is a similar weapon, although you can change its function. Want to turn New York into a city of lizards? Want to just turn it into a crater instead? Go nuts.

Symbiote Items

Black Suit (Free/Mandatory for Symbiote Origin): Your Symbiote. Your Other. Born from the Venom Symbiote, this suit has most of the powers in the Spider-Man package: Sticking to walls, creating webs, enhanced senses, et cetera. It can shapeshift into various sets of clothes and has the power to copy their host's genetic code, which allows them to copy any superpowers their host's DNA carries.

Superhero Codexes (400 CP): While symbiotes were said to have left traces of themselves in their hosts for decades now, the concept of a codex wasn't really fleshed out until Donny Cates' Venom run in 2018. Codexes are copies of a host's memories and powers, if they have any. This Item gives you codexes of Peter Parker, Eddie Brock, Felicia Hardy, Max Dillon, Adrian Toomes, and Wolverine.

Companions

Import Companions (Free): Feel free to import up to 8 Companions for free. Each Companion gets 600 CP to spend on Perks and Items and can choose whatever Origin they like.

Canon Companions (Free/100 CP): You can take any canon character you want on your Chain for free if you can convince them to go with you, but I doubt you'll be able to convince Spider-Man due to his sense of responsibility. However, for a payment of 100 CP, you will be guaranteed a good first impression with your planned Companion, which will make it easier to take them with you.

S.H.I.E.L.D. Platoon (200, discounted for S.H.I.E.L.D. Origin): You can take approximately 20 soldiers with you on your Chain. Each soldier comes with the Perk "Black Widow Training," and the platoon as a whole comes with the Item "Sonic Weapons."

Drawbacks

Early Exit (+0 CP): The timeframe for this game is only about 4 days. This will let you exit this setting as soon as Venom is defeated and the symbiote hive is either destroyed or usurped, either by you, Spider-Man, or whoever.

The Wider Marvel Universe (+100 CP): An easter egg in-game references the Superhero Registration Act, asking if it will be passed. Now, the game's not canon to the main Earth-616 universe, but this drawback will let you experience the "normal" timeline of Marvel Comics after the events of *Web of Shadows'* main story. The only reason this drawback gives points is because of what happens right after Civil War. I hear the Hulk's in space right now…

Change Made in the 90s (+200 CP): Normally, your black suit will not corrupt you and turn you evil, but this drawback changes that. If bonded to a symbiote, the Venom symbiote's influence will take hold of you through your Other and turn you into merely another of its pawns in its bid to take over the world. This can be fought, but if you bought the Perk "I'm Just Dandy," it will not work until your time in this Jump ends.

That Jumper is a Menace! (+200 CP): Man, what is it with Marvel citizens? Is it something in the water? You know, besides the alien parasites. Anyways, people are much more likely to hate you upon your first meeting, even if your first meeting is you saving their life.

Jumper, You're Under Arrest! (+400 CP): Black Widow's got you in her sights as well as Spider-Man, though in her eyes you're arguably the bigger threat. Widow will use her various S.H.I.E.L.D. resources as well as her own skills to take you in dead or alive. Don't expect any alliances you make to sway her. Unlike the way she set aside her differences for Spider-Man, she will not do so with you.

Where is Everybody? (+600 CP): Many superheroes such as Iron Man, Mr. Fantastic, Beast, and Ant-Man are mentioned in this game, but do not make an appearance. This Drawback will make all these superheroes and their teams appear in this world, but they too will fall victim to Venom's plague. With so many symbiote-corrupted superheroes threatening to spread the infection beyond Manhattan, the government is considering dropping a nuke on the city. You have to stop Venom and convince POTUS that the infection is gone, lest millions die in nuclear fire…

Scenarios

Black Suit Path (Requires Symbiote Origin)

Doesn't it suck when an up-and-coming tyrant tries to muscle in on what could be your territory? This Scenario requires you to kill Eddie Brock and the Venom symbiote and take over New York City in its entirety. There are a few points where you can do this. You could take out Brock when his Other first starts spawning, or you could try and destroy them at the peak of their strength near the end of the game.

Rewards: For taking Venom's place as ruler of Earth's symbiote hive, you get the Perk "Hive King." This is a sort of cocktail of a few abilities. First, you can assert yourself as the dominant mind of any hive-mind that you collapse. For example, if you went to the Halo universe and destroyed the Gravemind, you can become the new king of the Flood. Second, you can take any and all powers gained by your hive and use them for yourself or create symbiotes that use said powers.

As a second reward, you can take Felicia Hardy as a Companion for no extra charge. She'll have her symbiote as well as all her technology such as her suit, which can increase her strength.

Red Suit Path

Your mission is to create a device that will destroy all the symbiotes in New York while leaving their hosts unharmed. This sounds a lot like the events of the game, but there's a catch. This device must also destroy Venom. If Venom survives, he'll just start up the infection again, this time even faster than the first round.

Rewards: For your efforts in saving New York City in one fell swoop, something even the Tinkerer couldn't accomplish, you'll receive a symbiote of your own, the Anti-Venom Symbiote. This symbiote is not like the others. It has no mind of its own and will not corrupt you. And, its touch is harmful to regular symbiotes, burning away at them until nothing is left.

Notes

Honestly, I have no idea if Web of Shadows starts on Spider-Man's birthday. Years ago, when I first discovered the game, I saw MJ handing Spidey a present and my mind was like, "Oh, man. All that bad stuff happening on Spidey's birthday."

Also, I am not talking about politics when the word "conservative" was used in the Hero Perk "What's with that Walk?" I'm meaning more along the definition of "marked by moderation or caution."

Regarding Symbiote Items, I honestly don't think the Origin needs many Items. The symbiotes themselves never really used Items beyond what their hosts use.

Changelog

Version WIP: Initial Creation

Version 1:

- Added Companions Section
- Added Scenarios Section
- Moved Perk “Hive King” to Scenarios section
- Restructured Symbiote Perks
- Added Notes
- Added Drawbacks Section
- Added Hero Perks
- Added Villain Perks
- Added S.H.I.E.L.D. Perks “The CIA’s Wet Dream,” “Assemble”
- Added Hero Items “Costume,” “Jumpermobile”
- Added Villain Item “City-Spanning Weapon”
- Added Symbiote Items
- Changed Symbiote Origin Text Colors