Spectacular Spider-Man

A jump by SpazzWave. Version 1.1



"Living on the edge, fighting crime, spinning webs..."

Welcome to New York City, Jumper! Specifically, the perfectly stylized, late-2000s New York City. The sky is blue, the pizza is cheap, and Oscorp Industries is currently violating roughly a dozen OSHA regulations an hour. You have arrived in the Spectacular Spider-Man universe! This is a world where science is mad, the mafia dresses incredibly well, and half the population of Manhattan is just one bad day and a vat of glowing green liquid away from putting on an animal-themed spandex suit.

Here the local wall-crawler is just trying to juggle AP Chemistry with fighting giant sand monsters, and frankly, the city could use a little extra help. Or a new supervillain. Or a really aggressive CEO. I won't question your career choices.

You will be spending the standard Jumpchain duration of ten years here. Yes, ten. I know, I know, the actual show was tragically cancelled after only two seasons. (Don't cry, I'm still bitter about it too). But the Jumpchain doesn't care about network disputes or corporate buyout drama! You've got a full decade to survive. That means ten years of dodging green gliders, avoiding suspicious vats of bio-electric eels, and, worst of all, trying to explain to your aunt why you keep coming home smelling like sewer water and ozone.

To ensure you don't immediately get squashed by a falling bank vault, sued into oblivion by J. Jonah Jameson, or publicly roasted by a teenager in red-and-blue tights, here's a starting budget of **1000 CP.**

So grab your web-shooters, sign your Oscorp non-disclosure agreements, and try not to get bitten by any glowing bugs in the genetics lab.

Let's make this spectacular!



Origins

Any origin can be a Drop-in. You can freely choose your age and gender.

The Student

Ah, high school. A beautiful time of self-discovery, young love, and desperately hoping a supervillain doesn't blow up the gymnasium during the Homecoming dance. As a Student, you are thrust right into the hormonal battlefield of Midtown High (or a similar educational establishment). Whether you're the untouchable popular kid, the lovable nerd, or the brooding transfer student, your biggest daily threats are AP Chemistry pop quizzes, strict curfews, and the absolute, world-ending agony of teenage romantic drama. Try to get your homework done before the city catches on fire, okay?

The Superhero

The NYPD is trying their best, bless their hearts, but you can't exactly arrest a man made of living electricity with standard-issue handcuffs. That’s where you come in. As a Superhero, you have taken it upon yourself to put on a skintight, brightly colored suit and punch crime directly in the face. You'll spend your days swinging across the skyline, dodging pumpkin bombs, making terrible puns to cope with your trauma, and getting relentlessly slandered by the Daily Bugle. It doesn't pay well (or at all), but hey, the adrenaline rush is fantastic.

The Scientist

Welcome to the STEM field of the comic book universe, where the scientific method is more of a "polite suggestion" and ethics committees are a myth to scare interns. As a Scientist, you are a brilliant mind working at Empire State University, Oscorp, or perhaps your own sketchy underground bunker. Your daily routine consists of mixing highly volatile chemicals, splicing human DNA with zoo animals, and blatantly ignoring all known laws of physics. Just remember to wear your safety goggles when the radioactive spiders inevitably get loose.

The Crime Boss

“Crime doesn't pay?” Please. Crime pays for the penthouse suite, the bespoke tailored suits, and the imported filet mignon. As a Crime Boss, you are the undisputed, terrifying mastermind behind New York's sprawling underworld. You aren't some two-bit street thug getting webbed to a streetlight; you are management. You spend your time playing 4D chess with the police, coordinating city-wide heists, hiring colorful super-mercenaries to do your dirty work, and calmly reminding everyone why you are the one sitting in the big chair.

The Corporate

Why conquer the world with a doomsday laser when you can just buy the patent for it, fire the inventor, and sell it to the military at a 500% markup? As a Corporate elite, you are a titan of industry, a billionaire CEO, or a dangerously cutthroat board member. You excel at corporate espionage, hostile takeovers, weaponizing paternal disappointment, and turning absolute PR disasters into highly lucrative government contracts. You are legally untouchable, incredibly wealthy, and absolutely, positively, 100% not a cackling supervillain in disguise. I promise.

General Perks

Spectacular Theme Song [Free]

“Living on the edge, fighting crime, spinning webs...” You now have a literal, internal soundtrack. An incredibly catchy, mid-2000s pop-punk theme song will organically swell in the background whenever you are doing something awesome, swinging into battle, or just feeling really good about yourself. It pumps you up, grants a mild boost to your adrenaline, and somehow makes your web-swinging (or dramatic walking) look 20% cooler. Comes with a toggle.

Rated PG for "Fantasy Violence" [Free/100 to Keep]

When you possess superhuman strength or city-leveling tech, a simple misunderstanding can easily turn into a horrific bloodbath. Thankfully, you operate on another level of precision entirely. You will never accidentally kill anyone. No matter how hard you punch, you’ll only ever knock them out cold. This is incredibly useful regardless of your moral compass: heroes get to keep their squeaky-clean conscience, and villains avoid catching a federal murder charge or accidentally crushing the very billionaire they’re trying to ransom. Even collateral damage plays along; if you throw a city bus or blow up a skyscraper, the debris will miraculously bounce around the civilians, leaving them coughing in the dust but completely alive. Comes with a toggle.

Spandex Storage [100]

How do superheroes hide full-body, skintight costumes, complete with hard-shell web-shooters and utility belts, under a tight t-shirt and jeans without looking lumpy? Comic book magic, that’s how. You can now perfectly conceal any armor, costume, or weapon beneath your civilian clothes. Furthermore, you can instantly strip off your civilian clothes in a dark alleyway in under two seconds flat. Also, your spandex will never chafe.

The Monologue Truce [100]

There is an unspoken rule in the superhero business: when someone is monologuing, you let them finish. You can invoke this rule at any time. When you start making a dramatic speech, explaining your evil plan, or making a really long-winded joke, your enemies will physically stop attacking to listen, gasp, or glare at you. Conversely, if an enemy starts monologuing, they will happily stall their own doomsday countdown just to explain it to you, giving you crucial minutes to figure out a plan.

My Own Best Sounding Board [100]

Do you ever wish your life had a pause button so you could complain about your love life while falling terminal-velocity style toward a concrete pavement? Now you do! At any time, you can trigger a highly dramatic, incredibly articulate internal monologue. Time practically crawls to a standstill as you analyze your deepest emotional insecurities, debate your moral code, and wonder if that cute girl in biology class actually likes you or just wants to borrow your homework. This acts as a flawless sanity shield: no matter how bad things get, you can always talk yourself out of a mental breakdown by treating your life like a syndicated television show.

The Quality Of A Good Man [100]

The quality of a good man is learning when he's defeated, and the why of it. Be you a supervillain whose master plan just exploded, or a superhero who just got thrown through a billboard, you will always have the capacity to learn exactly why you lost. The moment the dust settles, you gain crystal-clear insight into your point of failure. Was it a flaw in your gear? A tactical misstep? Did you underestimate their speed? It will not hold your hand and tell you how to improve, but just learning exactly why you lost is good enough to ensure it never happens the same way twice.

Where Do You Keep Your Wallet? [200]

Skintight spandex notoriously lacks pockets, which makes paying for a post-patrol hot dog really awkward. Not for you! You now possess a small, localized pocket dimension attached to your person at all times. It can store anything that could reasonably fit in a single hand: a wallet, a smartphone, a spare web-cartridge, or a smoke bomb. It's perfectly concealed, instantly accessible, and guarantees you'll never have to awkwardly stuff loose change in your boots. Useful for anyone.

Meatheads Have Layers Like Onions [200]

In any other universe, the world is largely populated by one-dimensional cardboard cutouts. The meathead bully only exists to shove nerds into lockers, the vapid party girl only cares about her nails, and the quiet nerd's only personality trait is being afraid of his own shadow. Around you, however, people become shockingly, inconveniently deep. You project a passive that forces character development around you, helping others become the best versions of themselves. Give it a few months, and the dumb jock who used to torment you will undergo a massive paradigm shift, revealing a heart of gold, genuine physical bravery, and a deeply held moral code. The superficial cheerleader will reveal a brilliant, emotionally intelligent mind, and the sniveling coward will eventually find their spine and stand up to a supervillain. Everyone you interact with will eventually be forced to confront their own personal flaws, break out of their assigned archetypes, and grow into the best, most complex versions of themselves. As a bonus, because your presence is the inciting incident for their character arcs, these newly-reformed individuals will often look back on you with deep respect, becoming fiercely loyal allies, friends, and confidants.

Parker? Never Met Him... [200]

Having a famous vigilante or a notorious crime boss for a best friend usually means you'll eventually end up dangled off the George Washington Bridge by a cackling lunatic. Not anymore. You have an almost supernatural protection from being targeted by supervillains (or heroes) for being connected to the one they're looking for. They simply never figure out to ask you, follow you, or take you hostage. Even if a supervillain knows you are dating their arch-nemesis, the thought of using you as leverage just magically slips their mind.

Free Real Estate [200]

Every good vigilante or crime boss needs a secret lair, and you have a sixth sense for finding them. You can effortlessly locate perfectly abandoned, structurally sound warehouses, subway stations, or factories that are completely off the city's grid. Even better, despite being abandoned for decades, these locations will somehow still have running water, high-speed internet, and a fully functional electrical grid to power your super-computers and cloning vats.

Meow, My Hero [400]

For some inexplicable reason, superheroes just absolutely love you. You have a supernatural talent for romantically attracting and flirting with the caped and cowled crowd, easily wrapping them around your little finger. Even if you are a known cat burglar, a slightly unhinged vigilante, or just a civilian with a lot of sass, upstanding heroes will hesitate to arrest you, look the other way when you steal a diamond, and eagerly follow you across the rooftops like a lovestruck puppy just to hear your next sultry quip.

Three Stooges [400]

Whenever you find yourself outnumbered, your opponents suddenly suffer from a severe, almost comical lack of coordination. No matter how well they plan or how elite their training is, their attacks will hilariously get in each other's way. The giant strongman will charge right into the lightning-user's blast, the glider-pilot will accidentally cut the web-lines of his ally, and they will constantly bump heads and sabotage themselves like a group of highly dangerous, superpowered Three Stooges. In the end, you barely have to lift a finger: the more of them there are, the more they're really just fighting each other's elbows.

The Revolving Door of Jail [400]

The justice system in comic books is an absolute joke, and you are the punchline. Whether you are a vigilante getting arrested for property damage, or a supervillain caught red-handed with a death ray, you will never stay in jail for long. The legal system will bend over backwards to give you loopholes: the evidence gets lost, you plead insanity and get sent to a low-security asylum, or a random lawyer bails you out. Even if you are sent to a super-max prison, you are guaranteed to naturally encounter a perfect, effortless opportunity to escape within a few months at most.

HE'S A MENACE! [400]

J. Jonah Jameson can scream on the front page all he wants; your reputation is bulletproof. Smear campaigns, angry newspaper editorials, and framed crimes simply do not stick to you long-term. Even if the police currently have an arrest warrant out for you, the general public will still cheer for you, give you free churros on the street, and inherently trust that you are the good guy. (Or, if you're a villain, they'll just think you're really cool).



Student Perks

Perks for Student are discounted 50%, with the [100] perk being free.

The Standard-Issue Heartthrob [100]

While other kids are sporting terrible acne and voice cracks, puberty took one look at you and said, "I'm going to make this one a masterpiece." You are a solid, undeniable 8/10 on the attractiveness scale. You're conventionally gorgeous enough to be the lead in a teen drama, but the real superpower is your complete and total lack of confidence issues. Social anxiety? Self-doubt? Never heard of 'em! You can walk up to the prettiest girl in school, make a silly pun, and walk away with her number without a single drop of nervous sweat.

Awkward Teenager by Day, Superhero by Night [200]

Some teenagers have to balance school with a part-time job, hobbies, or a secret superhero identity, usually resulting in them failing all their classes and collapsing from exhaustion. Not you! You can flawlessly balance your normal life with a double life, whether you're out stopping bank robberies, running a mafia syndicate, or doing mad science, with absolutely zero consequences to your normal life. You'll never double-book a date, your grades will stay pristine, and you will still somehow get a full, glorious eight hours of sleep every night.

The Ultimate Best Friend [400]

You aren't just a good pal; you are the undisputed, gold-standard, hall-of-fame Best Friend. You are the ultimate emotional anchor. You have the uncanny ability to help anyone stay grounded, no matter how far gone they are. Just by sitting down and having a heartfelt, genuine conversation with someone, you can help them overcome immense psychological trauma, break free from literal mind control, or even shake off the corrupting, anger-inducing influence of dark powers (yes, even a clingy alien symbiote that's trying to turn them into an edgy monster). It doesn't matter if they're a supervillain, a brainwashed sleeper agent, or just a friend who's been quietly falling apart behind closed doors - if you sit down and actually talk to them, something in them starts to unclench. You're basically a walking therapy session with a 100% success rate.

The Anti-Parker Luck [600]

You know how Peter Parker does a good deed, and the universe rewards him by popping his bicycle tires, dropping his GPA, and making his aunt sick? You have the exact opposite of that. The universe is actively your wingman. If you forget to study, a flash flood will cancel school. If you need money, you'll find a crisp fifty-dollar bill floating in a puddle. If you're running late, every light between you and your destination turns green out of pure professional courtesy. Most importantly, this extends to your love life. Girls (or Boys) don't just like you; they practically trip over themselves to fall into your arms, and your romances are smooth, fun, and completely free of devastating, tear-jerking drama. Nobody you're dating will turn out to be a supervillain's secret daughter, a clone, or a goblin in disguise. And breakups, on the rare occasion they happen, are mutual, mature, and somehow still leave you on good terms in time for the holidays. And lastly, your secret identity, should you have one, stays secret for exactly as long as you want it to and not a moment longer. In short: high school is hard enough without a vengeful universe piling on. Yours, for once, is rooting for you.

Superhero Perks

Perks for Superhero are discounted 50%, with the [100] perk being free.

Sticks and Stones (But Jokes Hurt More) [100]

Who needs a tactical smoke bomb when you can visually disorient and psychologically destroy your foes with a rapid-fire barrage of terrible dad jokes? You have an infinite, rapid-fire mental database of terrible puns, dad jokes, and sarcastic roasts. When you start bantering in the middle of a fight, it acts like a psychic flashbang to your enemies. They will get so incredibly frustrated by your constant, annoying chatter that they will completely abandon their tactical training, drop their weapons, and swing wildly at you just to make you shut up.

My Crime-Sense is Tingling! [200]

Let’s be honest, patrolling a massive metropolis like New York by randomly swinging around is a terrible way to find muggers. Fortunately, you don't have to rely on statistics! You have an incredibly intuitive luck that subconsciously guides you exactly to where a crime is taking place. You could step out to buy a bagel and accidentally foil a bank robbery on the way. It’s almost like a spider-sense, but for finding trouble instead of dodging it. Huh. Go figure.

Dumpster-Diving Da Vinci [400]

You have a staggeringly high IQ, which is incredibly useful for quick-thinking tactical plans to humiliate your enemies (and for passing AP Calculus, if that's still a concern for you). This immense mental horsepower allows you to design and create custom, hyper-advanced gadgets for your personal crusade out of absolute garbage. Need mechanical web-shooters or tracking devices? Just give yourself an afternoon in a garage with a toaster, some duct tape, and a wrench. Furthermore, you are a combat sponge: you naturally adapt to any enemy you fight, with your brain subconsciously logging their combat patterns, physical weaknesses, and annoying habits. Getting punched through a brick wall the first time is just "data collection", because the next time you fight them, your chances of winning absolutely skyrocket.

The Unbreakable Hero [600]

Your moral compass isn't just set to “Good”; it is carved into a diamond monolith that could withstand a nuclear blast without shifting a single millimeter. You have tremendous willpower and a morality of stone. No matter what horrible things life throws at you, what tragedies you witness, or what immense physical pain you are suffering right now, you will never break, waver, or turn to the dark side. When backed into a corner with the weight of the world on your shoulders, you can tap into this bottomless well of grit to do 200% of yourself, shattering your physical limits, ignoring mortal exhaustion, and pulling off miraculous victories. You are a hero, and the universe will remember it.

Scientist Perks

Perks for Scientist are discounted 50%, with the [100] perk being free.

Peer Review is for Cowards [100, 200 for Other Origins]

You have spent so much time in school that you practically bleed academic ink. You possess a Ph.D. in your chosen field, alongside about a dozen master's degrees just to flex on the interns. While most real-world academics are limited by annoying hurdles like “logic”, “physics”, and “federal funding”, your greatest ability is the power to perform true “Comic Book Science.” You can seamlessly mix entirely unrelated scientific fields for massive effect. Want to mix robotics with herpetology? Go for it! Who knows, maybe combining nanotechnology with beekeeping gives you a swarm of self-replicating micro-drones that also make honey. Limits are for cowards.

OSHA-Compliant Mad Science [200]

Seriously, what is up with scientists in this universe injecting themselves with glowing green liquids and hoping for the best? Oh well, at least for you, it works! You will find that any experiment you perform on your own body has absolutely zero negative consequences. Your volatile formulas, dubious gas chambers, and radioactive spider-bites will either fail harmlessly or successfully grant you the exact superpowers you were aiming for, with no accidental lizard-tails or extra arms here. Additionally, you gain the biological ability to toggle your powers on and off at will. This lets you seamlessly blend back into human society without accidentally melting the drywall or crushing your coffee mug into dust.

Build-A-Villain Workshop (With Admin Privileges) [400]

You possess terrifying intuition and creativity when it comes to the art of creating superhumans. You can easily invent brand-new chemical compounds and technologies to give people superpowers. Want to encase a guy in specialized polymers to grant him unstoppable strength and durability? Easy. Want to inject advanced silicates into a petty thug to turn him into a living Sandman? Just another Tuesday. But here’s the real kicker: you aren't an idiot. Thanks to your cutting-edge knowledge of nanotechnology, any power you grant to others can be hardcoded with a built-in nanotech kill-switch. You can remotely deactivate (or painfully reactivate) their powers at the push of a button the exact second your new "employees" start misbehaving, unionizing, or turning on you.

The Ultimate Ctrl+Z [600]

You are incredibly good at playing God, but you are even better at playing damage control. You possess the absurd skillset required to create a reversal mechanism for literally anything. Did you build a doomsday device? You can build the off-switch. A mutant serum? You can synthesize the antidote. Did a radioactive bug give some teenager superpowers? You can cure that too. If you accidentally turn your boss into a giant, rampaging, pumpkin-bomb-throwing Goblin, or somehow turn yourself into a monster in a moment of weakness, don’t sweat it! You can whip up the cure over the weekend.

Crime Boss Perks

Perks for Crime Boss are discounted 50%, with the [100] perk being free.

The "Big Man" Aura [100]

You never, ever lose your cool. You possess an aura of absolute authority and sheer intimidation that makes hardened thugs wet their pants when you lower your voice. You could be calmly eating a filet mignon while a superhero throws one of your henchmen through the restaurant window, and you wouldn't even blink or drop your fork. People inherently understand that you are in charge, and you will never suffer from panic, stuttering, or fear, no matter how much spandex the guy kicking down your door is wearing.

Let’s Go Goon! [200]

You possess a bizarre, magnetic charisma that attracts blue-collar henchmen with a passion for matching striped sweaters and a total disregard for basic labor laws. You have an endless, highly reliable supply of blue-collar henchmen who are fiercely loyal to your criminal enterprise. They love to goon, and they will ask absolutely zero questions when you tell them to load a giant magnet onto a truck. They aren't rocket scientists, and they will definitely get webbed to a flagpole eventually, but they are incredibly polite and never ask about dental benefits.

Bespoke Suits & Brutal Beatdowns [400]

A crime boss deserves respect, and in this city, respect is earned by punching people through concrete pillars. Through brutal, unforgiving training, you have honed your body to the absolute peak of human ability in all physical aspects: strength, durability, and agility. You don't need a mutant serum; your reflexes and muscle memory are so finely tuned, and your physical strikes hit so unbelievably hard, that you could beat a superpowered, car-lifting teenager to an absolute standstill in hand-to-hand combat. Why does a CEO know how to backhand a superhero across a room? Because you're the boss, that's why.

Mastermind [600]

A crime boss can only truly be a boss when they have the mind to plan. Your brain is a hyper-complex, 4D chessboard, allowing you to easily think twelve steps ahead of the police, the feds, and the local spandex-wearers. Your tactical planning is so flawless that you could be locked inside a maximum-security prison and easily stage a highly elaborate prison break using nothing but a lunch tray, a guard's rotation schedule, and sheer swagger, escaping without a single scratch. Planning crimes around superheroes becomes child's play. Furthermore, you have the miraculous ability to seamlessly coordinate multiple ego-driven supervillains at once (a literal miracle). You can assign an entire Sinister Six their perfect tactical roles, keeping them from killing each other just long enough to dismantle and defeat the Spider.

Corporate Perks

Perks for Corporate are discounted 50%, with the [100] perk being free.

Bootstraps and Backstabbing [100, 200 for Other Origins]

Forget inheriting an emerald mine; you are the real deal. You have all the skills of a truly self-made billionaire. You possess the terrifying business acumen, cutthroat drive, and economic foresight to build an empire from absolute scratch. By yourself, you could easily create and scale a startup company that would eventually rival the greatest companies in the world. Give yourself a few years and a garage, and you'll be looking down on Stark Industries, Oscorp, and Amazon from your penthouse office.

"Ah, Yes, My Invention" [200]

Why spend years in a lab when you can just hire someone else to do it and put your name on the patent? If someone works for you, or is even just in the same building as you, you have a supernatural talent for stealing the credit for their work. You can effortlessly navigate legal loopholes, non-disclosure agreements, and corporate jargon to steal anyone's intellectual property without facing legal repercussions. (Disclaimer: May result in elderly engineers dressed as birds trying to assassinate you).

Crisis Opportunity Management [400]

Oh no, a giant mutant rhino just destroyed your corporate lobby! Anyway, time to sell anti-rhino security systems to the Department of Defense. You have the uncanny ability to spin absolute PR disasters into massive profits. No matter what catastrophe happens to your company or the city, be it supervillain attacks, chemical spills, or employee mutations, you can immediately twist the media narrative to make yourself look like the victim, all while securing a lucrative government contract to "prevent this from ever happening again."

It Was Me, Barr- I Mean Peter! [600]

Nobody suspects the rich guy. You have the frankly absurd ability to perfectly separate your public billionaire persona from your secret supervillain identity. Even if your villain alter-ego uses technology manufactured exclusively by your company, strikes at your direct corporate rivals, and literally sounds exactly like you, people will tie themselves into mental logic knots to prove it isn't you. Your masks and secret identities are practically impenetrable to deduction; unless someone physically pulls the mask off your face, your secret is totally safe.

Superpower Section

Danger! High Voltage [200]

Congratulations, you are now a walking, talking power plant. You can organically generate massive amounts of electricity from your body. But you aren’t just a living phone charger: you can project and throw this electricity in devastating, highly destructive arcs. You can fry electronics, tase supervillains, and condense your lightning into explosive bolts that detonate on impact. Just, you know, try not to sneeze while holding a toaster.

Smoke, Mirrors, & Fishbowls [200]

Okay, look, we know this isn't technically a biological superpower. But frankly, you're so good at this that nobody will ever know the difference. You possess the absolute god-tier skillset of illusion, theatrical misdirection, and insanely advanced robotics. You can design holographic projectors, build convincing animatronic monsters, and use practical effects to trick the entire world into believing you are a master of arcane magic. You don't need real superpowers when your robots and smoke machines can easily humble actual super-geniuses. A flair for the dramatic and a cape are highly recommended.

The Most Dangerous Game [200]

Did you decide that the ultimate prey was a teenager in red and blue spandex? You possess the absolute, unparalleled skills of the world's greatest hunter, tracker, and survivalist. To you, a sprawling modern metropolis is just another concrete jungle. You have master-level expertise in trapping, stealth, and the use of primitive hunting weapons like spears, bolos, and blowdarts. You can effortlessly read small disturbances on a rooftop to track a target, predict your prey's patrol routes with accuracy, and set up elaborate, inescapable ambushes that will blindside even highly-trained heroes. Your patience is infinite, and your ability to stalk a target undetected borders on the supernatural. You don't need glowing animal DNA or radioactive spider bites to be a lethal threat, just a good knife and perfect timing.

Master of Disguise [200]

Why be yourself when you can be literally anyone else? You possess unparalleled skills in mimicry, voice acting, and espionage. More importantly, you have replaced your original face with a state-of-the-art cybernetic implant that can actively generate synthetic, flesh-like masks of anyone you visually observe. You can flawlessly impersonate anyone you meet - copying their exact voice, facial features, and even faking their retinal scans with terrifying accuracy. You could casually stroll into the Pentagon disguised as a five-star general and walk out with the nuclear codes. The only problem? The implant doesn't change your physical height. Fortunately, thanks to your world-class skills in psychological manipulation, you can effortlessly gaslight a suspicious guard into believing the general has always been 1,80m and they just need to get their eyes checked.

Purr-fect Crime [200]

Who needs exotic origins when raw talent looks this good? You are a world-class master of stealth, infiltration, and high-stakes burglary. You can silently slip past complex laser grids, crack state-of-the-art vault locks in seconds, and swipe a billionaire's wallet without him ever noticing. Your acrobatic abilities are equally spectacular, allowing you to gracefully vault across the city skyline and effortlessly dodge incoming attacks. Beyond your physical prowess, you possess a devastatingly flirtatious charm. You can effortlessly disarm, seduce, or distract heroes and security guards alike with a single sultry wink. A skin-tight catsuit is highly recommended.

Therianthropy [200/400]

Did you mix your DNA with a zoo animal? Because you have been transformed into a terrifying, human-animal hybrid. You can pick any creature from nature and gain a hulking, terrifying beast-man form based on it, much like a certain giant reptilian doctor. Along with looking like a local cryptid, you gain incredibly enhanced physical attributes that blow Olympic athletes out of the water, allowing you to effortlessly smash through concrete walls. You also gain hyper-enhanced senses, like smelling fear or hearing a heartbeat through a brick wall. Want to make Mother Nature truly proud? For an extra **200 CP**, you gain all the bizarre biological qualities and traits from your chosen animal's broader family tree. Someone choosing to be a frog-man wouldn't just be strong and jump high; they might gain active camouflage, venomous spit, and a prehensile tongue that violates all laws of personal space. Embrace your inner animal; just remember to invest in some incredibly stretchy pants.

Rhino-Plasty [400]

Through the use of experimental, specialized polymers and resins bonded to your body, you have become an unstoppable juggernaut. You possess the raw physical strength of a hundred men, allowing you to casually toss cars, smash through bank vaults, and punch superheroes into the next zip code. Your durability is equally ridiculous; you could take a direct hit to the chest from an RPG rocket and brush off the explosion without a single scratch. As a side effect of this procedure, your size has drastically increased: you are now a towering three meters tall and as wide as two grown men standing shoulder-to-shoulder. You are, quite literally, a walking, talking tank. It's a real pity about your ability to fit through revolving doors, though. Or standard doorways. Or economy-class airplane seats.

Does Whatever A Spider Can [400]

So you let a glowing, irradiated bug bite you instead of squashing it with a rolled-up newspaper? Good news, it didn't give you a terrible disease! Instead, you hit the superhero jackpot. You possess staggering superhuman agility, dexterity, strength, and durability. You can stick to walls, lift cars, and dodge bullets. But the crown jewel is your "Spider-Sense": a localized, precognitive buzzing in your skull that warns you of imminent danger. With time and practice, this sixth sense will refine itself from a vague "duck now!" instinct into a highly tuned radar capable of detecting and analyzing complex future threats before they even happen. Just remember: with great power comes a really terrible track record with your personal life.

Periodic Table Nuisance [600]

Flesh and bone? How outdated. You are now a living elemental, composed entirely of a natural element of the universe of your choice, such as sand, earth, or water. Not only is your entire body made out of this element (making you practically immune to conventional physical damage, since punching you is like punching a puddle), but you can absorb endless amounts of it to become even stronger. Furthermore, you have absolute control over your mass, allowing you to easily shapeshift into any form you desire. Turn your fist into a giant earthen mace, slip under doors as a puddle of water, or become a massive sandstorm. Anakin Skywalker is going to hate you.

Neurotransmitter Chip [600]

Who needs Wi-Fi when you are the router? You have been implanted with a specialized neurotransmitter chip that grants you high-level technopathy. You can effortlessly hack, control, and manipulate any digital device or piece of technology within a range of several kilometers with your mind. You can make ATMs spit out cash, turn traffic lights green for your morning commute, or brick your enemy's smartphone mid-call. With time and practice, your range and processing power will grow to the point where you can casually hack orbital satellites from your couch.

Jupiter Gains [600]

Move over, gamma radiation - space is where the real steroids are! You have been exposed to bizarre, extraterrestrial viruses/spores from Jupiter, making you terrifyingly powerful. At a baseline, you are strong enough to rival the Rhino and can easily leap entirely over skyscrapers in a single bound. But the real kicker? You don't stop getting stronger. As time passes, your physical strength and size will continuously increase, turning you into a towering behemoth of muscle. Thankfully, since being a 25-meter-tall meat-mountain makes it hard to buy groceries, you have the miraculous biological ability to pause or resume this physical growth anytime you wish.



Items

You have a 300 CP stipend to spend here. You can freely import items. Locations may be imported or recreated in future jumps as Warehouse attachments, if you wish. Items destroyed or lost restore themselves in three days. You also gain the blueprint of anything you buy here.

The Apology Bouquet / Box of Chocolates [50]

Living a double life is incredibly taxing on your personal relationships. You are bound to miss a lot of dates, midterms, school plays, and family dinners because you're out fighting giant rhinos, stopping runaway trains, or perhaps committing high-stakes crimes yourself. To help mend those broken bridges, you receive a magical, perpetually fresh bouquet of beautiful flowers (or a gourmet box of chocolates). Handing this to an angry friend, girlfriend, or family member instantly diffuses their anger, disappointment, or suspicion about your constant flakiness and unexplained absences. It smooths over the tension, making them instantly forgiving and understanding of your "busy schedule." However, be warned: they lose their magical effectiveness if used repeatedly on the exact same person in a short time frame, meaning you will eventually have to put in real effort.

The Infinite Fast-Food Bag [50]

Being a superhero, a brilliant scientist, or a relentless supervillain is a physically demanding, exhausting lifestyle. After a long night of dodging pumpkin bombs or running from the cops, you need serious calories, and cooking is out of the question. This unassuming, insulated paper bag contains a literally infinite amount of one specific fast-food meal of your choice: be it a massive pepperoni pizza, a classic double cheeseburger with perfectly salted fries, or a massive stack of tacos. Whenever you reach inside, the food is guaranteed to be perfectly fresh, warm, and delicious, as if it just came out of the oven. Furthermore, the bag also magically produces ice-cold sodas or milkshakes to wash your meal down. It is the perfect comfort item for sitting on a gargoyle and watching the sunrise after a hard night's work.

Oscorp Ozberry [50]

In the mid-2000s, this is the absolute pinnacle of consumer technology. The Oscorp Ozberry is a top-of-the-line phone that comes equipped with a completely flawless, unjammable GPS and a fiat-backed unlimited internet connection with infinite data. You will never lose cell service, even if you are trapped in an underground sewer fighting a giant lizard. Beyond normal smartphone functions, it features a highly advanced holographic display capable of projecting 3D images and video calls. It also possesses a highly sophisticated mapping application that can instantly scan and map nearby areas, rendering detailed blueprints of buildings, ventilation shafts, and alleyways in real time. It is quite useful for an ordinary teenager trying to navigate the city, or an infiltrator planning a heist.

The Unassuming Moped [100]

Navigating the gridlocked traffic of Manhattan is a nightmare, especially when half the bridges are blown up by super-villains. This unassuming, slightly beat-up red moped is the perfect civilian transport vehicle. Despite its humble appearance, this scooter is virtually indestructible; it won't break if a super-villain lands on it, and the tires will never pop on shattered glass. It has a fiat-backed guarantee to never be stolen or towed, no matter where you park it in the city. Best of all, it never runs out of gas, never requires oil changes, and can weave through alleyways, parks, and gridlocked cars with impossible handling. It might not look as cool as a Goblin Glider, but it will always get you exactly where you need to go in record time.

The Cat Burglar's Toolset [100]

Sometimes you need to get somewhere you aren't supposed to be, whether you're breaking into a corrupt CEO's office to find evidence or sneaking into a warehouse to steal some tech. This compact, black leather roll contains the ultimate set of infiltration tools. It includes diamond-tipped glass cutters that make absolutely zero noise, electronic lockpicks capable of bypassing high-end biometric security scanners in seconds, a spray that shows laser grids, and a lightweight grappling hook with silently retracting, high-tensile wire. The kit also features a localized EMP emitter the size of a coin, which can temporarily disable security cameras, laser grids, and electronic alarms in a five-meter radius without alerting the main security hub. Quite useful for a thief.

Button-Sized Trackers [100]

Keeping tabs on fleeing enemies in a bustling metropolis is a nightmare, which is why you receive an infinite supply of these highly advanced, button-sized trackers. They are aerodynamically designed so that they can be effortlessly thrown with precision, seamlessly attaching themselves to a fleeing vehicle, or even embedding into the sole of your enemy's boots. Once attached, they are incredibly difficult to detect, both visually and electronically. They emit a unique, highly encrypted frequency that cannot be jammed or traced by anyone else. You also receive a specialized handheld receiver (which can be easily integrated into your mask's lenses or a pair of sunglasses) that tracks these signals with pinpoint accuracy. The signal easily penetrates lead, solid concrete, and deep underground bunkers, ensuring that once you plant a bug on someone, they will never be able to truly hide from you.

Long-Range Injection Gun [100]

Delivering a cure (or a potent toxin) to a rampaging superhuman is incredibly difficult when they want to rip your head off. This sleek, highly advanced pneumatic Injection Gun completely solves that problem. It is designed to fire specialized, aerodynamic darts at extremely long distances with absolute pinpoint accuracy. The impact mechanism is strong enough to pierce thick hides, synthetic armors, and even slightly superhuman durability before instantaneously injecting whatever liquid substance you have loaded into the gun. Whether you are delivering a localized anesthetic, a radioactive tracker, or a mutagenic serum, this weapon ensures you can medicate or mutate your target from the absolute safety of a distant rooftop without ever engaging them in hand-to-hand combat.

First Aid Kit [200]

In a city where buildings regularly explode, and laser beams fly down main street, a good medical kit is essential for survival. This compact, red-and-white messenger bag contains a miraculously restocked supply of highly advanced first-aid equipment. The bandages inside this kit will instantly staunch massive arterial bleeding, the instant-ice packs will completely cure a severe concussion in a matter of minutes, and the painkillers are strong enough to affect even individuals with superhuman endurance and metabolisms. The kit also includes a specialized foam spray that instantly neutralizes chemical burns and safely dissolves strong adhesives - perfect for freeing civilians (or yourself) who have been accidentally or purposefully trapped in Spider-Man's webbing. It is an absolute lifesaver for anyone caught in the crossfire.

Flying Harness [200]

Based on Adrian Toomes' brilliant aeronautical designs, this item is a sophisticated flight harness that utilizes localized anti-gravity generation and magnetic propulsion. When worn, it projects a set of crimson and black metallic wings that allow for utterly silent, high-speed flight. You can soar through the skies of New York at hundreds of miles per hour, perform hairpin turns, and hover in place with zero aerodynamic drag. The edges of the wings are razor-sharp, capable of effortlessly slicing through Spider-Man's webbing or structural steel. Additionally, the harness houses an exoskeleton component that significantly enhances the physical strength of your upper body, allowing an ordinary scientist to easily lift a grown man by the collar and toss him across a rooftop. It folds down into a completely inconspicuous backpack when not in use.

Vibro-Smash Gauntlets [200]

Originally designed by Oscorp for deep-earth mining and later repurposed by Shocker, these heavy-duty, metallic gauntlets are an incredible tool for offensive combat. They generate intense, highly concentrated vibrational shockwaves that can instantly shatter solid concrete, deflect incoming projectiles, or launch a superhero through several brick walls. The gauntlets feature internal gyroscopic dampeners, meaning that no matter how much concussive force you unleash, your own arms and shoulders will never feel the recoil. They have adjustable dials, allowing you to scale the blasts from a gentle concussive push meant to knock out a security guard, all the way up to a focused vibrational beam that can liquefy the structural foundations of a skyscraper in seconds.

A Get-Out-Of-Jail Free Card [400]

The judicial system in New York can be incredibly unforgiving, especially if you get caught up in the collateral damage of a superhero fight or are framed for a crime you didn't commit. This item manifests as a completely legitimate, legally binding, unconditional presidential pardon. It is completely blank until you write a name on it. Once a name is written, all criminal charges, bounties, and warrants against that person are completely erased from all legal databases. If they are currently incarcerated in a regular prison or a prison for supercriminals, the warden will receive an unquestionable order to release them immediately. Once used, the card turns to ash, but a fresh, blank card will appear in your pocket at the beginning of every new Jump.

Tamed Klyntar Symbiote [600]

Contained within a specialized canister is your very own Klyntar symbiote, resembling the black ooze that once bonded to Spider-Man and Eddie Brock. Upon bonding with you, this alien parasite dramatically enhances your physical strength, speed, agility, and durability to superhuman levels. It can generate organic tendrils, create endless amounts of extremely durable black webbing, and effortlessly shape-shift into any clothing or superhero costume you desire. Most importantly, this specific symbiote is fiat-backed to be perfectly stable and completely loyal. You do not need to worry about it altering your brain chemistry, aggressively feeding on your darkest desires, or amplifying your negative emotions. It will never try to pilot your body while you sleep, and it will never abandon you for another host, functioning entirely as a highly versatile, completely safe biological power-armor.

The Daily Bugle [600]

You are now the proud owner and publisher of the Daily Bugle, New York's most widely circulated (and most sensationalist) newspaper. Whether you run it like the boisterous J. Jonah Jameson or try to bring a bit more journalistic integrity to the table, this media empire is a tremendously powerful tool which you can use to expertly shape public opinion in the city. The Bugle comes with a massive skyscraper headquarters, state-of-the-art printing presses, and a dedicated staff of reporters, photographers, and editors who are entirely loyal to you. By dictating the headlines, you can turn a menace into a beloved hero, or a saint into public enemy number one. The city's populace will naturally lean toward believing whatever narrative your paper pushes, allowing you to control the social climate.



Student Items

Items for Student are discounted 50%, with the [100] item being free

Monthly Allowance [100]

Being a teenager in New York City is expensive, especially if you are balancing a social life with extracurricular activities. You now possess a specialized debit card that receives a highly generous allowance every month. This provides you with an ample allowance to spend on the fly, which is perfect for grabbing pizza with friends, paying for dates, buying junk food, and picking up random knickknacks. If you possess a bit of patience, you can easily save up this allowance for bigger ticket items, such as the latest video games, new consoles, high-end fashion bullshit, or even replacement parts for your gadgets. The card is legally in your name, untraceable by strict parents, and guarantees you will never be the broke kid in your friend group again.

Book of Study [200]

At first glance, this looks like an ordinary, somewhat thick high school textbook, but it is actually the equivalent of an entire library bound into one single book. The pages dynamically change to display whatever subject you desire. Anything you need to learn is here, ranging from standard high school calculus and history to advanced, college-level genetics and mechanical engineering. Furthermore, it includes comprehensive guides on learning any useful trade or skill, such as plumbing, electrical work, or computer programming. The book explains concepts in a way that is perfectly tailored to your current learning style, practically guaranteeing that you will master whatever subject or skill you dedicate your time to reading about.

The Golden Internship [400]

You have miraculously secured an incredibly prestigious internship with an important person in the city, such as a leading scientist at ESU, a high-ranking corporate executive at Oscorp, or the editor-in-chief of the Daily Bugle. This isn't just a fetching-coffee gig; your mentor genuinely values your input and will give you hands-on experience with cutting-edge technology, corporate secrets, or media operations. This position grants you high-level security clearance to restricted labs and offices, providing an excellent cover story for why you are out late or missing classes. Furthermore, if you happen to "borrow" a few chemical supplies or scraps of advanced tech for your own personal projects, your mentor will conveniently turn a blind eye to it.

The Untouchable Sanctuary [600]

You are granted a cozy, middle-class, two-story home in the suburbs of Queens (or attached to whatever property you have in future jumps). This house is a metaphysical safe zone. Supervillains will never accidentally blow it up, the landlord/bank will never foreclose on it, and enemies will never manage to deduce that you live here. Once you lock the front door, the chaos of the city stays outside. To add to this, the pantry and refrigerator are always fully stocked with high-quality, comforting food, ensuring you always have a warm meal waiting for you. Any friends or family members you invite inside will instantly feel a sense of profound peace and relaxation, making it the perfect place to recover from the stress of exams or super-heroic beatdowns.

Superhero Items

Items for Superhero are discounted 50%, with the [100] item being free

Quality Camera [100]

Even superheroes have rent to pay, so who says you can't stop crime and freelance photography at the same time (especially when the subject is you?) This camera is completely indestructible, capable of surviving point-blank explosions, getting crushed by Rhino, or being dropped off the Empire State Building. Better yet, it emits a subtle perception-filtering field, making it incredibly easy to miss for anyone but yourself: thugs and supervillains will never notice it webbed to a nearby streetlamp. The photos taken by this camera are always perfectly framed, and because of their undeniable, award-winning quality, these photos will always make the front page, guaranteeing that J. Jonah Jameson and the Daily Bugle will eagerly pay top dollar for them.

Infinite Web-Cartridges [200]

There is nothing more embarrassing than running out of ammo mid-swing and falling into a garbage truck. You receive an unending, bottomless supply of your preferred non-lethal "gimmick" ammunition. Whether it’s web-fluid (comes with web-shooters), batarangs, smoke bombs, or even bean bag rounds, you will never run out during an important moment.

Costume Wardrobe [400]

A superhero needs the right gear for the right situation, and this high-tech wardrobe provides exactly that. It doesn't just contain a basic, classic version of your super suit lined with a lightweight, flexible Kevlar coating to stop small-arms fire and grazing knife wounds. It also features multiple specialized variants tailored for extreme conditions. You will find insulated winter versions equipped with internal heaters to prevent you from freezing during a blizzard battle, heavy armored versions designed to withstand crushing blows from bruisers like Sandman or Rhino, and even sleek stealth variants for night-time infiltration. In future jumps, this wardrobe will automatically update to provide variant suits for whatever new costume you decide to wear.

Abandoned Subway Lair [600]

Every vigilante needs a base of operations, and you have discovered the perfect one: an abandoned, forgotten subway station deep beneath the streets of New York. Despite being entirely off the grid, it somehow has perfectly functioning electricity, high-speed internet, and running water. The entrance is completely secure, ensuring that supervillains, law enforcement, and urban explorers will absolutely never find you here. The lair features a state-of-the-art workbench for repairing or making gadgets. Most importantly, it features its own specialized superhero gym. The equipment here is designed to handle superhuman limits, featuring weights measured in tons rather than pounds, indestructible striking dummies for martial arts training, and acrobatic scaffolding to perfect your aerial maneuvers.

Scientist Items

Items for Scientist are discounted 50%, with the [100] item being free

Gene Cleanser Serum [100]

In a world plagued by accidental laboratory explosions and rogue animal-DNA splicing, a universal cure is worth its weight in gold. You are provided with an endlessly replenishing case of the Gene Cleanser Serum. This miraculous biological agent flawlessly targets and cures any bodily mutations, foreign substances, and physical corruption, so long as the affliction is biological in nature. It can effortlessly revert a giant reptilian monster back into a normal human, purge mind-altering Goblin Globulin from a subject's bloodstream, or completely detach and kill a parasitic alien symbiote. The serum acts rapidly and painlessly, ensuring no lasting harm comes to the host, leaving their baseline human DNA perfectly intact and healthy.

Tentacle Harness [200]

This is a marvel of modern biomechanics and engineering: a sleek, metallic harness that rests comfortably over your waist, housing four highly advanced, telescoping mechanical tentacles. Made from a nearly indestructible, lightweight titanium-steel alloy, these arms are capable of lifting cars, crushing solid concrete, and scaling sheer vertical surfaces with ease. Thanks to a flawless neural interface, controlling them is entirely intuitive: they move as naturally and swiftly as your own biological limbs. The three-pronged claws at the end of each tentacle possess incredible dexterity, capable of delicate tasks like typing on a keyboard, threading a needle, or performing micro-surgery. Best of all, it is guaranteed that the chip controlling these will never fuse to your spine. You can take the harness off or put it on whenever you please.

Hidden Lair with Stocked Lab [400]

Every great scientific mind requires a secluded place to work, away from the prying eyes of university boards and corporate spies. You possess a massive, entirely off-the-grid subterranean lair equipped with a perfectly stocked, state-of-the-art laboratory. Furthermore, this lab dynamically adapts to your specific scientific knowledge to mass-produce items. If you are a master at giving people superpowers, this facility will automatically reconfigure its automated assembly lines to rapidly manufacture vast quantities of serums, mutagenic resins, or specialized materials. It can easily outfit a private army with enhanced strength or produce thousands of gallons of experimental fuel overnight, operating seamlessly without requiring manual labor or generating any suspicious power grid anomalies.

Noah’s Ark [600]

Located in the heart of your laboratory is a massive, highly advanced cryogenic freezer unit that serves as the ultimate biological vault. Whenever you defeat a superhuman, encounter an alien symbiote, or meet a bizarre mutant, this freezer will automatically generate and securely store a perfectly preserved, meticulously labeled vial of their DNA. The genetic samples inside this vault will never degrade or suffer from freezer burn. With a little bit of time and dedicated research, you can utilize these flawless samples to clone the entities, synthesize a cure for their specific condition, or completely splice and steal their incredible superpowers for yourself, integrating their abilities into your own genetic code.

Crime Boss Items

Items for Crime Boss are discounted 50%, with the [100] item being free

Goon Armory [100]

A crime boss is nothing without a loyal army of goons to enforce their will, and outfitting those goons can be an absolute nightmare of logistics - until now. This expansive underground armory is perfectly stocked to outfit a criminal empire. It contains an infinitely replenishing supply of firearms, ammunition, crowbars, baseball bats, ski masks, and tactical vests. But it doesn't stop at simple street-level thuggery; the armory also infinitely generates specialized equipment for crimes of all types. Need heavy thermal drills and stethoscopes for high-end safecracking? You have them. Need grapple guns for cat burglars, or encrypted radios for a coordinated bank heist? It's all here. Your men will never be caught lacking the proper tools for a job, ensuring your operations run smoothly and professionally.

The "Mule-Kicker" Hand Cannon [200]

Superhuman battles may often seem totally out of the league of a conventional gun, but who says firearms are completely useless against super-powered freaks? This custom-machined, high-caliber pistol is an absolute beast of a weapon that kicks like an angry mule and punches through military-grade Kevlar like it was wet tissue paper. While a single bullet won't be enough to outright stop an armored juggernaut like the Rhino or pierce the tough hide of the Lizard, this gun possesses a unique, fiat-backed special effect. Every shot fired carries an impossible amount of stopping power: no matter how large, heavy, or physically unstoppable the target is, a successful hit will forcibly knock them back and break their momentum, staggering them just enough to give you time to escape, reload, or deliver a devastating follow-up attack.

The Rogues Gallery Contact List [400]

Sometimes, breaking the bat - or the spider, in this case - requires a specialist. This heavily encrypted, indestructible smartphone functions as a master hiring list of every supervillain operating within the city. It automatically updates in every new Jump, providing you with the direct contact numbers, preferred aliases, and psychological profiles for every local super-criminal. By transferring an agreed-upon amount of money from your accounts, you can instantly hire any villain on this list to work for you temporarily. Whether you need the Vulture to run aerial interference, the Shocker to crack a bank vault, or Sandman to act as your personal bodyguard, they will accept the contract and follow your orders to the letter for the duration of their payment without attempting to betray you.

Crime Empire [600]

This is the ultimate prize for any aspiring kingpin: a massive, perfectly functioning Crime Empire that operates entirely under your unquestioned command. First and foremost, this organization comes with a flawless financial infrastructure that will launder all of your dirty money, turning the proceeds of bank heists and extortion into perfectly legal, untraceable corporate profit. You have hundreds of hardened, competent criminals permanently on your payroll, ready to execute your orders without hesitation. Furthermore, your influence extends well beyond the streets; this empire includes a vast network of pawns embedded in the police department, the judicial system, and city hall. You possess an almost absolute monopoly on crime within the entire city. Because of your overwhelming power, resources, and reputation, rival gangs will be forced to give a wide berth to your criminal empire, leaving you as the undisputed "Big Man" of the underworld.

Corporate Items

Items for Corporate are discounted 50%, with the [100] item being free

The Loyal Butler [100]

No billionaire CEO's life is complete without a dedicated, highly competent confidant to manage their sprawling estate. You receive a perfectly poised, impeccably dressed, and unflinchingly loyal butler who exists solely to follow your commands. Much like the Osborn family's Bernard, this man is the absolute pinnacle of discretion. He will manage your schedule, cook world-class meals, keep your penthouse completely spotless, and iron your suits. More importantly, he is completely unfazed by the criminal or super-villainous realities of your life. If you come home bleeding from a fight with Spider-Man, he will calmly patch your wounds with professional medical expertise. If you need him to hide a cache of illegal Oscorp weaponry or cover up a secret laboratory, he will do so with absolute efficiency and take your secrets to his grave.

The Goblin's Toybox [200]

Who says businessmen can't have hobbies? You receive a highly advanced, jet-propelled Hover Glider capable of flying at highway speeds. It features magnetic foot-locks, VTOL capabilities, and a flawless neural-link steering system that allows you to perform incredible aerial acrobatics with zero training. Along with the glider comes a stylish, Oscorp-brand satchel containing an infinite supply of Halloween-themed weaponry. The satchel magically restocks the moment you reach inside, allowing you to endlessly pull out high-yield explosive Pumpkin Bombs, flashbangs, knockout-gas spheres, and razor-sharp throwing bats that autonomously track your targets. It's highly lethal, highly illegal, and incredibly fun. You can freely redesign the aesthetics of the glider and the bombs if the goblin motif doesn't suit your personal corporate branding.

Perfected Globulin Green Serum [400]

Developed in the darkest corners of corporate R&D, this glowing emerald liquid is the ultimate performance-enhancing formula. This is a perfected, completely stabilized version of the Globulin Green serum that ruined Harry Osborn's mind. It completely lacks the side effects of manic paranoia, dissociative identity disorder, or hallucinations. You receive an elegant, refrigerated dispenser that provides ten fresh vials every week. As long as the serum is consumed weekly, you will be granted incredible superhuman attributes. Your physical strength will increase to the point where you can easily rip open a bank vault or throw a car; your agility will allow you to casually dodge point-blank gunfire, and your intelligence will be hyper-charged, turning you into a peerless tactical genius and scientific visionary capable of outsmarting the entire city.

Megacorporation [600]

You are the absolute, unquestioned CEO and majority shareholder of a sprawling, multi-billion dollar Megacorporation that stands on the exact same level as Oscorp Industries. Housed in a gleaming, state-of-the-art skyscraper in the heart of New York, your company dominates multiple global industries. You have massive, fully funded divisions dedicated to aerospace engineering, cutting-edge pharmaceuticals, robotics, and advanced weapons manufacturing. This company comes with a massive, highly competent workforce, brilliant lead scientists, and a Board of Directors who are fiat-backed to be completely subservient to your will; they will never attempt a hostile takeover or vote you out. The sheer legal, financial, and political power this corporation wields allows you to operate almost entirely above the law, providing a completely legitimate front for your most diabolical super-villainous schemes.

Companions

Recruit Anyone [Free]
Anyone you want to recruit in this world is free to join you as a companion if they agree.

Create/Import [50 for 1, 200 for 8]
You can create new Companions or import existing Companions. They get an Origin, with all freebies and discounts, along with **600 CP** to spend. They do not get Item Stipends. You can also import any companion you bought here for a CP stipend. Alternatively, if you want, you can import all your companions for free, but they will only get their freebie perks from their origin.

The Redheaded Jackpot [50]
Face it, you really hit the jackpot with this one. This breathtakingly beautiful, vibrant redhead is an absolute force of nature who effortlessly commands the attention of any room she walks into. With her magnetic charisma, striking green eyes, and stunning features, she could easily coast by as just the ultimate party girl or a popular aspiring actress. However, beneath that dazzling, flirtatious smile and carefree exterior lies a highly perceptive and deeply grounded young woman. She uses her vibrant personality as a shield, which gives her an incredible ability to read people and see right through secret identities, lies, or hidden emotional baggage. Whether you need a charismatic socialite to charm wealthy marks at a corporate gala, or just someone to drag you out of your brooding angst to actually enjoy life, her flawless social intuition and stunning presence make her an invaluable asset to any enterprise, legal or otherwise.

The Ambitious Lab Assistant [50]
Whether you are splicing genetics for the betterment of mankind or desperately trying to build an illegal death ray in a secret black-site laboratory, this brilliant, endlessly sarcastic lab partner is the perfect scientific sidekick. They possess a genius-level intellect when it comes to biochemistry and mechanical engineering, capable of whipping up chemical antidotes or highly destructive weaponry out of spare junk in a matter of minutes. While they lack superpowers of their own, they are fiercely loyal and incredibly adept at hacking into rival corporate mainframes. They won't judge your endgame or your methods, just so long as you keep funding their wildly expensive, bleeding-edge experiments and protect them when the lab inevitably explodes.

The Pragmatic Muscle [50]
Every mastermind, rogue vigilante, or wealthy executive could use some utterly reliable muscle, and this massive enforcer has decided to work exclusively for your payroll. Built like a brick wall and surprisingly polite, he has survived physical encounters with superhuman heavyweights, giving him incredible street-level combat experience. He knows the absolute ins and outs of New York’s criminal underworld, from hidden smuggling docks to the names of corrupt precinct captains. If you are a hero, he serves as a vital underworld informant and heavy-hitting backup; if you are a crime boss or corporate tyrant, he is the ultimate, intimidating bodyguard who will crack skulls and enforce your will without asking pesky moral questions.

The Heir in the Shadows [50]

Growing up in the looming shadow of a terrifyingly demanding, manipulative corporate tycoon father, this wealthy teenager has always struggled to find his own identity. Despite his massive trust fund, penthouse suite, and access to bleeding-edge corporate technology, he is absolutely desperate for genuine friendship and validation. He is incredibly loyal to those who treat him like a normal person rather than a walking paycheck. Bringing him along nets you a companion who can easily fund your operations and provide access to high-society events. Just be sure to give him the emotional support he needs so he doesn't fall down a darker, green-tinted path.

Spider-Girl [50]

This awkward, incredibly brilliant nerd girl lived a completely normal, unassuming life at Midtown High - getting bullied by cheerleaders and acing her science exams - until a fateful bite from a genetically altered Oscorp spider turned her into a full-fledged superhero. Gifted with the proportional strength and agility of a spider, the ability to cling to walls, and a buzzing precognitive warning sense, Petra is a powerhouse wrapped in a slightly dorky, highly sarcastic package. She designed her own web-shooters in her bedroom and constantly uses rapid-fire quips to hide her anxiety while punching out building-sized supervillains. Despite the overwhelming burden of her responsibilities and the notoriously chaotic, stressful mess that is her civilian life, her heart is absolutely made of gold. She will never hesitate to put her life on the line to do the right thing, making her an incredible and deeply heroic partner.

Spider-Man [50]

The Spectacular Spider-Man himself. Recruiting Peter grants your team a phenomenally versatile hero possessing superhuman strength, agility, wall-crawling, and the iconic Spider-Sense. He is also a certified scientific genius who invented his own web-shooters. However, bringing Peter along means inheriting his absolute, unwavering sense of responsibility and his infamous "Parker Luck." He will constantly throw out snarky mid-combat quips, flat-out refuse to ignore innocent people in danger, and serve as your team's unshakable, deeply heroic moral compass.

The Red-Suited Mercenary [50]

Clad in a tactical red-and-black bodysuit, this highly lethal, incredibly talkative mercenary is a completely unpredictable wildcard. He possesses a mutant healing factor so potent he can casually regrow severed limbs and survive point-blank explosions. Strangely, he seems entirely aware that he is inside a "Jumpchain," constantly talking to thin air and complaining about your builds. While his non-stop jokes and obsession with chimichangas might drive you insane, his sheer lethality makes him an overwhelmingly effective bodyguard.

The "Totally Not Into You" Childhood Friend [50]

You have known this person since elementary school, long before super-serums, crime syndicates, or masked vigilantism were ever a factor in your life. Today, they act as your most trusted confidant and ultimate alibi generator. They are always quick to patch up your bullet wounds, hack a stubborn security grid, or lie directly to the police on your behalf - but they will vehemently, and loudly, deny that this loyalty comes from any sort of romantic affection. "I'm just making sure you don't get yourself killed, idiot," is their usual mantra, almost always accompanied by a flustered blush and a roll of the eyes. Whether you are saving the city or systematically taking it over, this fiercely loyal, stubbornly in-denial companion will always have your back, acting as the anchor that keeps your mundane civilian life from completely falling apart.

The Thrill-Seeking Infiltrator [50]

Dressed in sleek, custom-fitted tactical gear and armed with an array of high-tech grappling hooks, this world-class cat burglar lives entirely for the adrenaline rush. They view New York's towering skyscrapers and high-security vaults as their own personal playground. Completely unbothered by strict morality, they are perfectly happy to help a vigilante steal back dangerous tech, assist a crime boss in robbing a rival gang's vault, or engage in high-stakes corporate espionage. Flirtatious, wildly acrobatic, and notoriously difficult to pin down, they bring elite infiltration skills and a playful, dangerous edge to your team.

The Suspiciously Punctual Photographer [50]

It is incredibly useful to have a photographer friend who works tirelessly to show your absolute best side to the world, ensuring the public sees you exactly how you want to be seen - whether as a beloved city savior or an untouchable, intimidating mastermind. Unlike a certain famous web-slinger, this companion is incredibly reliable and punctual; they aren't always missing appointments because they certainly aren't moonlighting as a superhero. Still, it leaves you constantly wondering exactly how they managed to get that perfectly framed, crystal-clear aerial shot of your latest high-altitude battle or covert rooftop meeting. Whether they possess secret gravity-defying tech or just impossible parkour skills, this highly capable friend will flawlessly manage your public image, run your PR, or gather perfect blackmail material on your rivals.



Drawbacks

Supplement Mode [Free]
This jump becomes a supplement to another jump of your choice. Your CP will be separated between both jumps, and taking drawbacks in the supplement will affect the entire universe you are jumping to, but only give points for the supplement. You also have the choice of fusing both universes.

Canon Replacement [Free]
You can replace any canon character you wish as long as they are connected to your origin.

Animated Multiverse [Free]
By taking this toggle, you massively expand the scope of the world by integrating Wolverine and the X-Men and Avengers: Earth's Mightiest Heroes into the same universe. Mutants are being hunted by Sentinels, the Avengers are dealing with Ultron and Kang the Conqueror, and the stakes of the world just shot up astronomically. You won't get extra points for this, but if you want to hang out with Iron Man or fight the Phoenix Force alongside saving New York, this is for you.

Weisman's Wider World [Free]
According to showrunner Greg Weisman, a wider Marvel universe does exist in the background of this setting! By taking this toggle, other heroes populate the world exactly as Weisman envisioned them. The Fantastic Four are massive celebrities constantly fighting cosmic menaces like the Skrull. Charles Xavier runs a quiet private school with no public knowledge of "mutants." Ant-Man operates entirely under the radar. The Hulk is nothing more than a terrifying urban myth whispered in alleyways, and Captain America is just a fond, tragic memory from World War II.

Itty Bitty Spider [+100/+100]
Normally, this Jump begins at the tail end of summer, just as Peter Parker is preparing to start his junior year of high school and truly come into his own as a hero. However, by taking this drawback, you have chosen to wind the clock backward and start significantly earlier, forcing you to remain in this universe much longer than the standard ten years.

For **+100 CP**, you can choose to start your Jump either on the exact day Peter Parker is bitten by the genetically altered Oscorp spider, or on the tragic night Uncle Ben passes away. This extends your stay by several months and drops you right into the chaotic, grief-stricken, and highly volatile origin of Spider-Man, long before he has a handle on his powers or his morality.

For the same price, you go back even further. You arrive in New York City on the exact night Richard and Mary Parker die in a plane crash, the very moment Peter Parker becomes an orphan. This effectively doubles your time in the Jump, extending your stay by roughly a full decade. You will have to survive the mundane (and hidden criminal) aspects of the city from scratch, waiting years for the main plot, the supervillains, and the web-slinging to actually begin.

Extended Stay [+100]
You can extend your time in the jump by five years with this option. It can be taken multiple times, but you can only get **200 CP** total from it.

Incompetent Minions [+100, Exclusive for Crime Boss / Corporate / Scientist]

Good help is absolutely impossible to find in this universe. If you employ street thugs, corporate security teams, or laboratory assistants, they are all spectacularly, dangerously stupid. Your goons will constantly leave obvious paper trails, accidentally trigger the silent alarms while robbing a bank, or immediately blab your secret master plans to the first costumed vigilante who dangles them upside down from a fire escape. Your lab assistants will mislabel highly volatile chemicals, and your corporate security will be instantly knocked out by a single teenager in spandex. You must exhaustively micromanage every single operation if you want it to succeed.

Fix This Damn Door! [+100]

You'll get your rent when you fix this damn door! For the entirety of your Jump, the front door to any property you own, rent, or use as a base is completely, permanently broken. The hinges scream when moved, the handle falls off, the lock refuses to catch, and it constantly swings open in the breeze. No amount of super-strength, advanced engineering, or duct tape on your part can repair it. Your landlord or contractor will completely ignore your complaints, leaving you with absolutely zero privacy and terrible security for a full decade.

The Clone Saga [+200/+600]

A brilliant, utterly deranged scientist (probably Miles Warren) has acquired your DNA and decided to ruin your life. You must now deal with your very own Clone Saga! You will be constantly hunted and harassed by angst-ridden clones of yourself who believe they are the original, trying to steal your life and your loved ones.

For **+200 CP**, the clones only possess your base physical traits, memories, and mundane skills.

For **+600 CP**, the clones are infused with a massive power boost, randomly gaining access to all the Perks and Powers you have purchased in this Jump.

Hostile Board of Directors [+200, Exclusive to Corporate]

You might hold the title of CEO, but you absolutely do not have total control over your own empire. Your company's Board of Directors actively despises you and fundamentally disagrees with your vision. They will constantly scrutinize your personal expenses, aggressively try to block your Research & Development funding, and actively plot hostile takeovers behind your back to oust you from your own company. You must constantly play exhausting, high-stakes corporate politics, bribe shareholders, and fend off legal injunctions just to keep your job and maintain control of your own laboratories and bank accounts.

Power Loss [+200]

All your out-of-jump powers, perks, and abilities are disabled for the duration of this jump.

"I Need More Tritium!" [+200, Exclusive to Scientist]

Your scientific genius is heavily bottlenecked by your lack of mundane materials. Whatever you are trying to build - be it a web-shooter, a cure for a genetic disease, or a massive neogenic recombinator - will always require incredibly rare, wildly expensive, or highly illegal isotopes and components. You can never just buy what you need from a standard supplier; you will constantly be forced to personally rob heavily guarded military trains, break into rival corporate vaults, or steal from federal laboratories just to fund your basic science experiments. This ensures you are constantly putting yourself in physical and legal danger just to keep your research moving forward.

Midtown Life [+200, Exclusive to Student]

You are thrust directly into the agonizing, inescapable world of high school social politics. You will constantly find yourself trapped in convoluted love triangles, vicious rumors, and petty rivalries that drain your emotional energy. Worse, you are targeted by a dedicated, mundane bully (similar to Flash Thompson) who will constantly shove you into lockers, mock you in public, and ruin your social standing. Because they are ordinary, legally innocent civilians, you absolutely cannot use your superpowers, criminal resources, or scientific gadgets to retaliate against them without exposing your secret identity.

Strict Curfew [+200, Exclusive for Student / Superhero]

You live under the watchful eye of a strict, highly perceptive guardian (like Aunt May), or you are bound by a rigid, no-nonsense parole officer. You have a strict curfew that you must meet every single night, without exception. Sneaking out to fight crime, attend illegal street races, or conduct midnight science experiments will require massive, exhausting amounts of stealth and planning. Getting caught out of bed will result in severe groundings, the confiscation of your equipment, or immediate legal trouble. Furthermore, lying to your guardian will constantly gnaw at your conscience, causing immense emotional distress.

The Ol' Parker Luck [+200]

The universe possesses a twisted, malicious sense of humor, and you are its absolute favorite punchline. Cosmic irony will dictate your daily life, ensuring that whatever can go wrong will go wrong at the absolute worst possible moment. Whenever you finally arrange a rare moment of personal happiness - a romantic date, a quiet evening, a well-deserved celebration - the universe will violently interrupt it with a sudden crisis directly related to your primary ambitions or hidden lifestyle. Every victory you achieve will come at a humiliating, frustrating, or deeply inconvenient personal cost. You will constantly be forced to abandon your personal life to deal with sudden emergencies, leaving you perpetually stressed, perpetually late, and perpetually the butt of the universe's jokes.

The Underworld Turf War [200, Exclusive for Crime Boss]

You do not get to enjoy a peaceful monopoly over the city's criminal underworld. You start with very little territory, and the established rulers of the city - like Tombstone (The Big Man), Silvermane, or Doctor Octopus - actively want to crush your fledgling empire before it becomes a threat. You will be constantly targeted by heavily armed Enforcers, drive-by shootings, and hired super-mercenaries trying to muscle you out of the city. You will have to fight tooth and nail for every single city block, smuggling route, and corrupt police officer, turning your entire Jump into a bloody, exhausting gang war.

Unstable Formulas [+200, Exclusive for Scientist / Corporate]

Your greatest scientific breakthroughs always come with a terrible, hidden catch. Your serums, genetic splices, and high-tech gadgets are inherently unstable and prone to catastrophic failure. Your strength-enhancing formula might slowly cause reptilian mutations like Curt Connors '; your flight harness might begin poisoning your nervous system, or your cybernetic enhancements might start whispering dark thoughts directly into your brain. You will spend the entire Jump desperately trying to balance using your incredible technology with the frantic need to constantly synthesize cures and perform maintenance on yourself before your own inventions end up killing you or turning you into a monster.

Creaky Bones [+200]

How old is Adrian Toomes, anyway? You are about to find out, because you now possess the agonizing back problems and creaky joints of an angry septuagenarian. Your knees pop like firecrackers, you have chronic sciatica, and your lower back is in a perpetual state of screaming agony. Whenever you try to lift a heavy object, swing from a web, or engage in a martial arts fight, you risk suffering from crippling muscle spasms. You better invent an anti-gravity harness fast, because walking up the stairs is going to be torture.

Unstable Powers [+200/+400, Exclusive to Those Who Bought Superpowers]

Superpowers are rarely a clean, perfect gift; they usually come with horrifying side effects. For **+200 CP**, you suffer a moderate drawback to one of your powers, such as being completely unable to modulate your super-strength, meaning you accidentally shatter doorknobs, crush keyboards, and break the bones of people you try to hug. For **+400 CP**, the power comes with a permanent, grotesque physical mutation that gives Freddy Krueger nightmares, ensuring the public is utterly terrified of you.

Villain of the Month [+400]

The super-criminal population of New York is absolutely booming, and they all seem to have a bone to pick with you. Every single month, a brand new, highly capable supervillain will hit the streets, causing absolute chaos wherever they go. For some inexplicable reason, they absolutely hate your face. Whether you are a hero, a villain yourself, or just a civilian, they will declare themselves your nemesis and actively hunt you down. By the end of your ten-year Jump, you will have fought 120 unique, incredibly angry villains who have permanently joined your personal Rogues Gallery.

Defunded and Destitute [+400]

Any wealth, money items, or high-tier financial assets you possess are completely locked for the duration of this jump. You are entirely broke and struggling to survive in one of the most expensive cities in the world. Whatever your overarching goals are, you will not have the budget to achieve them properly. You will be forced to scrounge for basic materials, conduct your affairs in damp basements or run-down apartments, and rely on cheap, easily broken tools. You will be trapped living paycheck to paycheck, working grueling, minimum-wage side hustles under abusive management just to keep the lights on, leaving you constantly anxious about where your next meal or rent payment is coming from.

Front Page Menace [+400]

A massively influential media mogul has decided that you are the root of all evil in New York City, and they have dedicated their vast publishing empire to ruining your reputation. Regardless of your actual alignment, public actions, or attempts to improve the city, this individual will aggressively spin your every move as a sinister plot, reckless endangerment, or gross incompetence. The truly frustrating part is that a large portion of the civilian population will swallow these aggressive editorials wholesale. You will constantly face public hostility, with ordinary people shouting at you, protesting your presence, or actively hindering your efforts because they genuinely believe the daily headlines branding you as a menace to society.

The Corrupting Crutch [+400]

You are bound to a powerful but highly corrupting resource that you desperately feel you need to succeed against your enemies. This could take the form of an alien symbiote, an experimental chemical enhancer, a highly addictive combat stimulant, or a piece of dangerous forbidden technology. Using this crutch makes you incredibly effective, significantly boosting your capabilities and allowing you to crush your opposition. However, it severely alters your personality, making you hyper-aggressive, deeply paranoid, arrogant, and incredibly cruel to the people who care about you. You will suffer brutal physical and mental withdrawals if you try to stop using it, forcing you into a constant, agonizing battle against your own darker impulses.

The Big Man's Tax [+400]

Whatever your overarching goals are in this city, you have attracted the intense ire of the reigning kingpin of crime. This massive, untouchable criminal empire wants total control over everything in New York, and they view you as a prime target for extortion or elimination. You will never know a moment of peace, as you are constantly harassed by well-funded mercenaries, elite hitmen, and legions of street thugs. The Big Man is highly intelligent and practically untouchable, using vast wealth and political connections to make your life a living hell. They will buy the buildings you operate in just to evict you, bribe public officials to turn against you, and relentlessly fund the creation of new threats specifically to destroy you.

Venomous Betrayal [+400]

Someone you consider a genuinely close friend, a deeply trusted confidant, or a beloved mentor will develop a deep, pathological hatred for you over the course of this jump. Through a series of tragic misunderstandings, perceived slights, and the harsh realities of your lifestyle, this person will come to blame you for absolutely every bad thing that happens in their life. Their hatred will fester until they are completely consumed by it, leading them to acquire incredible power, vast resources, or experimental weaponry specifically to destroy you. Because they know you so intimately, they know exactly how to hurt you emotionally, and they will ruthlessly target your loved ones and your deepest insecurities to make you suffer.

Green Madness [+400]

Your mind is fundamentally fractured. You suffer from a malicious, hyper-aggressive split personality (much like Harry Osborn's terrifying Green Goblin persona). When you go to sleep, lose consciousness, or suffer extreme emotional stress, this alter-ego takes completely over your body. It will use your wealth, intellect, and resources to commit horrific crimes. You will constantly wake up in strange locations with absolutely no memory of the atrocities you committed the night before. Luckily, there are two saving graces to this affliction. First, the alter-ego is deeply theatrical and will consistently use a mask and costume, ensuring your public reputation will be protected at least. Second, this psychological fracture can be fixed with intense therapy and actively resisted with sheer willpower. If your mind is strong enough, it means that with time, dedication, and immense effort, you can eventually resist this split personality and solve the problem forever, reclaiming total control over your own body.

Unyielding Moral Restraints [+400]

You are strictly bound by an extreme, unyielding moral code: you absolutely cannot kill, and you cannot permanently maim, cripple, or paralyze your enemies, no matter how profoundly evil or dangerous they are. The adversaries in this world will quickly realize your self-imposed limitations and will ruthlessly, sadistically exploit them. They will use innocent bystanders as human shields, force you to choose between achieving your goals and saving lives, and laugh in your face when they inevitably escape containment for the fifth time to cause more havoc. The psychological toll of watching terrible people ruin lives because you refuse to cross that line will be devastating.

Osborn's Pawn [+400]

Norman Osborn (or a similarly ruthless, brilliantly manipulative CEO) has discovered your absolute deepest secrets and possesses devastating blackmail material against you. He will constantly use this leverage to force you to do his dirty work. You will be ruthlessly blackmailed into signing over your most lucrative patents, stealing rival technology from heavily guarded Stark or Tri-Corp facilities, or acting as his personal, entirely expendable super-powered enforcer. You must obey his commands without question, all while he smiles at you in the corporate boardroom and publicly takes all the credit for your hard work, constantly threatening to ruin your life and put you in federal prison if you ever step out of line. You might logically think to simply try to kill him to solve this problem, but funnily enough, he is secretly the Green Goblin. This means he might just be one of the most unpredictable, physically powerful, and incredibly dangerous people alive on the planet, turning any assassination attempt into a highly lethal boss fight.

Spider-Verse [+600/+800]

The multiverse is real, and it is falling apart. For **+600 CP,** you are violently thrown into the events of the Spider-Verse movies. You will have to deal with Kingpin's reality-shattering collider, the Spot's multiversal revenge quest, and the bureaucratic, highly aggressive interference of Miguel O'Hara's Spider-Society, who might just view you as an anomaly that needs to be erased.
For an additional **+200 CP (Total +800 CP)**, things escalate to an apocalyptic level. You are thrust directly into the comic book Spider-Verse event. The Inheritors - Morlun and his terrifying, immortal family - are actively hunting Spider-Totems across the multiverse to consume their life force. Even if you don't have Spider-powers, they view your Jumper nature as a delicacy, and they will relentlessly hunt you across dimensions until you or they are dead. Good luck. You are going to need it.

Sinister Synergy [+600]

Your greatest rivals and most dangerous enemies have realized that they cannot defeat you one-on-one, so they have decided to put aside their massive egos and work together in perfect harmony. You will regularly be targeted by highly coordinated teams of three to six adversaries at once. Unlike normal villain team-ups where they bicker, backstab, and sabotage one another, these foes will coordinate their attacks flawlessly. They will cover each other's weaknesses, lay brilliant traps, and share resources specifically to break you. Taking down one will only cause the others to adapt and strike harder. You will be pushed to your absolute physical and mental limits every time you cross their path.

Ending

Well, would you look at that? Ten years have come and gone. You've survived the animal-themed supervillains, dodged the Goblin's gliders, navigated the absolute nightmare that is high school AP classes, and hopefully avoided giving J. Jonah Jameson a brain aneurysm. The decade is up, Jumper, and the credits are finally starting to roll.

But unlike a canceled television show, your story doesn't have to end on a cliffhanger. You have three choices on how you want to wrap up this spectacular episode of your life:

Return Home

You've had enough of dodging pumpkin bombs, patching up spandex, and dealing with the constant collateral damage of living in New York. You can choose to pack your bags and return to your original Earth. You get to keep all the powers, perks, and items you bought here, but your cosmic journey ends. You'll be trading the thrill of swinging off buildings for a normal, mundane life. Though honestly, not having to worry about a guy in a giant rhinoceros suit destroying your morning commute might be a very welcome change of pace.

Stay Here

Let's be honest, two seasons just wasn't enough, and neither was ten years. You've grown incredibly attached to this perfectly stylized universe. Whether you are the city's greatest champion, the undisputed Kingpin of the underworld, or the CEO of a megacorporation that definitely doesn't make supervillains on the side, this is your home now. Your journey across the multiverse ends here, but you get to live out the rest of your life in this spectacular world. Grab your mask (or your tailored suit). It's time to write your own Season Three.

Move On

The multiverse is vast, Jumper, and there are countless other worlds out there that need saving, conquering, or aggressively monetizing. You gather up your companions, pack your Oscorp gadgets into your inventory, and step through the cosmic portal to your next destination. Whatever universe is waiting for you next won't know what hit it. Keep spinning those webs, because your spectacular journey is only just getting started!

See you next episode, Jumper!

Changelog and Notes

V 1.0 - First Edition.
V 1.1 - Added Kraven the Hunter skillset, replaced the Black Cat powerset with something more faithful to the cartoon.