GREENY / V1.1

SPIDER-MAN

INTO THE SPIDER-VERSE

JUMPCHAIN

Welcome to Earth-1610, home of the short-lived Peter Parker, the young and currently confused Miles Morales and the notorious Kingpin. This world is in need of a hero. Or perhaps several. You could choose to join the colorful cast of Spiders in their attempts to get back home, stay with Miles to help with his responsibilities in protecting this universe, or even work for the Kingpin in his attempts to tear apart the multiverse looking for his family. Whoever you side with and whatever you do, you'll need these:

1000 Spider Points.

ORIGINS

First of all, how did you end up in Miles' world?

Drop In (Age 13-99)

You don't belong in this world, having been brought here from your last dimension by Kingpin's particle accelerator. Unlike the others trapped here in Miles' dimension, you won't be able to get back home. Regardless, you might still want to involve yourself in the events that are about to unfold, if only to prevent this multiverse from collapsing in on itself.

New Age Hero (Age 13-21)

With Spider-Man's untimely death, this world needs new heroes. And as part of the generation touched by this hero's sacrifice, you'll be joining the likes of Miles Morales in choosing to fight against enemies both new and old as you attempt to keep order within your home universe.

Villain (Age 18-99)

Joining the ranks of Tombstone, Doc Ock and Prowler, you are one of Kingpin's underlings tasked with helping take down Spider-Man and ensuring his particle accelerator is a success. Kingpin has no patience for those who fail him, but succeed in his missions and he will reward you generously. Just know that very soon, the single Spider-Man you've grown accustomed to will be the least of your problems.

POWERS

Amazing Spider-Jumper (300SP)

After being bitten by a radioactive spider, you've gained a set of spider-themed abilities. The proportional strength, speed and reflexes of a spider, high durability and rapid healing, the ability to stick to walls, and your own spidey sense are all included in this standard Spider-Man power package.

Ultimate Spider-Jumper (200SP, requires AS-J)

Was there something… odd about that spider that bit you? Like Miles Morales of Earth-1610, you've got some extra spider powers to add to your arsenal. When you touch an enemy, you can release a dangerous venom blast capable of knocking out an ordinary human in one blow, and you may turn yourself effectively invisible with the use of spider-camouflage. Just be careful, it may take a while before you're able to use these powers on command.

Absolute Unit (200SP)

People will be in awe at the size of you. You now possess an immense strength that allows you to compete with the likes of Spider-Man on an even footing, with enough power to lift buses and throw them at your enemies. You may also use this perk to adjust your physical proportions to fit this new strength, making your new musculature as absurd as you would like.

Spider-Hammerspace (200SP)

You've gained a special pocket dimension for storing items, accessible only when people aren't looking. By reaching behind you or round a corner, you may pull impossibly large items out from your storage, typically in a comical fashion, with the only limitation being how much you can carry. Naturally, this purchase comes with a free absurdly sized hammer which you can somehow wield with ease.

PERKS

General

Excelsior! (free for all)

There's a strange old man that keeps reappearing in your journeys. He'll show up every now and then with the same face in a new minor role, and give you some helpful pointers and guidance for your journeys before disappearing once more. No matter how vigilant you remain, you'll always be blindsided by his appearance, and will never realise it was him until well after he's gone. Excelsior!

My Name is Jumper... (100SP)

...I'm pretty sure you know the rest. Sometimes it takes too long to explain your full backstory to someone. So now, you can begin a montage at will during conversation in which you narrate over a vision of your finest moments, interspersed with some levity and lowlights. Your montage will arrange and update itself automatically, or you can manually decide what gets included, but either way, this perk makes the introductory stage go by much quicker.

Smart girls is where it's at (300SP)

And they don't get smarter than you. Like Doctor Olivia Octavius, you're an expert physicist with a speciality in the field of other worlds. Although this perk doesn't provide you with the resources for building such a thing, creating a means of reaching into the multiverse like Kingpin's supercollider is entirely within your grasp. Perhaps with enough time and rigorous research, you might even find a more portable and less dangerous means of dimensional travel, like the bracelet briefly seen in the possession of the Spider-Man of 2099.

Drop In

Stylistic Decisions (100SP)

Something about you is visibly off, something that betrays the fact that you aren't from this world. How this manifests is up to you. You might be in black and white, you might have a cel-shaded appearance, but whatever artistic license you choose, this is a purely cosmetic effect, and you may toggle whether others notice it or not at will.

...Gwanda? (200SP)

It's African. I'm South African. Did he really buy that? When you're forced to come up with an excuse on the spot, people will react as if you came up with something feasible no matter how much you phone it in with your lies. No one will raise an eye when you identify yourself as Joe Fakename, and claims of a supervillain stealing your homework will be met with sympathy by most teachers.

Weaponized Glitching (400SP)

Your atoms aren't real jazzed about being in the wrong dimension - but maybe you could put that to good use? Like all those brought in from other worlds, your body has a habit of 'glitching', but you can control it in a way that others can't. By forcefully bringing about a 'glitch', you may mask your actions behind what appears to others as a broken mess of textures, as well as teleporting (or 'glitching') several feet to the side. Doing this too often will result in exhaustion, but it's an effective way of hiding attacks or passing through walls.

Reluctant Teacher (600SP)

When someone wants to learn from the best, they come to you. Of course, teaching is a lot of hard work, and sometimes it's more fun just to throw your pupils into the action head first. From now on, whenever you want to teach someone to be like you, whether that means possessing your skills, using your combat techniques, or embodying your ideals, you won't have to

put any extra work in yourself. Just by observing you in relevant situations, your students will pick up on how to handle such things themselves, learning in weeks and months skills and ideals which would take some people a lifetime to learn or understand.

New Age Hero

No Expectations (100SP)

You're unmatched with a spray can. With a skill at graffiti surpassing the best of Brooklyn, you're able to create elaborate murals and jaw dropping images without any need for templates, and quickly enough that you can almost always finish before the police come to investigate.

Visions Academy Alumni (200SP)

All students at Visions Academy are in the top percentage of intellect for their age, but you stand out even in this crowd. You're able to get full marks in almost any test with just your wits and the briefest revision, and in the real world you'll find yourself picking up knowledge without even trying, knowing the most on any subject in almost any room of laymen.

Do It My Way (400SP)

Picking up new powers is always a learning process, and you're always influenced by those who taught you. But sometimes you need to put your own spin on things, and when you try to do so, it tends to work out. If you're a fan of parkour, you could integrate it into your web-slinging to maximise speed. If your venom blast isn't pulling its weight in combat, why not work it into your martial arts? Whenever you combine your powers and talents in ways similar to these, you'll find that the result of the combination is almost always better than the sum of its parts.

Passing the Torch (600SP)

When people are on their last legs, their mind often turns to what will happen after they are gone. For people with special titles and responsibilities like superheroes, the question of importance is often who, if anyone, is worthy to be their successor. Now, as long as you are on good terms with someone with a secret persona and have proven yourself to be capable, they are far more likely to choose you as their successor before they die or retire, allowing you to adopt their mantle. You will know when this has happened instinctively even if their end comes too suddenly for them to vocalise it, and if you do accept this honour, all will respect you as their rightful successor, with none doubting your authenticity. If you want, you can even have people believing that the original never died, and that you still are the original hero, assuming such a thing is feasible with their manner of death.

Villain

Take the Shot (100SP)

You're a master marksman when it comes to any kind of ranged weaponry, able to hit even miniscule targets from a distance. If that wasn't enough, you are also skilled in identifying and targeting visible weak points in mundane armor, in order to ensure your shots achieve their maximum potential. If you were less villainously inclined, this perk would massively buff your aim when web-slinging.

My Friends Call Me Liv (200SP)

For most, maintaining a double life is a difficult task. But for you, it's easy to keep your super and normal identities separate, with even your closest companions not questioning your prolonged absences and ignoring any evidence of a link between you and your alter ego. Whether you want to be a world-renowned scientist or just a loving uncle, you can do so as a supervillain with no fear of having anyone identify you before your dramatic reveal (or before you are caught and unmasked).

They Think We're Dumb (400SP)

Luckily for you, your enemies have a tendency to underestimate you. If you look strong and imposing, they'll assume that you're a dumb brute they can outsmart, while if you seem intelligent, they'll feel that you'll probably be useless in a fight. The exact nature of how they underestimate you depends on how you present yourself and what first impression they get of you, but will always work to your benefit. This power can be toggled off at will, for when you want your enemies to truly understand what you're capable of.

VANESSA! (600SP)

When it comes to your loved ones, you become an unstoppable force. If you ever need to save (or bring back) those you care about, you instantly gain a high level of skill in the techniques which you need to do so. This could come in the form of bomb defusal skills and the ability to remain calm under pressure coming in just in time to save a companion, or for a more extreme example, gaining the equivalent knowledge of a PhD in quantum physics in order to access the multiverse and bring back your dead family. While the skills and knowledge you gain in these moments of hardship is significant, it is temporary, and will fade as soon as those you care about are safe once more.

ITEMS

General

Costume (free to all/100SP) [Import Available]

It always fits, eventually. You have a custom costume of your own design that marks you out from the crowd. It can be a spider-suit, your own hero design, or even something more inconspicuous like a well-tailored suit. Regardless, it looks good on you and fits like a glove. Drop-Ins and New Age Heroes may have web-slingers on their costumes for free, while villains may instead choose to have infrared vision and sharp claws. If you would like a different origin's costume bonus on top of your own, you can for 100SP. You may also import an existing costume to give it these additions.

JM//PR (200SP) [Import Available]

You want a giant robot? You got a giant robot. Similar in function and capability to Peni Parker's SP//DR (though not necessarily in appearance),

this robot can either work on your command or you can pilot it from within. Either way, it makes you a formidable opponent even without your powers.

Spider Terrarium (300SP/400SP)

You have a small terrarium in your warehouse, filled with radioactive spiders of the kind that gave birth to Peter Parker's Spider-Man. For 400SP instead of the usual 300, there are also a few mysterious glitched spiders of the kind that gave Miles his own unique spider abilities. What you do with these specimens is up to you, but they replenish at the start of each jump in case you're too zealous with your dissections. You could even use them as an alternative way to give yourself spider powers, although it's a much more dangerous and unpredictable method of doing so, not to mention the risks if one of them slipped under your sleeve and followed you out…

Alchemax (400SP)

You own a mid-sized scientific corporation with a name and design of your choice, with a team of loyal scientists who work to build new creations based on your specifications. Focus them on marketable products to turn a profit, or put them to use with experiments on your field of interest. This company can be merged with others in your possession if you have such things, and post-jump can follow you or be found as a warehouse attachment.

Drop In

A Christmas Album, A Cereal, A So-So Popsicle (100SP)

You sold out, jumper. Your warehouse now contains crates of (mediocre at best) merchandise depicting your likeness, including food items, a holiday album which didn't sell as well as you would hope, and a range of cheap versions of your costumes and masks. At least the popsicles are both tasty and infinitely replenishing.

Thank God It's Jumper's (200SP)

A great testament to poor financial decisions. This tacky jumper-themed restaurant contains a wide-ranging menu based on your powers and exploits, and can follow you into each jump or become a warehouse attachment. But either way I'm afraid to say it's, uhh, not so great. With a bit of work maybe you can fix the place up, but on purchase the restaurant deserves all the terrible reviews it's already on its way to receiving.

Goober (400SP)

What is this? It's a goober, of course. This small USB stick (although the input device can change to fit any kind of port) marked with a logo of your choice is a fix-all solution to any problem involving machinery and an open port. Plug it in to any port with sufficient access and the goober's programming will make the device do whatever you want it to, as though you had actually spent time reprogramming the goober for use on this particular robot of the week.

Shed (600SP) [Import Available]

A small shed in the backyard of an unremarkable house (yes, you get to keep the house too) follows you between jumps. Only you can access the secret within this shed; an elevator which leads down to the raddest secret base of all time. Display cases for all your trophies and costumes, huge platforms for your jumperbikes and jumpermobiles, and any other conveniences you can think of. If you would prefer, these displays can become a warehouse attachment instead, and the shed becomes a means of accessing your warehouse.

New Age Hero

Comic Books (100SP)

A pristine collection of every comic book including our favourite web-slinger, from our universe and Miles'. Conveniently poking out of the pile are a few particular issues that relate to Peter Parker getting and learning to use his powers, helpful for a first time Spider-jumper to keep from being overwhelmed.

Aaron's Guide to Girls (200SP)

A scrappy notebook filled with the advice of everyone's favourite morally ambiguous uncle on love and relationships. The more you read the more it seems like he has no idea what he's doing, but if you turn off your brain and just put some of his advice into practice, somehow it tends to work out well. Following Aaron's tips can help you break the ice, but from there you're on your own. Good luck kid. You got this.

Uncle Aaron's Crib (400SP) [Import Available]

Uncle Aaron may not have been a nice guy, but there was no better place to hang out while you tried to get your head straight. You have a location like this, either remaining constant between worlds and in your warehouse or changing to fit each setting, that fills you with similar feelings of calm and clearheadedness. It's often out of the way and might not even be owned by you, but after a few hours spent relaxing there you'll always know what your next move should be.

Visions Academy (600SP) [Import Available]

Your very own boarding school. Whether you want to be its headmaster or go under the radar as a student, this institution will be retroactively inserted into each new setting you visit. It will attract the best and the brightest minds to come within its halls and you are welcome to put their brainpower to good use with the tasks and problems you assign them. Who knows, with your minds put together you might even be able to crack the secrets of interdimensional travel.

Villain

Funding (100SP)

Being a supervillain is expensive. Whether you're running an extensive media campaign against Spider-Man or just paying to keep your lab operational, you always need a source of funding. Now you have a chequebook in your warehouse that can pay out up to $50,000 in transactions each month, on the sole condition that all the money you take from it goes directly into your research and goals rather than being pocketed or saved.

Scorpion's Tail (200SP) [Import Available]

It doesn't *have* to be a tail. It could also be a set of octopus-like mechanical tentacles or any other mechanical appendage that comes to mind. Whatever form your new limb(s) take, it is capable of causing significant damage, moving at beyond human speeds and holding targets down if necessary, as well as all the usual functions of the limb it is based off of. These effects are weaker in each individual limb if you choose to have multiple, or can be highly concentrated in a single appendage for the maximum damage with each blow.

Prowler's Bike (400SP) [Import Available]

It's a big city, and you need a way to get around it. This custom-built jumper-themed vehicle is always around when you need it and has a handful of special functions of your choice related to your powers and themes. Sonar, flight, wall-riding, silent movement, attached weaponry and anything else within reason is possible, although you could always kit it out further in your own time. You can also import an existing vehicle to give it these features.

Super Collider (600SP)

Your very own version of the device used by Kingpin to merge realities. It can be as large as his (moving into each universe or remaining in your warehouse), complete with a viewing platform, or small enough to fit in your pocket. Either way you can use it to travel between realities so long as you can figure out the coordinates, 'dip' people or objects in to draw out their alternate universe versions into your world, or if you mishandle it, destroy the multiverse itself. Be careful of that last part.

COMPANIONS

Imports (100SP, 8 for 400SP)

Bring in one or more companions to join you on your adventures. They each get their own origin and 600SP to spend on whatever they like.

Canon Cast (100SP)

Got your eye on someone from one of these worlds? For 100SP, you are guaranteed several favorable meetings with a canon Spider-Verse character of your choice. If they're from out of universe they're guaranteed to find their way back to 1610 in a more stable form at some point. At the end of the jump they will be given the option to join you as a companion.

DRAWBACKS

There is a drawback limit of +800SP.

A Fresh Twist (+0SP)

Something is different this time around. Rather than Peter B. Parker's Spider-Man, Spider-Gwen, Spider-Ham, SP//dr, and Spider-Man Noir, five different Spider-Men of your choice have been brought from across the Marvel multiverse by Kingpin's reckless actions. How the story plays out in this new timeline may be very different, and if you've met any of these Spider-people from before, you may have them retain continuity and recognise you.

You Hardboiled Turtle Snapper (+100SP)

The way you talk is… different from everyone else around here. Whatever form your new dialect or manner of speaking takes, people are going to have a much harder job trying to understand you, especially as you can only try to clarify with increasingly obtuse phrases, you hard boy you, you real biscuit boxer.

You're Jumper? (+100SP)

Do they have to use that tone? No matter how hard you try, no matter how glamorous you look, you never seem to live up to people's expectations when they meet you. You're seen as past your prime, underwhelming, or whatever else gets under your skin. This doesn't affect your actual powers and their capabilities, but it does prevent anyone from thinking they're cool.

Dollar Store Costume (+100SP, incompatible with Dimensional Locks)

Well this isn't ideal. All your gear has been replaced with cheap knockoff versions. Your weapons will break frequently and your costume looks… unofficial, to say the least. This applies to all your equipment and gear, and for some sentimental reason you just can't quite bring yourself to upgrade.

Getting Into Shape / Out of Shape (+200SP)

Is it your first time using your powers? Or have you just been out of action for waaaaay too long? Whatever the reason, you're now a complete amateur at using any of your powers or abilities. You'll probably get the hang of them again by the end of the jump, but it'll be a long process until then, with many mishaps and learning opportunities along the way.

What did you say your name was? (+200SP)

Doctor Olivia Octavius. This world is full of unfortunate coincidences, and you can't help but fall prey to them time and time again. That scientist you entrust information to is a supervillain in disguise, if you discuss a plan in a diner there will always be a villain's underling nearby to overhear your plans, and so on. Whenever something can go wrong, fortune finds a way to make it so, often in an oddly humorous fashion.

Crime Spree (+300SP)

This place just got a lot more dangerous. With new villains popping up all over the place and even arriving from other worlds, there's never a dull moment here anymore. Even when the supervillain of the week isn't emerging from a rift, there are roaming gangs and opportunists everywhere looking for easy pickings. It's too much for one new Spider-Man to manage, and even as a villain you'll be in danger, especially since this drawback guarantees that you'll wind up involved in each of these incidents.

Dimensional Lock Alpha (+200SP)

You better abandon any hopes of getting back home. Because now you're sealed off from entering or interacting with any dimension other than Earth-1610. That includes any pocket dimensions you might have as well as your warehouse. Let's hope you didn't need anything from there.

Dimensional Lock Beta (+100SP, requires DL:A)

You thought no dimensional bouncing was bad? Now even your powers haven't made it through the lock. You've only got the perks and items you picked up from this world to work with during your time here.

Dimensional Lock Omega (+100SP, requires DL:A)

A real glutton for punishment, huh? With this drawback the jump to Earth-1610 has scrambled your brain sufficiently to temporarily remove all your memories of being a jumper. This can be taken independently or in conjunction with Dimension Lock: Beta, depending on how much you want your amnesiac self to suffer.

ENDING

I hope you had a good time on Earth-1610. You've either stayed until the end of the first movie's timeline or carried on for a full 10 years. Now it's up to you whether you would like to head back home, stay within the Spider-Verse, or move on to whole new multiverses. Whatever you do, remember: with great power there must also come great responsibility.

V1.1 Changelog:

- Webslingers become part of the costume for Drop-Ins/New Age Heroes, Infrared vision and sharp claws added for Villain costumes.
- New 200SP item for New Age Heroes - Aaron's Guide to Girls.
- Added 'Smart girls is where it's at' - a perk for replicating Olivia Octavius' specialty in researching the multiverse.
- Clarified that you can stay for the events of the movie or the standard 10 years.
- Added that potential new companions from other universes will find their way back to 1610.
- Mass import for companions.
- Two new drawbacks (Dollar Store Costume and Crime Spree).
- A new 400SP general item - Alchemax.