

The Amazing Spider-Man Jumpchain



WARNING: THIS DOCUMENT CONTAINS SPOILERS.

Spider-Man belongs to Marvel Comics

Movie by Sony Pictures

Jump by EYouchen/MadaMada/Eli

And a lean, silent figure slowly fades into the gathering darkness, aware at last that in this world, with great power there must also come -- great responsibility!

- Stan Lee & Steve Ditko, Amazing Fantasy, Volume 1 #15, 1962

Spider-Man. It's likely you've heard of him and know his origin story, but I'll retell it here just in case you don't, Jumper. Though I *will* say that I'd be surprised if you haven't heard of him.

Meet Peter Parker. He's a teenage science nerd and photographer from Queens, New York, raised by his Uncle Ben and Aunt May. Peter's life will forever be changed when he is bitten by a radioactive spider, granting him its proportional abilities. While initially enthused about his newfound powers, tragedy soon strikes when Uncle Ben is shot dead by a robber - one that Peter declined to stop earlier. A grief-stricken Peter captures the thief, and learns a lesson - that with his great power comes great responsibility. And thus was born Spider-Man - the superhero who makes the world of fantasy the most exciting world of all!

As a comic book character, Spidey's been around for a while. Marvel Comics has a huge franchise of stuff related to him - comics, movies, video games, TV shows, books, toys, and more. For *this*, jump, you'll be going to the world of the *Amazing Spider-Man* movies. The ones

starring Andrew Garfield that came out in 2012 and 2014. Here, you'll find the same story, with a few twists, as the movies always have some differences from the comics. As always, Peter's a high school student who gets bitten by a power-inducing spider, but in this case, it's genetically modified instead of radioactive and it was a result of the long-buried work of one Dr. Richard Parker, Peter's father. Oscorp is standing strong, but Norman Osborn is terminally ill with a genetic disease, and it falls to Richard's old partner, Dr. Curt Connors, to cure him. Gwen Stacy is a classmate of Peter's in high school, and will soon befriend him. But all in all, it's still a world of the Marvel Multiverse.

You're in New York, Jumper. Well, *likely* in New York. Depends on the Location section. It's Friday, March 9th, 2012. In one week, Peter Parker will pose as an intern to sneak into Oscorp headquarters, and that fateful spider bite will occur.

You're in for an adventure, Jumper. Make a story that'll entertain me. Now, as always, this is for you.

+1000cp

Locations:

New York City is huge, and Spider-Man will travel all over the place as a superhero. As such, I won't just say you start in New York, because that isn't specific enough. Instead, you're going to roll 1d8 to determine your location. Or pay 50cp to choose your location. Don't get me wrong - you've got good odds of being in NYC, it's that where you specifically end up is up to the dice.

1. Parker Residence

Located in the neighborhood of Forest Hills, Queens, this house is home to Peter, and his Aunt and Uncle. If you normally wouldn't be allowed in, you'll start right outside of the house. If you do know the Parkers, you may instead start inside as a guest. It's got a bit of a leaky faucet, and Aunt May doesn't make very good meatloaf. But it's a home, all in all, and it's a fairly nice place.



2. Midtown Science High School

The local high school. Educating students from grades 9-12. It's got everything you'd expect a normal high school in the area to have. Classrooms, a gymnasium with a basketball court, things like that. It's the place where Peter Parker goes to school. You can also find Gwen Stacy or Flash Thompson around, because they, too, are students.



3. Oscorp Tower

Altering the future, from the cell to the superstructure. Oscorp stands at the bleeding edge of science, technology, and the corporate world, and nowhere is this better symbolized than their tower on 57th street. Founded by Norman Osborn, this is the workplace of thousands of people - including Curt Connors and Max Dillon. The workplace culture is quite toxic and cutthroat, from the bottom to the top, so beware.



4. Stacy Residence

Whaddaya know? It's an apartment building, hosting many condominiums, and the Stacys live in one of those condos. If you don't know them, you start outside or somewhere else in the building, but if you do, you're probably inside as a guest. It's twenty floors up, so it has a nice view and a balcony.



5. Empire State Building

This building needs no introduction. But, since I like my exposition, I'll give it one anyway. This is the Empire State Building, one of NYC's most iconic buildings, and a regular competitor to the Statue of Liberty as the city's most famous landmark. It has a really nice view, especially if you're a wall-crawling superhero who can get to the top. Constructed in 1931, this Art Deco building has a grand total of 102 floors and is the #1 attraction in the US. You'll find tickets in your pocket. Enjoy your visit.



6. The Sewers

Ah, plumbing. An innovation that allows for running water and toilets. But to have plumbing, you need sewers. Urban legends, books, and TV shows would have you believe all sorts of strange creatures dwell in those damp subterranean realms, from pizza-eating, adolescent chelonian shinobi to shapeshifting clowns from another dimension. And sewer gators. Soon, Curt Connors will relocate here and make a plan to transform the population into Lizard people, so you can have your very own adventure involving a sewer monster on your hands.



7. The University of Oxford

Dominus Illuminateo Mea. Remember how I said that you're *likely* to start in New York? Well, here's the option where you don't. Instead of starting in New York, you're going to *Merry Old England*. This is another school, but way more sophisticated. You're on campus at the University of Oxford. In all likelihoods, you're a visitor, or perhaps you're a student or professor here. Why is this on the location list? Because if things go the way they'd happen without your interference, Gwen Stacy will earn a scholarship to go here. However, she won't make it there - she'll fall victim to an untimely demise shortly before she leaves. Maybe that could change, with you around...



8. Free Choice

You got lucky - the chances favor you. Or it could be that you just paid the cp. Either way, you may start anywhere in New York City or at Oxford's campus - all of the above options are open to you.

Origins:

Everybody's got a story, and you aren't an exception. Who are you, and how do you fit into New York? Are you new to town, or are you a born and bred New Yorker? What has your life been like that before this moment? You have a *choice* in these matters. Choose wisely.

Drop-In: Looks like you're new. Welcome to New York, ya mook. Since you're new, nobody knows your name or face. Plus, there's a good chance you've already got plenty of experience out there, and some fantastic powers to boot. So why not be a vigilante? A hero? Spider-Man could use a hand when he starts out.

Academic: You could be a world-famous scientist, a professor at a prestigious university, or even just a particularly precocious high schooler. It's up in the air. What matters is that you've got intelligence in spades, and the wit to use it. You're well-versed in the sciences, and that's something that's always in demand.

Corporate: In the city that never sleeps, business is boomin'. You are a member of a large corporation with a sizable presence in New York. Oscorp Industries, to be specific. You earn a good amount of money and the company you work for is responsible for many cutting-edge innovations in everything from genetics to robotics.

Criminal: Let's be honest. A superhero story isn't a superhero story if there aren't adversaries to test the hero. You probably enjoyed watching *Goodfellas* and *The Godfather*. Either way, you're a bonafide bad guy (or gal, or other). While you don't have much of a record yet, that's going to change real soon.

Perks:

You probably know the drill. In case you're new and you don't, perks associated with each origin are discounted by half, with the exception of 100cp perks. Those come for free.

General:

Soundbyte (50cp): The movies have soundtracks. If you like them, this perk is for you. You have a playlist of all the music from both movies. You can make it play whenever you want (up to rock concert volumes) and decide if others can hear it or not - it can even be selective as to who can or can't. It's compatible with any speakers or headphones you have in your vicinity and will override whatever was being played before.

Jumper's Got It Going On (50cp): Gwen Stacy is a very pretty lady, and now, so are you. Or I guess not if you aren't female. Peter's a good-looking dude. My point is - you've got the looks to match her. You could potentially be a famous actor or actress if you were interested, and took some theater classes. You're rather attractive and absolutely a ten. Maybe it's those big, brown doe eyes, maybe it's that adorable laugh, but it's for certain that you're beautiful. This world has its charm, and you're part of it.



Great Responsibility (100cp): Superheroes are good people. They stand up for what's right and look out for everybody. *Everybody*. Even the bad guys. Because behind every villain, there

lies a person. And the less people, good or evil, are hurt, the better. You have pinpoint control over all of your perks and powers, able to shut them off at will and regulate just how much you use. Excellent for solving problems while using as little force as possible, preventing undue injuries and collateral damage.

Drop-In:

El Cruzado De La Noche (100cp): There are no Tony Starks in this world, so you'll need to make your own suit if you're looking to be a superhero. You're skilled when it comes to making clothes and sewing, and you're creative enough to think up costumes that are both visually striking and practical.

"I Know A Right Cross When I See One" (200cp): It's important for a vigilante to know how to handle themselves in a fight. If they can't protect themselves from supervillains, how do they expect to save others? Your body is strong and fit, and you've got a lot of talent for fighting - you learn new moves noticeably quicker than the average joe. Additionally, you're very agile. It could be from all that adventuring you've done or a copious amount of skateboarding, or it's just that you're an accomplished gymnast. What's important is that you'd be a natural acrobat and quickly acclimatize to doing crazy things like - say - swinging between skyscrapers using some kind of rope.

Experimentation (400cp): Peter Parker will get his powers from a bite from a special, scientifically modified spider. Max Dillon, from electric eels. Curt Connors, from his own regenerative serum. See the pattern here? All of these superhumans will be empowered by various strange science experiments. Your body happens to be incredibly receptive to whatever modifications are made to it. Whenever you subject yourself to some sort of procedure, it works out for you. You'll have all of the benefits, the downsides just affect you less, and after a few years, they'll disappear entirely. This won't save you if you're *too* reckless with your science. But otherwise, feel free to go wild with your science and see what weird abilities you get.

A Beautiful Day (600cp): It's easy to feel hope then. But there will be dark days ahead. Ones where hope is almost buried. But no matter how bad it gets, you know one thing. You'll hold on. You'll be greater than what you suffer. You have a great reserve of inner strength, one that can push you through the worst of what's to come. Your will is - well - the kind of unbreakable will you'd expect Spider-Man to have. And this shines through. In a way, you represent hope. Your actions will lead and inspire others to be better and work towards bettering themselves and the world. Your actions, when you want them to, will have a disproportionately large impact on the world around you. A few years of superhero work could see the crime rate decrease by a large margin and the city become a much safer place. Your deeds are your monuments.

Academic:

First in Their Class (100cp): To get there, study skills are required, something you have in spades, and an excellent memory to boot. Time management too - you are adept at getting the most studying done in the least amount of time. Honor Roll and *Summa Cum Laude* awards are

practically guaranteed if you put the effort in. Though depending on where you're at, you might find some stiff competition from your classmates. Aside from this, you have the education of a high school graduate, and what you've learned has been thoroughly ingrained into your head.

Graduation (200cp): That was a good thesis. From many studies and hard work, you earned a doctorate in your chosen major from a top university. In time, you could become one of the leading minds in your field. You know what you're doing - you also have teaching experience and could reliably work as a professor in any learning institution, be it your alma mater or somewhere new. This perk may be taken multiple times for multiple degrees. You must've done a lot of work.

Decay Rate Algorithm (400cp): The one thing that held Connors back from finishing and perfecting his regenerative serum. That issue won't stop you from bringing progress and scientific advances to humanity. Adaptivity comes naturally to you, especially when it concerns science. If you've run into a hurdle for whatever you're working on, your mind will receive a brilliant flash of inspiration, with many ideas coming to you on how to bypass the wall you've run into. Even if vital amounts of work and research are lost, it'll be a snap to recreate it, even if it was from a colleague whose work died with them. They'll always leave something behind. It's just up to you to find it.

Altering the Future (600cp): Your mind is - well - it's *something*, that's for sure. When people think of genius, they think of you. Your IQ is rated among the highest ever, over 200, and you learn *everything* at an incredible rate. You won't have to worry about forgetting anything, either, because you now have a perfect photographic memory. You'll be able to remember everything in your lifespan with ease. It's no exaggeration to say that you could achieve great feats and move mountains with your sheer intelligence. You just need to apply yourself. Designing things that look like they're out of science fiction wouldn't be too much of a stretch. There's one field where you've got incredible aptitude, even by your enormous standards. Cross-Species Genetics. The name speaks for itself. Aside from an incredible understanding of molecular biology and genetics, you've gained spectacular insight into the art of splicing the genes of one organism into another. This science could very well grant people what could be seen as superhuman powers. You're the genius, the king-maker. And while you only have mundane material to work with here, who knows what'd happen if you got your hands on something fantastic?

Corporate:

Degree of Gold (100cp): You wouldn't be where you are if you were just some entry-level employee or intern, would you? You're a cut above them. You've put in the time, effort, and money to earn a bachelor's degree in a business-related field of your choice at a top institution. Something Ivy League. Accounting. Economics. Sales. Finance. HR. Whatever it is, you know what you're doing.

Frugality (200cp): Business, of course, involves a lot of deals. This is something you're good at. Negotiation comes naturally to you, and you have an excellent understanding of where to buy and sell your products and/or services to pay the least and profit the most. Not only that, but you've got a finger on the pulse of the stock market - you are *very* knowledgeable when it comes to this.

Boardroom Politics (400cp): Putting the *sin* in business. Are you sure you don't need your business apparel tailored specifically for you, to accommodate that fin you've got sticking out in the back? You are a veritable veteran of the corporate jungle. You know precisely what needs to be done for you to ascend in the corporate hierarchy. Blackmail, corporate espionage, all that machivellian stuff you'd expect. It may be dirty work, but you know how to keep your hands clean.

Self-Made (600cp): This is it. The *je ne sais quoi* of the corporate throne room, the capital of capitalism. Forget working for Oscorp, you've got the commercial chops to compete with them. You are the gold standard of entrepreneurs. In short, you've got all the qualities that separate the common man and the 1% - all the qualities of a billionaire. Or at least, a potential billionaire. This world will find its foremost business mogul in you, a savant in all things needed for the head of a large corporation. Interpersonal skills, organization, networking, and more financial-related skills like marketing, sales, and investing are all in your wheelhouse. Now it's just up to you to make the world your oyster.

Criminal:

Smash n' Grab (100cp): Run n' gun. Spray and pray. What's a good way of getting a lot of money, quick n' easy? Robbing a bank, that's what. You're going to need to find a way to scare the people you're stealing from and a plan to leave before the cops arrive. You are the go-to person if somebody's looking for a getaway driver. You're a good hand behind the wheel and know the streets of the city intimately. Besides this, you're a decent shot with a handgun, in case it's needed. Hopefully not. Try not to bring on unnecessary heat onto you.

Scary Sort (200cp): Criminals may be a superstitious and cowardly lot, but the same can also be true of law-abiding citizens when pushed. Fear is a potent tool when it comes to what you do, and knowing how to leverage it effectively is something you've got down pat. Intimidation and coercion are things you are *very* good at. It's so much easier to get what you want when you've got a bit of terror to back you up.

Schemer (400cp): Success doesn't just require brute force, it also needs *finesse*. Just like the enigmatic Man in the Shadows, you've stopped declaring your dastardly delinquent deeds in daylight, though that is still an option. Instead, you're good at keeping yourself off the grid, so obscure that the number of people aware of your existence could be counted on one hand. And you are a master of making your plans from the shadows, acting through subordinates, and subtly enacting your machinations, toppling your enemies without them even knowing. In short, you are a criminal mastermind.

Sinister (600cp): Let's face it. Common criminals and sometimes even supervillains are virtually no match for Spidey. In fact, he's pulling his punches for the sake of avoiding grievously injuring anybody most of the time. But many can achieve together what one cannot alone. If one guy with some fancy gear or powers can't beat the webhead, how about six working together? Something about you draws in those with extraordinary powers and abilities. What's more is that you can *organize* them, leading them to become something more than the sum of their parts. You've got a head for leadership and tactics, especially when it comes to your minions, your masked maniacs armed with superpowers, or things you'd see in a sci-fi movie. You can organize your individual guys so they'll work together like a well-oiled machine, bringing out the strong parts and compensating for any weaknesses. If one comes close to winning, imagine what you could do when you've brought some friends along!

Powers:

This is a universe that's part of the Marvel multiverse. What can you find in the Earths of this multiverse? Superpowers. Spider-Man's debut will mark the beginning of an age of marvels. One of a hero and his villains, all with strange, amazing, and marvelous superpowers. This is your chance to get some fantastic abilities of your own, Jumper.

You may discount any one power by half by taking **You're Gonna Make Enemies** or **People Will Get Hurt** for no cp. Only one.

Arachnid (600cp): All it took for this miraculous occasion to happen was one little bite from a spider, though in your case, it's genetically enhanced rather than radioactive. This caused radical changes to happen to your body, resulting in the proportional abilities of a spider. Spider-Man's classic powerset. Your physical abilities have skyrocketed from what they were before, bestowing you with great bodily power. You could easily overpower normal people, dent metal with your blows, and lift a car with one hand, all while hanging from a bridge with the other. If you really push yourself, you could support the weight of a subway car or even a small building. As for your toughness, grenades, speeding trucks, and bullets may as well be a regular Monday for you - they'll rough you up, sure, but you can just keep on going. In cases when you *are* injured, you heal much faster than before. Minor scrapes and bruises disappear in minutes, and something as serious as a gunshot wound would take a day or two. All this strength comes with speed. Most cars would have difficulty catching up to you on foot, let alone when you're swinging. Don't forget that your agility and reflexes have grown by leaps and bounds to accommodate your newfound celerity. Your reaction time is thirty to forty times faster than it once was, and you could very likely pull off those stunts you see in Olympic gymnastics and in movies like it's second nature to you. Plus, you can stick to walls, ceilings, and whatever else you'd like, so that's nice.

Of course, Spider-Man wouldn't be himself without the iconic Spider-Sense and you've got it too, with the side effect of enhancing your other five senses to superhuman levels. This could very well be your greatest power - your precognitive sense of danger will pull you out of many a

dicey situation and away from imminent threats such that you could dodge automatic fire in a cinch when used in tandem with your agility and reflexes.



Reptilian (600cp): It seems that you're the first human test for Curt Connors' regenerative serum. You've transformed into a towering, green-scaled mutant lizard, and there's a reason Connors calls this form the next step in human evolution. You are a hulking beast, easily seven feet tall, and strong enough to tear through stone or throw cars with little effort. You can crawl on walls. Your body is much more durable than even Spidey's, able to take repeated blows from him. In a contest of these two attributes, you'd have an edge over the webhead, though he's got you beat in terms of mobility. You're covered in a protective layer of scales and are armed with fangs, claws the size of bananas, and a detachable tail. Any senses you were lacking in before will be improved to peak human levels, so you can forget about needing corrective lenses or hearing aids.

But what really takes the cake is your healing capabilities - the serum was meant to provide *regenerative* capabilities, and it has delivered. You can regenerate from gruesome injuries like gunshot wounds or lost limbs in mere seconds (this includes the tail). Aside from the obvious combat capabilities this has, it's likely to extend your lifespan considerably. Just note that if you are frozen, the regeneration will stop until you get the ice off.

One more thing - unlike Connors, this is an alt-form for you. You may shift back to human form anytime, but you forgo all the physical capabilities your lizard form would have, save the healing factor. Post-jump, this limitation goes away.



Voltage (600cp): As a result of poor workplace safety, you fell into a vat of genetically-engineered electric eels and were shocked and bitten. And if we've learned anything, accidents due to messing around with that sort of modified animal mean superpowers. You have Electrokinesis, the power to manipulate electricity and lightning. Your range of abilities begins with your body generating an excessive amount of electricity from the impulses responsible for maintaining your bodily functions. You can make 10,000 volts per minute and can hold up to 10,000,000 at any given time, at which point your body will stop producing it. If you are short on power, you may absorb electricity from nearby sources to use, either by charging yourself up or directly manipulating it. With practice, you can increase both the amount you produce and your total capacity.

You can expend this gathered charge in a variety of ways, including the aforementioned lightning bolts, augmenting your body (still, not to the level of Spidey or the Lizard, though you can take a hit or two from them), and limited telekinesis and technopathy. You also have a suite of powers that require no charge, including flight, electroreception, and immunity to electrocution. If you have power, you can transform your body into electricity, which then can be further manipulated to achieve both invisibility and intangibility, as well as the ability to travel through electric currents and their mediums, such as power lines and plugs.

Alas, your powers come with a few weaknesses, at least for the duration of this jump. Firstly, there's water. Come into contact with it while using your powers, and it will incapacitate you and

deprive you of them. Your second, more lethal weakness is overloading on energy - if you were to absorb too much somehow, your body won't be able to handle the strain and it will be fatal.



Items:

It'd be a shame to leave you empty-handed. There are lots of things that you'd find useful around, from mundane utilities to things you'd see the local masked marvels using. There are plenty of nice things in New York. Anything you have previously may be imported into an item, gaining its qualities. By default, anything lost or destroyed will be replaced within a week.

Take 200cp on the house, useable for this section only.

General:

The Amazing Spider-Man/The Amazing Jumper (50cp): You have both of the Amazing Spider-Man movies. Post-jump, you will get a pair of movies depicting the events of your stay here.

Chocolate Milk (50cp): It's good. I like chocolate milk. You have a carton of it. It refills every few hours. The milk inside is delicious and is an excellent source of calcium, vitamin D, protein, and the other nutrients you'd expect to find in milk. The carton will reseal itself whenever you're done drinking with it, and the milk inside will be kept at a perfect temperature and never spoil.

Money (50cp): In case you wanted to buy something nice. This may be bought multiple times. For every purchase of this, you get \$10,000 US Dollar's worth of purchasing power. Don't waste it.

Camera (50cp): By default, this is a Yashica GSN 35. The same model a certain student photographer at midtown high uses. If you don't like the Yashica, this can instead be any model you could find on Earth circa 2012. It will never run out of power or break, has unlimited storage and memory, is wirelessly compatible with any device you have, and will instantly upload any photo to them. Any photos you take with it can be printed in whatever format you like. It also comes with some assorted accessories, such as a tripod, a flash, and more.

Cell Phone (50cp): The must-have item of the 21st century. It has all the features you'd expect a cell phone to have and the bells and whistles thrown in if you get yours here. The phone will always have a signal, battery, unlimited data and storage, the screen will never crack, and all in all, it's a good phone. Comes with a nice case.

Skateboard (50cp): It's a skateboard. You skate on it. This one's special, though. It has the best wheels anyone could ask for, comes with a helmet and pads in case you're trying something really dangerous, and you can easily change the deck art to whatever you want with an act of will. It's really durable, too. Otherwise, this skateboard is completely mundane.

A Car (100cp): Vroom vroom. It's a car. It has four wheels, plus another one on the inside for steering, plus a spare in the back. You've got to get around somehow, though it might not be the best way to get around in New York. You can choose any civilian vehicle you can find on Earth circa 2012 AD. It can be a motorcycle or truck instead if you'd like. This one's nice - its fuel will replenish every twelve hours, the battery never runs out, and there are no emissions whatsoever. The tires won't ever deflate and are somehow good for driving in both fair weather and winter. The license plate can be whatever you want, and you get a lifetime subscription to some local mechanic service.

An Apartment (100cp): You get a place to live in. Housing prices in NYC are astronomical, so you can just get your real estate here instead of struggling to scrape together the necessary money. Now, it's no penthouse suite, but it's not too shabby. You have a moderately sized condo or apartment to live in. It is fully furnished, the bills are always paid, and has a range of household appliances such as a TV, laundry machines, an oven and microwave, a dishwasher, and more.

Drop-In:

Superhero Suit (100cp): Yep. It's your very own suit. Saves you the trouble of making one. By default, this is a full-body suit like Spider-Man's, but you may customize it to your specifications. It's lightweight, breathable, conceals your secret identity, and best of all, this one's protective. It's made with bullet-resistant fabric and the interior is rubberized to prevent any nasty shocks.

Web-Shooters (200cp, free Arachnid): *Thwip, thwip, thwip.* These are Spidey's iconic tools. While this world's Peter Parker hasn't engineered them yet, he soon will. These are a pair of devices that you can use to fire off incredibly strong synthetic webbing that you can use to do things like swinging around, binding foes, and suspending things, as a single cord is strong enough to support a car. You have the formula to make more web fluid, and even if you didn't, the shooters refill every six hours. A word of warning - these things will short out if exposed to too much electricity and they don't work underwater.

Police Scanner (400cp): This scanner takes the form of a buzzer and a tablet. Crimes are spontaneous occurrences and realistically, it may be hard to make it there on time to stop the malfeasance from being done, even with superpowers. Fortunately, this scanner will notify you of crimes, disasters, and other potential tragedies that could be prevented with your help. It'll provide you with the details of what's happening and where it is. In fact, it'll give you a heads-up early enough so you'd make it there right before the original offense starts, letting you shut it down before it rears its ugly head.

The Quotidian Cornet (600cp): You'll probably have a loud, cigar-smoking journalist call you a menace lots of times during your time here if you get up to anything sensational. So, it might help to have some of the news industry in your corner, at least. The press might decide to heckle you, but on the other hand, you have come into ownership of an up-and-coming media company to balance out public opinion. In a couple of years, it'll probably catch up to the Bugle. The paper is big in town and publishes in a wide variety of media, including classic printed papers, a website, and even a small channel. It makes a good amount of money. The people working there are principled, truthful, and hard-working, though you can twist the narrative a little bit. *A little.* And no, it doesn't have to be named that.

Academic:

Briefcase (100cp): It's a nice leather briefcase. It's durable, stylish, and generally a nice thing for carrying your stuff around. It's quite spacious and features a secret pocket that's very hard to discover unless you know what you're looking for.

Oxford Scholarship (200cp): Congratulations! You have a chance to attend one of the world's most prestigious academic institutions. In this world, it's the University of Oxford (though it can be Cambridge instead if you *really* want.) Maybe you'll run into an exchange student from New York. Everything's covered - tuition, public transportation, textbooks, residence, and a meal plan. Just be sure to keep up with your studies. Don't miss your classes. Keep a good sleep schedule. And dedicate time to studying. Don't freeze up due to fear. Follow these rules, and you're sure to succeed in your academic career. In future jumps, you'll still have this scholarship, but it will be to an academic institution of your choice.

Roosevelt (400cp): Scientists need a place to practise science. You have your own lab, a nice, state-of-the-art one. It's got all the scientific equipment you need and will replenish any used materials every week. It's located in a secluded place that is hard to find, allowing you to

conduct your research in peace, in case your findings become sensitive information that could wreak much havoc in the wrong hands. By default, this is a subway car in an abandoned station (that *somehow*, nobody knows about), but you may choose any isolated area that a person could conceivably get to in future jumps. For example, you could place your lab in the sewers, but not on Mars.

Ganali Device (600cp): The ultimate means of dispersion. This device, when set up properly, can aerosolize any antigen, serum, vaccine, or liquid substance, which will then rapidly spread over an area the size of a large city within one or two hours. Why is this important? Well, it's what a certain scientist is going to use in his plan to turn the population of New York into Lizards. Crazy plan. And you can do this too. You have enough of Dr. Connor's serum to affect an area of 100 square miles, and you receive more every month. Additionally, you have the cure for the serum as well, so you can undo the damage you probably did. Effectively, the serum makes anyone it affects **Reptilian** (without the alt-form part.) If you're not up for insane supervillain plots, you can instead turn this to more benevolent uses, like potentially curing polio in the span of an afternoon. Or you can load it up with water and make it rain.

Corporate:

Employment (100cp): You have a mid-level job at Oscorp. It comes with a parking spot and a dental plan. The specifics of what you do depends on your origin and your field, but you make enough money to be counted as a member of the middle class. In subsequent jumps, you'll find a similar job waiting for you should you go looking for it.

Nothing Suits Me Like a Suit (200cp): A big part of business is building your reputation and your professional brand, and for that, you need *presentation*. Hence, this wardrobe of formal business attire is for you. Consisting of the latest, most dapper suits money can buy, you'll be sure to look good when you're making your pitches. This contains an effectively infinite amount of suits, but they can't be sold or given to anybody else.

Oscorp Database (400cp): You have access to the entire database of Oscorp. All their files, blueprints, everything, including the stuff they've deleted. This is a wealth of information, some of it extremely sensitive, ranging from the blueprints for their latest mechanized suits to the details of genetic experimentation, plus all the illicit deeds that various high-ranking members of the company have done.

JumpCorp (600cp): Forget working for Oscorp, you're your own magnate now, one of the wealthiest people in the world. This Fortune 500 multinational corporation can match Oscorp asset by asset all across the board, and rakes in money like there's no tomorrow. By default, corporation deals in the application of experimental sciences, military research, and genetics. You have tens of thousands of people in your employ, with a tower in the heart of Manhattan and myriad locations all across the globe. This company has a competent board that'll run things if you're not feeling up to it.

Criminal:

A Gun (100cp): Exercising the Second Amendment in all the wrong ways. This is a gun. Choose any handheld gun that can be found in 2012. You may not choose military hardware that puts out a lot of heavy ordinance, such as grenade launchers or heavy machine guns. The firearm is easily concealable and comes with a sizeable stash of ammunition that will replenish every day or so.

Shades (200cp): Despite only being a pair of glasses, this piece of eyewear throw a lot of darkness over your face. Despite looking cheap, not only do these fulfill their function, but it obscures your identity and makes your face much harder to recognize. Kind of like a certain reporter, but evil.

Seismic Harness Construction Resource (400cp): The work of a nonexistent guy. One Hermann Schultz. In other universes, he'd go on to become the costumed villain Shocker, but since he doesn't exist here, you can take his name. These are a pair of metal gauntlets. When activated by a thumb trigger, they project intense vibrational blasts, strong enough to blow the doors off of bank vaults or throw punches that could make the webslinger think twice about taking one head-on.

Rhino Suit (600cp, discount mutually exclusive with Goblin Gear): Wanna turn Midtown Manhattan into a demolition site? Well, this is the thing for you (courtesy of Oscorp)! Just watch out for the wallcrawler. Alexei Systevich isn't the physical powerhouse he is in the comics, but that sure won't be stopping him from wrecking buildings. This suit isn't really fit to be called a *suit* - it's more like the world's first mecha, and anything this thing hits won't stand for much longer. This thing has servos strong enough to bulldoze straight through bank vaults, is absolutely impervious to gunfire, and to return the favor, it's got two retractable heavy machine guns in each arm and missile launchers in the shoulders. It's so heavy that a single step can shatter concrete. In spite of the picture, don't worry about your head being exposed. It's got an armored cockpit, which can open up to reveal your face. In case you want to make some loud, bombastic speech to the cops who've come to end your smashing spree. Just in case, it has been modified to have a speaker system. Don't think the suit's heft and bulk will make it slow and cumbersome, either. It goes surprisingly fast because of its ability to move both bipedally and quadrupedally- that's what the top part is for, it goes over the cockpit so you can do more damage when you charge at things. Now get to rampaging!



Goblin Gear (600cp, discount mutually exclusive with Rhino Suit): The toolkit for supervillains that are lean, mean, and green. You know you want it. It's calling you. With this, you are now the proud owner of another of Oscorp's special projects. This purchase comes in two parts. The Oscorp Exo-Suit and the Goblin Glider itself. There are some other, assorted bits and bobs, but the Glider and the Suit are the important parts. The exo-suit was developed as a prototype for military body armor and is powered by electrically conductive nanofibers. Aside from protecting your body, it enhances your strength and is capable of stabilizing any of the wearer's injuries as well as monitoring their vital signs.

The second, *cooler* item is the famous Goblin Glider, used by Osborns and Goblins in almost every reality. First, you may already know this, but disabuse yourself of the notion that this is a *glider*. It's a personal jet-powered hovercraft. It can go up to 100 miles per hour, and this one can be controlled remotely, so you can use it to attack your foes or have it return to you in case you are knocked off - a difficult feat, since there are clasps for your feet, allowing you to stay on the glider when flying at high speeds. This allows you to fly sideways, or even upside down. It'll never run out of fuel, so have fun!

Now for the other things. The glider stores a substantial, replenishing supply of bombs resembling pumpkins, so you can do your best deranged, maniacal villain laughs while raining down explosions. The whole setup is very sharp, too, with no shortage of pointy things to ram into your foes. The glider has a pair of sharp prongs, which come to their logical, deadly conclusion when paired with the blistering speeds the thing can fly at. The suit comes with a pair of fancy, high-tech knives that are otherwise mundane.



Companions:

A person's friendships are one of the best measures of their worth. It's good to have friends. This is your chance to bring friends you make here on your journey.

Import (free): Bring in eight companions. They each get 800cp and can take up to 200cp of drawbacks.

Canon (free): You can take anybody native to this universe with you as a companion for free, but you have to convince them with no perks or other influences. It's their decision and must be given with their informed consent.

Fred the Lab Rat (100cp): You have a pet rat. Why is your rat special? Well, besides being exceptionally intelligent and loyal, yours is in the form of a **Reptilian** hybrid. He's a lizard-rat. He has the **Reptilian** power, but scaled down for a rat, so don't expect Fred to overpower people. Fred does not have any violent impulses and is completely harmless unless you tell Fred to attack.

Drawbacks:

The life of Spider-Man is rife with problems. Now, you're a bit more fortunate than Peter Parker, so you won't suffer as much. Unless you want that sweet, sweet stuff you can only get with more cp. You can get more cp, but you'll have to take some complications in return.

You may take as many drawbacks as you'd like. Just know that you'll have nobody to blame but yourself for your suffering.

Prologue (+0cp): Instead of starting a week before Peter Parker is bitten, you will start ten years earlier and stay for twenty years. Richard Parker has just perfected the process of cross-species genetics and will soon try to flee the country with his wife to prevent his employers from weaponizing the process, leaving a young Peter Parker to be raised by Aunt May and Uncle Ben.

That's Not The Way We Work (+100cp): You have a no-killing rule. That's a basic thing for all people, including superheroes. If you do, on purpose, you fail the chain and get a life sentence in jail. One that you can't get out of.

Rodrigo Guevara is Here (+100cp): Whenever you go somewhere you had arrangements for, you're likely going to have somebody impersonating you. Whether that's an internship, a job interview, or a reservation at a restaurant, *somebody* is going to show up and try to steal your appointments. This can be curtailed if you come early, but whoever's doing it (you'll have a hard time finding them, too - you don't know if it's one person or multiple) will succeed from time to time.

A Promise We Can't Keep (+100cp): You have a habit of continual tardiness. Your nonexistent punctuality will annoy both yourself and others, and bring you no end of inconveniences. This can be shaken, but you will need to put some serious effort in. You need to leave extra early if you can hope to make it to where you've got to be on time.

Two Cents (+100cp): You're just short at times when you need it. Going shopping will occasionally see you misplace a minuscule amount of cash. You won't realize this until you're about to buy what you need, at which point it'll make itself apparent. The would-be-seller will always give you grief about it, too.

"Mother Hubbard!" (+100cp): For some reason, you can't swear. If you try to, you'll instinctively and involuntarily change the words to something more PG.

"You Had It All This Time..." (+100cp): It never worked, though. If anything, it made things worse. A lot of the superhumans that'll soon be running around town are products of science, whether it's due to an accident or deliberate experimentation. You, my friend, will never benefit from this phenomenon. It doesn't matter if it's for superpowers or just a cutting-edge medical procedure. Any experiments you try to improve someone's lot - you or others - will fail with horrific results, severely injuring the recipient, likely crippling them or driving them insane.

A Star On His Left Hand (+200cp): You have a black star tattooed on your hand or wrist. It won't come off for the duration of your time here, no matter what you try to do. Know who *also* has a star tattooed on his left hand? The guy who'll soon shoot Ben Parker. That act is going to

send his nephew on a crusade of vengeance, looking for people who fit that description. People with your tattoo.

“I want that Jumper behind bars!” (+200cp): New York’s finest just don’t seem to like you. Of course, they’re still professionals, and won’t go after you if you haven’t done anything wrong. You’ll just be looked at with a little more suspicion than normal. This all changes if you decide to be a superhero or a villain. Even if you’re a hero, expect the police to go after you in the early stages of your career, when you haven’t established a reputation yet. If you’re on the other side of things, expect them to be on you like white on rice. They’ll constantly be tracking you, the officers assigned to hunt you down will be the best of the best, and they definitely won’t be afraid of calling in heavy ordinance if they need to. The PD won’t always have a problem with you if you’re running around in a costume - if you do enough good deeds to prove that you’re on the side of the angels, they’ll be willing to work alongside you.

“You’re Gonna Make Enemies” (+200cp): You are unique in a way only Spider-Man could be. Fate contrives itself to make certain people fall in your path. You’ll get to know them, and they certainly won’t be forgettable. Maybe they’ll be a friend of yours, somebody you help in the street, a mentor, an annoying colleague, or maybe they’re just an adversary who you didn’t think you’d see again. They’re connected to you in some way. And while these people may not be immediately antagonistic to you, make no mistakes, they will be. Some incident that sees them getting superpowers or a piece of gear that lets them keep up with superhumans, and after that, you’ll catch their ire, and there’s no way to predict who these people are and stop it beforehand. Prepare to have no shortage of opponents to fight.

“People Will Get Hurt” (+200cp): Sometimes, the people closest to you. New York City has lots of interesting people around, all with their own personalities, stories, and lives. It’d be a shame if you didn’t make a single connection in such a populated place, wouldn’t it? Now you’re guaranteed to. Drop-ins will find themselves hitting it off with quite a few people early on, and other origins already have a web of friends and family. You’ll care for them, and they’ll care for you. Unfortunately, these people are going to fall in harm’s way a couple of times during your time here, and it’ll be up to you to rescue them. It’s not impossible to save them, but the worst *will* happen if you mess up.

Captain Stacy (+200cp): There’s a failure, a defeat that you suffered. Or one that you will. It haunts you. This loss has caused you a great deal of mental trauma and pain, and you will intermittently hallucinate things and people involved. Think how Peter started occasionally seeing Captain Stacy after the latter’s death. While these hallucinations will never endanger you physically, they tear your heart from the inside. The guilt is consuming you. Will you be able to find the inner strength to rise up and move on from your failure?

Because You’re Special (+400cp): But not in a good way. Prepare for misery. You are awkward, bumbling, and most people just don’t acknowledge or care about you. Your peers will blow you off, nobody would bat an eye if they saw you struggling in the streets, and in general, you’re the shy, insecure sort that everybody ignores, even if you’re a great person if someone

got to know you. Fortunately, kinder people are generally more resistant to this effect, but that presents its own set of problems - you may develop an unhealthy fixation for the few who treat you with even basic respect. Your companions are outright immune. You work an Oscorp job that you might've enjoyed if you weren't surrounded by jerk coworkers who constantly take advantage of you (if you took **Rodrigo Guevara is Here**, one of which is the person who keeps stealing your appointments), and you can't quit. Also, your interpersonal skills have taken a dip, giving you social anxiety, and though you may dearly wish to, you have a very hard time connecting to people. You're not antisocial or anything, just very shy, insecure, and forgettable.

"I'm a Southpaw" (+400cp): Or you can be a righty. No judgment here. Your non-dominant hand has been severed at the elbow. You can't regenerate it, replace it with cybernetics, grow more arms, or fix this problem in any way - you are handicapped for the duration of this jump. The best you can get is a mundane prosthetic arm. Don't worry, your arm will return at the end of the ten years.

User Access Revoked (+400cp): You attract lots of backstabbers looking to exploit you in some way. In other words, your subordinates are generally people like Donald Menken. They're unpleasant to be around and hang around you for their own gain and won't hesitate to betray and discard you, sucking all the good out of you before throwing you away like a banana skin. No matter what, you can't get rid of these people unless they make a move against you.

The Osborn Curse (+400/600cp): You have unfortunately acquired the genetic disorder of retroviral hyperplasia, the same condition that ravages the Osborns. You are slowly dying. Your quality of life is going to steadily decrease through your time as your body succumbs to the disease. It'll start small. You'll just have a small amount of pain from time to time. It'll come and go. As the condition progresses, it'll get worse. That pain? Not so small or occasional anymore. It'll grow and grow. You'll be confined to a bed, and degenerate into a hideous, scaly version of yourself. Fortunately, you'll still live.

For 200cp, the disease has been accelerated. You're starting out in the middle stages, and if you don't do anything about it by the end of the jump, the Goblin will have claimed yet another soul.

Committed (+600cp): You're an anomaly, a being from outside this universe. From outside this *multiverse*. That's enough to catch the attention of anyone if they knew the truth, and now somebody's going to capitalize on your status as the Jumper. New York's resident shady corporation has been tipped off on that, and they've taken a vested interest in you. They have used their connections to make you "disappear." You have secretly been captured and sent off to Ravencroft Institute for the Criminally Insane. Your companions and in-jump friends and family have been told you're dead. The good doctors at Ravencroft will subject you to cruel and inhumane experiments there, studying your powers and your strange nature. *Somebody's* given them the means to nullify your powers, and you'll be kept heavily restrained, enough to make you completely helpless. There's no way you're making it out of here on your own. Fortunately for you, unless things on the outside change too much, you'll be joined by one Max Dillon in two

years. Soon Harry Osborn will be on his way to break Dillon out, and he'll spring you too. Until then, you have two years of pain, humiliation, and suffering to look forward to.

A World Without Weakness (+600cp): It's over. You show up in 2013. Only this time, Spider-Man's not around. He was, but Spider-Man is no more. Or is he?

What we do know is that a year ago, Curt Connors won. The Ganali dispersion device spread his serum throughout New York, taking its hold on the vast majority of the city and turning its people into Lizard-Human hybrids just like him. Connors has united and now leads this millions-strong tribe in a crusade to convert the rest of the world, which isn't taking this lying down. A bloody conflict has erupted between the Lizard Tribe of New York and the US government, with heavy casualties on both sides. Left alone, the conflict is going to escalate rapidly, and it will not end well for anybody. Now, you're caught in the crossfire, and Connors will be gunning for you as well. You will need to end this conflict and cure and restore order to New York within your ten years here, or you fail the chain.

If you complete your mission, you are presented with a choice. It turns out that this world was an alternate universe (should've expected that), and you may choose to go to the world of this jump proper and spend the standard ten years there.

Scenario:

Jumpchain: A Way Back Home



You likely already know this, but this universe isn't the only one out there. Not by a long shot. There's an entire multiverse and even more beyond that. And with multiverses come alternate

selves. Maybe not for you, but in a few years, that is going to become very relevant to Peter Parker. For reference, this jump's universe will be referred to as Earth-120703J.

Midway through your jump, in another universe (which we will refer to as Earth-199999J,) Spider-Man has had his identity exposed after a fiasco in London involving a drone swarm, misplaced trust, a pair of glasses, and illusions. This isn't going well for him, but he's got a plan. You see, this version of Spider-Man isn't the only hero in his native universe. He's got a friend. A man going by the name of Dr. Stephen Strange, an actual wizard. However, the foolish actions of the native Spider-Man botch the spell, summoning several people from other universes who know that Peter Parker is Spider-Man. Including you. And a whole host of other people you might know, including this universe's Peter Parker, Curt Connors, and Max Dillon. All with powers. If you butterflied them away, they'll still appear, but from a different universe where everything went the way it did in the movies. Yours is not the only universe the spell pulled people out of. There's a second one (which we will refer to as Earth-96283J) with people who were pulled into Earth-199999J. You'll have to deal with some crazy guy dressed as a flying green elf with a rocket-powered glider, a scientist with metal arms coming out of his back, a man made out of sand, and yet another Peter Parker. There's also somebody from a *third* universe (this one will be called Earth-TRN668J) named Eddie Brock who got sent to Earth-199999J Mexico, but you won't really have to worry about him. And don't forget Strange or the native Parker, either.

You must fulfill one of two objectives. If you fail this scenario, you forfeit everything you got from this jump, and you're going to be stuck in a magical dungeon for the rest of the jump or sent back to Earth-120703.

You may attempt to set things right. To do this, you must round up the supervillains in New York. Connors, Dillon, and those three villains from Earth-96283J. Afterward, you must find a way to cure them of their respective issues and return all the transdimensional visitors to their home universes, including yourself. Afterward, you must find a way to wipe the secret identity of Earth-199999J's Spider-Man from the minds of the public. You'll have a lot of help from the three Spider-Men, the friends and loved ones of Earth-199999J, and the Master of the Mystic Arts. Despite your formidable allies, this is no easy task. You, along with the other non-native Spider-Men are scattered and lost. There is a disagreement between Earth-199999J's Spider-Man and Dr. Strange on what to do with the villains. The assorted foes of the various Spider-Men may heavily oppose your attempts to aid them as well. Do your best to achieve a good ending, and prevent needless tragedy and loss of life.

Alternatively, if you're out for yourself, you may take advantage of this new universe and find a way to stay. Dr. Strange will be hounding you at every turn, trying to deport you back to Earth-120703J or otherwise detain you, and odds are the Spider-Men are going to be in cahoots with him. If they do, they might even consider you somebody to be "fixed," which means that they'll have the means to nullify *all* of your powers if they successfully "cure" you. Evade Strange for long enough, and he'll ask his friends and colleagues to help him out. Doctor Strange and Spider-Man are far from the only heroes on this Earth. If you drag on the chase for

long enough, the Sorceror Supreme will call in backup in the form of the premier group of heroes on Earth-199999J. Hopefully, you've heard of them. The Avengers. Earth's Mightiest Heroes. While they lost some key members in a battle for the fate of their universe that happened a year ago, there's no telling who's going answer the call and try to catch you, but they'll be some of the best the world has to offer. There could be titans of green muscle, the world's best marksmen and martial artists, interstellar adventurers, super soldiers, scientists with shrinking technology or power armor, royalty from hyper-advanced countries, and actual Norse gods trying to come after you. Not to mention the order of Sorcerors that Strange leads. You're not guaranteed to be hunted by every hero around, but at least one or two will track you down. You have to evade this manhunt.

Your reward for completing this scenario depends on the route you took and your choices in the power section of this Jump.

If you have Archanid: Screw Web-Shooters. Your arms have mutated. You now have a gland in each arm, capable of firing organic webbing. If you don't like organic webbing, you get a version of the suit Earth-199999J's Spider-Man wore in *Captain America: Civil War* and *Spider-Man: Homecoming*.

If you have Reptilian: You get a copy of Doctor Octopus' arms. The four mechanical arms are attached to your back. They're compatible with all of your forms and are controlled as easily as you control your natural limbs. They can be taken off at any time you want.

If you have Voltage: Earth-199999J has a lot of advanced technology. One of these advancements is a little something called the Arc Reactor, which you've got. It provides a lot of clean, efficient energy, and wearing it will significantly augment your powers.

If you didn't take any powers: A latent spark of magic has awoken within you. You are now capable of sorcery, but you're nothing special. You will have to learn by yourself or convince somebody to teach you. There is one trick you've got down, though. Portal creation. You have a sling ring, which allows you to open and close portals, which you're pretty good with.

If you helped the supervillains and returned to Earth-120703J: You get a magical artifact called the *Macchina di Kadavus*. It can contain any spell, effectively delaying the effects until the machine is destroyed or a button on the device is pressed. It's already imbued with a spell to banish any dimensional travelers (besides yourself) to their native universes and a spell to erase selective memories. Each spell can only be used once per jump. This limitation is lifted post-spark.

If you stayed in Earth-199999J: You still get the *Macchina di Kadavus*. This time, it contains a spell to tear open dimensional rifts. You can't use this to hop between universes, but you can summon people. You may specify what kind of person you want to summon, based on the knowledge they possess. This is limited to the local multiverse until post-spark.

Future:

You've had your adventures, but your ten years are up. It's time to choose where you'll go next, or if you'll go at all.

Not Bad, Kid: It was a good run. You've chosen to return to your original universe. Maybe the things you saw here reminded you of what you've got home. And thus ends the saga of Jumper. See you around.

Greatest City in the World: You like it here in New York, and you've got plenty of responsibilities. Plus, you've likely got plenty of friends who'd miss you! You have chosen to stay here, in this world.

Brand New Day: I see that your wanderlust is still going strong. Will it ever stop? You have chosen to move on to the next universe. Just keep on swinging, and don't you forget your friends here, got it?

Notes:

Jump Notes:

- **On *Jumper's Got it Going On*:** The name is a reference to *Stacy's Mom*. I didn't pay attention to Gwen's mom in the movie, but it's better than the old name - Stacy Stunner. Stacy's got it going on, too.
- **On *Experimentation*:** Think of this as being very receptive to empowering procedures. For starters, a bite from the radioactive spider would work for you, though it'd only work for somebody carrying Richard Parker's genetics. In other jumps, for example, the Super-Soldier Serum won't affect your personality in an MCU Jump, and symbiotes would find you to be an ideal host. You'd have an exceptionally high tolerance to cyberware along with extreme resistance to cyberpsychosis in a Cyberpunk 2077 jump. You could drink the riskiest Cauldron vial in a Worm jump and come out unchanged.
- **On *Voltage*:** By buying it with cp, you have a normal body and an energy alt-form, unlike Electro in *The Amazing Spider-Man 2*, who's stuck in the energy form - though he's tangible. You can use your powers in either form. They get him back to a normal body in *Spider-Man: No Way Home*, though he's initially intangible when Spider-Man as portrayed by Tom Holland runs into him. Your weaknesses of water and overloading will be mitigated post-jump. Water will no longer temporarily depower you. You can still overload, but it will result in you briefly "shorting out" and losing access to your powers instead of exploding.
- **On *Police Scanner*:** I made this stuff up, inspired by the generic medical drama jump and the Spider-Man PS4 jump. Which is titled without the hyphen.
- **On the *Seismic Harness Construction Resource*:** This is the only thing taken from the video games. I don't want to take other stuff from the games. Maybe in an update in the far future.

- **On the *Rhino Suit* and *Goblin Gear*:** I've thrown in a couple of upgrades. The original Rhino mech didn't have a speaker system. I added that because I thought one of the cops could've taken shots at Systevich while he had his cockpit removed to make his speech. They didn't. Probably because a dude getting shot in the face isn't going to fly in a Spider-Man movie. The Goblin Glider goes ten mph faster and can be controlled remotely, whereas, in the movie, the thing crashed as soon as Peter knocked Harry off it. It also has the clasps, which are my interpretation of how Harry would stay on the thing.
- **On *Fred the Lab Rat*:** This is not the same rat as the one in Oscorp's labs. The rat isn't necessarily male or named Fred.
- **On *The Osborn Curse*:** Retroviral Hyperplasia is entirely fictional. The Goblin isn't some sort of magical being. It's just me trying to spice up the text.
- **On *A World Without Weakness*:** Where is Spider-Man? That's up for you to fanwank. Maybe he was killed, or he was converted into a Lizard-Human hybrid like the rest of them (either working with Connors or fighting against him), or he's still in New York, leading a small group of normal humans that are constantly being hunted by Connor's forces.
- **On *Jumpchain: A Way Back Home*:**

I have a lot to say on this one. If it isn't clear, Earth-199999J is a MCU Earth where the canon timeline played out until you showed up.

People with **Reptilian** get Dr. Octopus' arms because I couldn't think of anything else and Sandman's abilities are too powerful.

For the purposes where you try to stay in the universe, whether Earth-120703 Spidey (Andrew Garfield Spidey) comes after you depends. That's the one native to the jump that you start in. based on your relationship with him. He might even vouch for you if he likes you enough, which'll stop them from coming after you. In that case, you will instead be drawn into the plot and get involved with various superhero shenanigans around the world.

If you decide to run away and prolong it for long enough, the Strange and the Masters of the Mystic Arts will begin to send Sorcerors to catch you. Strange will still be working as the Sorcerer Supreme but will try to catch you from time to time. He has a life. He's not going to dedicate all of his time to going after the Jumper, but he'll take it seriously. You can convince him to call it off, but it'll be difficult and must be done without any form of perk or influence. Not all the Avengers will come for you, but a few will. None of them will be particularly interested in trapping you, but expect them to find you if you're in their area. You aren't considered too much of a threat, so they won't assemble and come after you together. None of the Avengers will follow you. The text *interstellar adventurers* and *martial artists* is intentionally vague - it can mean multiple people. It largely depends on your location. For example, New York might have Hawkeye, War Machine, or the Falcon (I think he's Captain America now) come looking for you. California has a surprising amount of heroes. It'll probably be Ant-Man and the Wasp, but keep in mind that

Shang-Chi was recruited into the Avengers a little while ago. And She-Hulk is around. Norway would mean that some of there would be a search party from New Asgard. Space is a mixed bag and probably the worst place to go. Strange and the Masters of the Mystic Arts won't follow you, but they will contact the Guardians of the Galaxy (remember, Thor's with them) or Captain Marvel.

None of the heroes coming after you mean you harm. They just want to catch you and send you back to Earth-120307J.

Here's all the stuff that didn't make the cut into the final draft. Araneus Ocorpeus was booted out because it was a Parker Luck was initially a drawback but got scrapped. The other drawbacks represent it well enough. Plus, there are three other Spider-Man jumps with this drawback, just worded differently.

- **Aranaeus Ocorpeus (600cp):** This is a lot of power in your hands. Well, it's in the organism that you have possession of. A bona fide power-granting spider. A few, actually. The kind that gave various Spider heroes across the multiverse their powers. You could let it bite you, but there are a few problems with that.
- **Parker Luck (+400cp):** You just can't catch a break, can you? Whenever things begin to look up, it'll keep going that way just long enough for you to get hopeful, before something comes along to ruin it. Your stay here will see you marred by tragedies, terrible timing, and things just generally not going your way. If you want things to go well for you, you're going to have to *work* for it. You just keep on slipping up.

Mada Mada Plus Ultra. EYouchen/MadaMada (and now, Eli) Jump #11. The funny thing is that I didn't assign numbers to my jumps in my earlier jumps as I do now. I did write down my first that it was my first one.

When you read a jump document, who do you believe to be narrating the jump? Some Jumpmakers make it the Benefactor. Others like to have a character, OC, or canon, convey it. It's been rattling around my brain recently. It used to bother me. Sometimes, Jump-Chan sounds cool, sophisticated, and intelligent. Other times, she sounds really, really stupid. Depends on the Jump Author. But now, I've come to accept that Jump-Chan is a goddess who speaks through many mouths. I've also come to accept that I sound like a weird internet cultist.

In the Jump for *Thor: Love and Thunder*, which I made, the way I wrote the Drop-In capstone seems to imply that I, the Jumpmaker, was narrating the jump. That's uncomfortably meta for me. I think that one, along with *My Dress-Up Darling*, was my best jump. This one's a good one for my standards, though.

So from now on, I'd say that Jump-Chan is the narrator of the jumps, but that bugs me, too. It depends on the jumpmaker. I have a major gripe about it. Some people do it well. Others don't. That's where my gripe comes from. The notes sections are where I, the Jumpmaker, share my thoughts. The *Jump Notes* section will be dedicated to my thoughts on the jumpmaking process

and other things that are relevant to the jump, while the additional notes will be for thoughts that I simply want to record.

I might throw in video game stuff in an update. 1.0 is for the movie stuff. In my opinion, scenarios shouldn't be in every jump. That'd be ridiculous.

The US can finally have a jump in my location category section. I wanted to do a jump for Oblivion, and I still do (it'll probably be jump #12), but I wanted to do one where the setting wasn't a post-apocalyptic wreck first. Then I found out Blade already made one, though it's old. And you can't take over the real Tet. I liked the idea of Jumper in the Tet, looking at Earth from space, with the structure under the control of their AI companion.

The image for the University of Oxford came from their website.

I think I've finally found my jumpmaking style. Maybe it'll change - it's okay right now. It's not beautiful, but it's also far from ugly. Another recent Marvel jump blows mine out of the water, though. I used to think I made above-average jumps, but back then, I had lower standards. Right now, I think my jumps are mid. They're not terrible or plagiarized, but I'm a long way from the actual good stuff. I hope to get there eventually, though. I'd like to say that my jumpmaking process has improved and will still improve with further jumps made. I hope. I maintain that my current jumps are better than my older jumps, but this isn't the best of them. I think my best jump so far was #9. My Dress-Up Darling. #6 and #7, Rise from Ashes and Thor: Love and Thunder, were also good ones, despite what Waku Waku might say about the latter.

Changelog:

- Document first made on January 7th, 2023
- 0.1 published January 9th, 2023
- 0.7 published February 24th, 2023
- 1.0 published March 8th, 2023

Location Categories:

Total: 11

- Not Earth: 3 - Peter Nimble and his Fantastic Eyes, Sophie Quire and the Last Storyguard, Thor: Love and Thunder
- Earth, Unspecified Location: 2 - Toaster Dude, the Giving Tree
- Earth, Global: 2 - DCEased, Arthur Christmas
- Earth, Specific Area: 4
 - Canada: 1 - The Troop
 - UK: 1 - Rise from Ashes
 - Japan: 1 - My Dress-Up Darling
 - USA: 1 - The Amazing Spider-Man

Credits:

- EYouchen/MadaMada - Jumpmaker. Also happens to be the person writing this sentence. Now Eli.
- Nerx, provider of many comments for the WIP.

~~If you actually bothered to read the entire notes section, have an extra 50cp. That 50cp is void if you tell others about this deal.~~

Other Notes:

Hyphenate.

I tend to fill out the notes section long before I actually finish jumps, most of the time. I apologize for being dumb and not understanding electrical engineering.

There was a reference to something by Samuel Beckett in this jumpdoc. Can you find it?

I'm going to write down all the stock perks/items/drawbacks for jumpmaking somewhere (probably on SB) and share it. The other four sites aren't as good as SB for comprehensive lists. The folk over at discord are probably going to make fun of my scenario, though. Something something compare it to powerwanking and Reddit.

The Andrew Garfield Movie version of Flash Thompson is my favorite one out of all of the movie iterations. He's got more depth than his Maguire and Holland counterparts. He tries to comfort Peter after Uncle Ben dies.

In superhero stories, I think powered people should learn about whatever field is related to their abilities. A pyrokinetic should need to know about fire and have firefighting experience, for example. I'd imagine my version of the academy in the *Generic Super Academy* jump to have a specialized curriculum for that. I like how Electro has experience as an electrical engineer and Lizard is an expert in herpetology.

The villains (with the exception of Systevich) in the movies aren't initially malicious, they're just unlucky people in bad situations. Lizard initially injected himself with the serum to stop Oscorp from testing it on a Veteran's hospital. Electro was bullied and neglected, leading to his fall into the pool. He was scared in Times Square. If the cop with the sniper rifle hadn't taken the shot at him, I think he and Spidey could've talked it out. Harry, at the start, just wanted a cure for his genetic disease. However, they are *definitely* malicious in the later halves of the movie.

I like Meatloaf.

I still think Peter owes Rodrigo Guevara an apology. They've never met, but it's a dick move to steal someone's ID.

There's a part of me that doesn't like Spider-Man because of all the quips he makes. It reminds me of a mean, fast sort in middle school who'd pick on everybody else. Spider-Man wouldn't

pick on anybody, though, and always means well. He's a good guy. And I'd rather have cheerful, smarmy Spider-Man than angsty, black-suit Spider-Man.

Can you find all the references I sprinkled throughout the doc? There's one for Waiting for Godot, TMNT, It, How I Met Your Mother and a whole bunch of other stuff that I don't remember.

I remember how I first heard of Spider-Man. It was through [The Amazing Spider-Man Pop-Up: Marvel True Believers Retro Collection](#).



Also, I think it'll be a while before I make my next jump. Too many things I have to do in real life.

