Spider-Man: Shattered Dimensions

A jump by SpazzWave. Version 1.1



Welcome, Jumper, to the Marvel Universe.
Things are a bit of a mess right now.

It was supposed to be a standard Tuesday night for the Amazing Spider-Man: swing into a museum, stop the fish-bowl-wearing illusionist Mysterio from stealing a shiny rock, and make it home in time for dinner. Unfortunately, one misplaced punch later, that "shiny rock" (actually the ancient, mystical Tablet of Order and Chaos) shattered into pieces.

Those pieces didn't just scatter across the floor; they scattered across the multiverse. These highly volatile fragments of cosmic power are now scattered across four distinct realities. The pieces must be grabbed before they fall into the wrong hands, or reality itself is in absolute danger of unraveling! If the worst villains of these worlds figure out how to harness their terrifying, reality-warping power, the entire omniverse will collapse!

To stop the omniverse from collapsing, the clairvoyant Madame Web has reached across dimensions. She has assembled a team of Spider-Totems - spider-heroes from four wildly different universes - to hunt down the fragments and put the Tablet back together.

That is where you come in. Whether you are a seasoned web-slinger from one of these worlds or a completely confused interdimensional Drop-In, Madame Web needs your help to clean up this multiversal disaster. You will spend the next ten years traveling across realities, fighting magically-juiced supervillains, and trying to save existence itself.

You have **1000 CP** to build your suit, hone your skills, and prepare for the ultimate scavenger hunt. Good luck, web-head... you're going to need it!



Origins

Drop-In [+300]

You don't belong here. Whether you're a dimension-hopping tourist or a guy who woke up with a headache, you have no history in this multiverse. The upside? You can choose to start in any of the four dimensions - like a rainy Noir alleyway or the neon skyline of 2099! You lack local friends, enemies, or a secret identity. While you don't have a cozy apartment, you're completely off the grid. No destiny, no prophecies, and no supervillains waiting to kidnap your aunt. Time to write your own story!

Amazing

Welcome to the modern age, web-head! You are the quintessential superhero of a bright, bustling New York City. You've been at this gig for a while, making you highly experienced in trading blows with colorful, larger-than-life supervillains. Armed with a brilliant scientific mind, high-tech web-shooters, and an exhausting amount of snarky quips, you are the gold standard of the Spider-Totems. Your life is a chaotic balancing act of fighting crime, dodging the Daily Bugle's smear campaigns, and struggling to pay rent, but you wouldn't have it any other way.

2099

Welcome to Nueva York, a neon-lit cyberpunk dystopia ruled by the corrupt mega-corporation, Alchemax. You are a product of the future, a brilliant geneticist whose DNA was permanently spliced with an arachnid's. You don't use clunky mechanical web-shooters; you pack organic webbing, paralyzing venom, and razor-sharp talons that can shred through futuristic power armor. Clad in unstable molecules, you rely on blinding speed and advanced technology to fight off corporate kill-squads and flying police cruisers. It's time to show these corporate suits what a hero from the future can really do!

Noir

The year is 1932, and the Great Depression has cast a grim shadow over New York. You are a creature of the dark, a gritty vigilante fighting a desperate war against mobsters and freaks. Forget bright spandex; your world is black, white, and drenched in rain. Armed with a trench coat and the element of surprise, you rely on shadows, silent webbing, and brutal hand-to-hand takedowns over flashy acrobatics. In this bleak reality, you are the terrifying monster that makes the bad guys check under their beds.

Ultimate [400]

You are the youngest of the bunch, full of raw, unrefined potential and a ton of teenage angst. Your New York is chaotic, packed with incredibly aggressive mutants and top-secret genetic experiments. To survive, you have been bonded with a synthetic Symbiote suit. Thanks to Madame Web, it won't corrupt your mind, but it still grants you brutal, overwhelming physical strength, massive tendrils, and a terrifying healing factor. You lack the finesse of the older spiders, but you more than make up for it with unstoppable, symbiotic rage!

General Perks

The Spider-Totem [Free for All except Drop-in, 600 for Others]

You can’t exactly swing around the multiverse with a team of Spider-Men without the prerequisite sticky fingers and acrobatic flair! By taking an Origin in this jump, you are officially initiated into the Web of Life, receiving the ultimate arachnid starter pack. You gain baseline superhuman strength capable of casually juggling small cars, absurd agility that makes Olympic gymnasts look like clumsy toddlers, perfect equilibrium so you can comfortably take a nap upside down on a flagpole, and the iconic ability to cling to almost any solid surface. But wait, there's more! Madame Web has kindly given your famous ‘’Spider-Sense’’ a premium update. It doesn't just buzz in the back of your skull to warn you of incoming danger anymore. Your senses are now hyper-tuned to act like a tactical video game HUD! With a little focus, you can "see" the silhouettes of enemies through solid walls and instantly highlight glowing weak points on heavily armored bosses, machinery, or structural pillars. Finally, if you don't feel like desperately scrounging for chemicals to invent your own web-fluid, you can opt for a few biological freebies. At your discretion, you may choose to possess organic webbing spinnerets in your wrists and razor-sharp, retractable talons on your hands. 100% natural, highly convenient, and guaranteed to save you a fortune on science equipment!

Excelsior! [Free]

Excelsior, Jumper! Ever feel like your heroic leaps, dramatic speeches, and world-saving battles are missing that extra bit of cosmic flair? Worry no more, because the legendary Stan Lee himself has decided to step into the sound booth of your life! From this moment on, an omnipresent, warm voice-over will poetically narrate your adventures across the multiversal landscape. Whether you’re swinging past glowing skyscrapers, dodging a barrage of laser fire, or just dramatically eating a slice of pizza on a roof, Stan's iconic voice will frame your actions with all the bombastic enthusiasm of a classic comic book narrator! He’ll chime in with classic catchphrases, hype up your big victories, give witty summaries during downtime, and hit your enemies with the occasional epic zinger. Best of all? You (and anyone you want) can actually hear him! ’Nuff said!

Weaver of the Multiverse [800]

Move over, Madame Web! There’s a new master running the multiversal switchboard, and you've got the supreme cosmic vision to back it up! You have unlocked a direct, absolute connection to the Web of Life and Destiny, granting you total cosmic awareness across the Multiverse. You can gaze into the glowing strands of reality at any time, viewing parallel dimensions, alternate timelines, and distant worlds as clearly as watching a high-definition movie. Whether a villain is hatching a plot three universes over or an alternate Spider-Hero is in danger, nothing happening across the multiverse escapes your sight! More importantly, you hold absolute, divine authority over Spider-Totems. Through your link to the Web, you can directly manipulate the spider-powers of anyone across reality. Want to supercharge a rookie Spider-Man’s strength to fight a god? Done. Need to temporarily suppress a rogue spider-villain's Spider-Sense so they can't dodge? Easy. You can enhance, weaken, strip away, or completely rewrite spider-based abilities, turns of speed, and senses on the fly. Of course, there are limitations. You can’t crank the dial to infinity and turn a street-level web-head into an omnipotent cosmic god; their mortal bodies would pop! So tweak those stats wisely, and keep your eyes on the multiverse!

Drop-In Perks

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

Local Knowledge [100]

Landing in a brand-new dimension usually involves a lot of awkward questions - like why everything is suddenly locked in a high-contrast black-and-white noir film, why high-tech hover-cars are buzzing around your head, or why everyone is bonded to living alien goo. Luckily, you won't be standing around looking like a confused tourist for long! The absolute moment your feet touch down in an alternate reality, parallel universe, or unfamiliar timeline, your brain receives a smooth, instant download of comprehensive local knowledge. You'll immediately get the full lay of the land. You'll know all the major players, from the highest-ranking superheroes and legendary villains to the local gang bosses and corrupt corporate CEOs. You'll automatically understand the world's history, current news, cultural slang, taboos, and current tech level. You'll even instinctively memorize the geography, knowing every major landmark, hidden alleyway, subterranean sewer layout, and local hero hideout like the back of your hand. It feels so incredibly natural that it's almost like you've lived a full, ordinary life in this world! No more stumbling onto Alchemax turf unprepared, asking stupid questions about local law enforcement, or getting lost in parallel versions of Manhattan. You'll blend right into the background and navigate the new world like a true native!

School of Hard Knocks [200]

Ever wonder how guys like Kraven or Osborn manage to recruit hundreds of themed goons to stand around in colorful costumes waiting to get webbed up? It's not just the union benefits - it's because the henchman market is starving for free education! While most superheroes are born with genetic lotteries or bitten by radioactive bugs, you possess the incredible talent to actually teach your hard-earned skills to others. Even better? You radiate an irresistible mentor aura that actively draws eager, loyal students right to your doorstep, all practically begging to be your personal minions just for the privilege of learning from you! Whether you're teaching street thugs the art of dramatic illusion-making, training rookies in high-speed acrobatic parkour, or sharing master-level tracking and hunting techniques, your students absorb your lessons at a mind-boggling pace. Give it a few weeks, and you could easily build your own loyal army of trained specialists, elite bodyguards, or costumed henchmen who will happily follow your every command - all because you were nice enough to give them a real skill set!

MacGuffin Magnet [400]

Have you ever asked yourself why so many random, C-list villains managed to get their grubby hands on the scattered fragments of the Tablet of Order and Chaos all at the exact same time? I mean, what are the statistical odds of Sandman just happening to find one in an abandoned quarry? It's pure, dumb, plot-convenient luck, of course! Well, congratulations, because you have just inherited that exact brand of multiversal serendipity. You are a walking magnet for mystical MacGuffins. Magical artifacts, cosmic relics, and shiny items of ultimate power just genuinely want to be found by you. Reality itself will bend over backward, contriving absolutely ridiculous coincidences just to drop these legendary items right into your lap. You won't need to spend decades scouring ancient, booby-trapped ruins. Instead, you'll trip over a legendary amulet while walking to the bodega, a cosmic tablet fragment will bounce off a pigeon and land directly in your coffee cup, or a supervillain will accidentally drop their ultimate weapon right at your feet mid-monologue. When it comes to hunting down world-shaking artifacts, you don't even have to try: they will aggressively hurl themselves into your daily life!

Rogues' Gallery Resume [600]

Let's face it, simply putting on a colorful costume and robbing a bank doesn't make you a supervillain. There is a standard of professionalism to uphold! You now possess all the fundamental skills required to be a top-tier comic book antagonist. You have flawless timing for dramatic monologues, a natural eye for designing menacing secret lairs, a working knowledge of holding hostages, and an absolutely magnificent maniacal laugh. But every great villain needs a proper gimmick, a "major" to go with their villainous bachelor's degree. Upon taking this perk, you gain master-level expertise in mimicking one of the iconic heavy-hitters. You may choose one of the following specializations:

The Illusionist (Mysterio): You are a master of special effects, stage magic, chemistry, and holography. You can effortlessly craft mind-bending illusions so hyper-realistic that they can completely disorient even the most experienced heroes and bypass enhanced senses.
The Hunter (Kraven): You are the ultimate apex predator. You possess unparalleled tracking abilities, wilderness survival skills, and the genius to turn any environment - from a dense jungle to an abandoned construction site - into a lethal, inescapable obstacle course of elaborate traps.
The Mercenary (Deadpool): You are an absolute savant of chaotic combat. You possess world-class skills in gun-fu, swordsmanship, explosives, and completely unhinged tactical warfare, turning you into a highly lethal, highly unpredictable one-man army.
The Mad Scientist (Doctor Octopus): You are a world-class genius with multiple Ph.Ds in robotics, radiation, and physics. You are perfectly capable of building doomsday devices, hacking secure networks, or inventing mentally controlled mechanical tentacles with whatever scrap parts you have lying around!

This perk can be purchased multiple times, but the second and subsequent purchases are undiscounted.

Amazing Perks

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

Sensational Quips [100]

Is it even a real Spider-Man jump if you can't mercilessly roast a guy wearing a giant fishbowl on his head? Your mouth is now a certified weapon of mass frustration. You possess an inexhaustible arsenal of perfectly timed, soul-crushing one-liners, snappy comebacks, and deeply personal roasts that adapt instantly to whoever you're fighting. The second you open your mouth, your enemies completely lose their cool. Hardened mercenaries forget their tactical training, hyper-intelligent masterminds throw temper tantrums, and multiversal threats start wildly swinging at thin air just to shut you up. By relentlessly pushing their buttons, you force opponents to fight sloppily, telegraph their attacks, and abandon their strategy entirely in a blind, rage-fueled crusade to smash your smug face into the pavement. Best of all? You never run out of material, no matter how many dimensions you drop into!

Web-Weaver [200]

Sure, using webs to swing from skyscrapers or tie up muggers like sticky little burritos is a timeless classic, but isn't it a bit... basic? You've decided to take your superpowered arts and crafts to the absolute next level. Your skill with manipulating webbing in combat is nothing short of unparalleled, especially when combined with whatever heavy junk happens to be lying around!

In the blink of an eye, you can snag environmental debris (a loose rock, a chunk of shattered asphalt, or an unsuspecting manhole cover), wrap it tight, and swing it around like a massive, devastating web-hammer! Why punch a supervillain when you can smack them into next week with a web-tethered boulder? Your improvisational arsenal doesn't stop at makeshift flails, either. Without even breaking your momentum mid-swing, you can wrap up a pile of wreckage into a giant wrecking ball to bowl through a crowd of goons, spin hyper-expansive nets to catch a dozen falling civilians at once, or even make web-shields to protect yourself. Your imagination (and whatever heavy rocks are lying around) is your only limit!

Unshakeable Morals [400]

Let's face it, in the comic book business, all it usually takes is one cursed amulet, a bad day, or a slightly grumpy alien symbiote for a hero to start wearing black leather and monologuing about "cleansing the city." Not you. Your moral compass isn't just pointing true north; it's bolted down, encased in vibranium, and completely immune to tampering. Uncle Ben would be incredibly proud. No matter what tragedies strike, how bad your luck gets, or what kind of psychic whammy a villain tries to hit you with, you absolutely cannot be forced, coerced, or brainwashed into betraying your core beliefs. You are stubbornly, heroically good. But here is the real kicker: this absolute incorruptibility extends to magical and cosmic artifacts. You know that incredibly unstable Tablet of Order and Chaos everyone is fighting over? The one that turns regular mobsters into megalomaniacal gods and drives them completely insane? Yeah, you could duct-tape that thing to your forehead and be perfectly fine. Whether you are supercharging yourself with a reality-warping tablet, a demonic artifact, or cosmic radiation, you will keep your mind, personality, and morals completely intact. You get all the shiny, world-shaking power-ups with absolutely none of the psychotic side effects!

The Veteran [600]

Look, let’s be real: on paper, half your rogues’ gallery should easily be able to crush you into a fine crimson paste. But you didn't survive this long just by being quick on your feet; you survived because the universe loves a good underdog story! You possess the ultimate veteran instinct for punching way above your weight class, to the point where reality itself bends to give you a fighting chance. Whenever you are outmatched in raw power, the environment will literally shift, alter, and contort itself to provide the exact hazards and tools you need to take them down. Fighting a giant Sandman made out of an entire quarry? It’s your lucky day, because the terrain will mysteriously reshape itself to include highly pressurized water towers and explosive barrels that definitely weren't there five minutes ago. Trapped in a tiny enclosed space with an unstoppable meat-tank like the Juggernaut? Suddenly, the floor layout changes to funnel him directly into precariously fragile support pillars rigged with exposed high-voltage wiring. You no longer have to worry about fighting gods, monsters, or giant mutants in a featureless void. No matter how utterly outmatched you are on paper, the world itself will always rearrange its furniture to give you the perfect, incredibly dramatic way to drop them!

2099 Perks

Perks for 2099 are discounted 50%, with the [100] perk being free.

Digital Phantom [100]

Welcome to the neon-soaked dystopia of tomorrow, where privacy is a myth, Alchemax literally owns the skyline, and there’s probably a corporate security camera in your cereal bowl. It’s incredibly hard to be a friendly neighborhood spider when the neighborhood is constantly swarming with the trigger-happy hover-cruisers of the Public Eye. Fortunately, you don’t just fly under the radar; you’ve completely deleted the radar's source code! When it comes to evading vigilance, you are the ultimate ghost in the machine. Digital security systems practically bend over backwards to ignore your existence. As you wall-crawl through highly restricted areas, high-def cameras will instantly loop empty footage, thermal sensors will register you as room temperature, and deadly laser grids will selectively flicker off just long enough for you to backflip through them. If it relies on a digital system or a microchip, it absolutely cannot perceive, record, or track you. Even if an Alchemax guard is staring right at you, the moment they try to pull up your biometrics or sound the electronic alarm, their consoles will mysteriously blue-screen. You could do the Macarena on the hood of a Public Eye police cruiser, and their dashcams would only ever record a highly suspicious burst of static!

Falling With Style [200]

Let’s be honest, half the fun of being a spider-themed superhero is hurling yourself off the tallest skyscraper in the city just for the sheer thrill of it. But why leave your trajectory entirely up to gravity when you can boss it around instead? While you can’t outright fly (you don't have rocket boots or a magic cape to generate upward propulsion, after all), you now possess an absolute, physics-defying control over your momentum while airborne. As long as you are falling, leaping, or swinging, you can freely change your direction mid-air as if you had invisible air-rudders. Need to casually drift around a glass corner during a terminal-velocity skydive? Easy. Want to violently zig-zag through the air to dodge a barrage of pumpkin bombs? No sweat. This is absolutely perfect for pulling off impossibly sick acrobatic tricks, casually surfing the wind currents, or just ensuring you land exactly on the roof of a speeding getaway car from eighty stories up!

Spliced Sympathy [400]

Welcome to the dystopia of 2099, where half your rogues’ gallery are really just victims of Alchemax's incredibly unethical HR department. Sometimes, delivering a high-speed, razor-talon beatdown isn’t the solution; sometimes, people just need a little bit of empathy. Surprisingly, for someone who lives in a cynical, corporate-owned cyberpunk nightmare, you are an incredibly charismatic and empathetic superhero. You have an uncanny knack for getting your villains to drop their guard, vent their frustrations, and open up to you right in the middle of a futuristic firefight. But this perk kicks into absolute overdrive when you're dealing with fellow "freaks." Mutants, failed lab experiments, and cybernetic outcasts instantly recognize that you're a "freak" exactly like them (half your DNA is spider, and you have claws after all). When you appeal to this shared outcast nature, even the most raging, heavily mutated monstrosities will pause their rampage to have a genuine heart-to-heart. Turns out, bonding over the shared trauma of terrible corporate healthcare is a remarkably effective way to save the day!

Accelerated Vision [600]

Ever feel like the rest of the world is just moving a little too slowly? By activating your "Accelerated Vision," your brain begins to process information at such an absurdly high rate that the entire universe practically hits the slow-motion button. But here is the best part: your physical body can actually keep up with your brain! While everyone else is suddenly trudging through invisible molasses, you are moving at blistering, borderline-unfair super-speed. You can casually stroll through a barrage of incoming machine-gun fire like you're dodging raindrops, treat high-tech homing missiles like very slow, very explosive balloons, and run absolute circles around your completely bewildered foes. There is a slight catch, though: running your nervous system at hyper-speed is exhausting. You can only maintain this state for a small period of time before your brain forces a brief cooldown to let your synapses stop smoking. But don't sweat it! When you're moving this fast, a short burst is practically a lifetime. It is more than enough time to dismantle a villain's plasma rifle, tie their shoelaces together, and be back up on your gargoyle perch before they even realize they've been disarmed!

Noir Perks

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

Creature of the Shadows [100]

Let’s be real, wearing a heavy trench coat (with the fedora missing, sadly) while wall-crawling is an incredibly bold fashion choice, but it somehow makes you the undisputed champion of hide-and-seek. You are a master infiltrator, capable of effortlessly slipping into heavily guarded mobster speakeasies, corrupt police precincts, and secure vaults. This is, of course, massively augmented by your spider-abilities: who needs to pick the front door lock when you can just silently crawl up the brick wall and slip through a fifth-story air vent? But your real party trick is what happens when the lights go out. You don’t just blend into the darkness; you literally become one with it. The absolute moment you step into a shadow, you completely disappear, becoming entirely undetectable to the naked eye. A terrified Tommy-gun-toting goon could stare directly into the dark corner where you are aggressively eating a hard-boiled egg, and they wouldn't see a single thing. As long as you stay out of the direct light, you aren't just a vigilante; to the criminal underworld, you are the literal, untrackable bogeyman!

Boogeyman of the Dark [200]

Let’s be honest: a guy in a bright red-and-blue unitard swinging in broad daylight is a friendly neighborhood hero. A shadowy figure clad in leather and goggles that quietly yanks your buddies off the ground and into the ceiling, pitch-black dark? That's a straight-up demon! You are an absolute master of psychological horror. You project a terrifying, larger-than-life aura of dread that turns hardened mobsters, trigger-happy mercenaries, and elite guards into trembling wrecks. This terror scales exponentially the more you work from the shadows. When bad guys start watching their buddies vanish into the dark one by one, panic sets in fast. The moment you step into the light or leave a pile of unconscious goons in your wake, mooks will drop their weapons, scream in terror, and outright run for their lives rather than face you. Even hardened bosses will find their hands shaking and their aim going wide as they realize the monster under their bed is real… and he’s wearing a coat.

Silent Takedown [400]
Why spend twenty minutes bouncing around the room trading blows with a guy with a hard forehead when you can just press his biological snooze button? If you manage to catch an enemy completely unawares while lurking in the shadows, your opening move isn't just a sucker punch - it is a devastating, fight-ending masterpiece. It honestly doesn't matter if your target is twice your size or magically mutated into an impossibly durable meat-tank. By combining the element of absolute surprise with a hyper-calculated strike to their vulnerable anatomy - whether that's a precise nerve pinch, a brutal sleeper hold, or just slamming their head into the floor very, very hard with a web-line - you can instantly incapacitate them. As long as they don't know you're there, you can drop super-powered heavyweights like a sack of potatoes in a single, terrifyingly quiet motion. One second they are casually patrolling the perimeter, and the next, they are taking an unscheduled, incredibly deep nap!

Float Like a Spider [600]
Sure, webbing a guy to a ceiling is iconic, but sometimes nothing beats the visceral satisfaction of delivering a good, old-fashioned knuckle sandwich. You aren't just a random brawler swinging wildly in the dark; when it comes to close-quarters combat, your talent makes you the absolute equivalent of the best champion boxers to ever step into a ring! Your punches are absolute works of art. You can throw a lightning-fast, perfectly aimed jab that instantly knocks a mobster out cold before he even realizes the bell rang. And if you find yourself toe-to-toe with a hulking, super-powered brute twice your size? Don't even sweat it. You know exactly how to slip their guard, counter their sloppy haymakers, and exploit their terrible footwork. No matter how big, tough, or mutated they are, you are going to thoroughly beat their ass; effortlessly bobbing and weaving around their attacks, floating like a very acrobatic butterfly, and stinging like a highly radioactive bee!

Ultimate Perks

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

Back in Black [100, 600 for Other Origins]
Thanks to a little multiversal intervention (courtesy of Madame Web), you've been bonded with your very own living alien suit. Now, normally this dark symbiote comes with a sudden urge to slick your hair down, do awkward emo dances on the street, and alienate all your friends. But Web's blessing keeps your mind 100% in the driver's seat: you get all the terrifying power with zero of the cringey mood swings or aggressive brainwashing! You now possess the full suite of legendary symbiote abilities. You gain massive brute strength, dynamic shape-shifting powers, infinite bio-organic webbing, sharp spikes, and dark tendrils that can hurl goons around like ragdolls. It's stylish, it's squishy, it's horrifyingly powerful, and best of all? No finger-gunning strut down 5th Avenue required!
If you wish, you can import an outfit into this perk.

Symbiotic Paramedic [200]

Let’s be honest, being a teenage superhero means your daily schedule usually involves getting thrown through at least three brick walls before lunch. Normally, that guarantees a lifetime of back pain and crippling medical debt. Luckily, your gooey new best friend doubles as a hyper-aggressive biological paramedic! You now possess an incredibly potent regenerative healing factor, courtesy of your symbiote. Did a supervillain just snap your arm in half? Give it a few seconds, and you’ll hear a sickening (but deeply satisfying) pop as the black goo violently snaps your bones right back into place. Bullet holes close up in moments, deep lacerations zip shut like a biological zipper, and severe concussions are downgraded to mild, annoying headaches. You can literally get squashed by a speeding freight train, peel yourself off the pavement, and be completely ready for round two before the dust even settles. Who needs a premium health insurance plan when you have a living suit of alien biology doing all the heavy lifting?

Rage Mode [400]

Sometimes, being the friendly, quippy neighborhood hero just doesn’t cut it. Sometimes, a supervillain blows up your favorite pizza place, or you just have a really, really bad case of teenage angst, and you need to throw a superpowered temper tantrum. When you absolutely need to clear a room, you can give in to your darker impulses and activate "Rage Mode." Upon activation, the symbiote violently expands, bulking up your physique and growing massive, terrifying spikes. More importantly, all of your natural abilities are instantly enhanced by a staggering three times! Your already impressive spider-strength? Tripled, allowing you to casually juggle city buses. Your agility and speed? Tripled, turning you into a terrifying, hulking blur. Your healing factor and durability? You get the idea. For as long as you can maintain this furious state (for a small period of time), you go from a street-level acrobat to a walking, roaring extinction event. Just try not to completely destroy the city block while you are tearing through enemies like they were made of tissue paper.

Symbiotic Antivirus [600]

Ever have to deal with a creepy, murderous alien hive-mind trying to turn your city into a slimy zombie buffet? Yeah, it’s a standard Tuesday in the Ultimate universe. Thankfully, your black suit comes equipped with a fantastic, highly aggressive immune system that you can share with others! You can use your symbiote as the ultimate biological bleach. By latching your tendrils onto an infected person, your suit can actively purge biological corruption, toxic mutations, and alien parasites right out of their system. Whether they are infected by a zombie plague, mind-control spores, or even a rival symbiote like Carnage, you can violently rip the infection away, serving a forceful eviction notice to any unwanted biological freeloaders. Best of all, this aggressive cleansing process leaves the original victim completely unharmed and instantly restored to their healthy factory settings. The parasite or contagion, on the other hand, gets utterly dissolved or devoured by your suit's ravenous antibodies. You’re essentially the world's most effective, aggressively gooey doctor, curing the multiverse one violently extracted parasite at a time.

Items

You have a 300 CP stipend to spend here. You can freely import items. Locations may be imported or recreated in future jumps as Warehouse attachments, if you wish. Items destroyed or lost restore themselves in three days. You can discount two items per price tier. Discounted 100 CP items become free. You also gain the blueprint of anything you buy here.

Signature Suit [100]

Let’s be honest: you can’t go around saving the multiverse or plotting world domination in sweatpants and a T-shirt! You need a look that screams "iconic," and this suit delivers in spades. This is your custom, perfectly tailored signature uniform, designed to fit whatever aesthetic you desire. Crafted from premium unstable molecules, this uniform is practically indestructible, completely fireproof, highly resistant to tears, and incredibly comfortable. It self-cleans, stretches to accommodate any acrobatic mid-air acrobatics, automatically repairs itself over time if damaged, and never restricts your movement. Best of all? It resizes instantly if you change form, morph, or gain muscle. Look good, feel good, and save (or smash) reality in ultimate style!

Freelancer’s Best Friend [100]

Let’s be real here: saving the multiverse doesn't come with a 401k or a dental plan, and web-fluid is surprisingly expensive to manufacture. Regardless of which dimension you're in, a superhero (or supervillain) has to pay the bills! To keep you from getting evicted by an angry landlord, you are now equipped with the ultimate piece of photography equipment. This camera is an absolute lifesaver. The lenses and internal sensors are flawless, taking impossibly high-definition, perfectly lit action shots that capture every single detail. Because the quality of these photos is just that undeniably spectacular, publishers, news outlets, and private buyers will practically throw money at you for exclusive rights. Whether you are selling pictures of Spider-Man to a grumpy newspaper editor with a brush mustache, or selling high-res evidence of a corporate crime to the highest bidder, you are guaranteed a massive payday every single time you hit the shutter button.

Even better, you don't actually have to stand around taking the photos yourself. The camera can be stuck to any surface and programmed to automatically track the action, snapping perfect, Pulitzer-prize-winning shots of your mid-air brawls while you focus on actually punching the bad guys. Say cheese, and collect your paycheck!

Shadow Division Harness [200]

Why settle for just two arms when you can have six? And why settle for clunky, heavy metal snake-tubes when you can have the absolute pinnacle of cyberpunk technology? You have just acquired a mechanical harness directly modeled after Serena Patel - the Doctor Octopus of the year 2099! The six hyper-advanced tentacles move intuitively, reacting exactly at the speed of your thoughts. They possess terrifying mechanical strength, allowing you to casually scale sheer glass skyscrapers, rip the doors off heavily armored Alchemax hover-cars, and swat giant mutated monsters away like annoying flies.

But since this is the neon-soaked future, they don't just grab things! The razor-sharp claws on these bad boys double as high-yield energy cannons, allowing you to rain down devastating plasma fire on your enemies from above. Quite useful.

Chrono-Sidearm [200]

Sometimes, web-shooters just don't send a strong enough message. For those moments when you really need to lay down suppressing fire, you have this absolute marvel of multiversal engineering! You are now the proud owner of a highly lethal firearm that perfectly adapts to the aesthetic and technology of whatever universe or timeline you currently find yourself in. If you step into the rainy, black-and-white streets of 1930s Noir, it seamlessly morphs into a heavy, drum-magazine Tommy Gun. Swinging through modern New York? It’s a tactical, military-grade assault rifle. Dropped into the neon cyberpunk hellscape of 2099? Suddenly, you are holding a state-of-the-art, armor-piercing plasma cannon! Regardless of what form it takes, this incredible weapon possesses infinite ammunition, completely ignoring the need to reload or charge batteries. Best of all, thanks to a little bit of pocket-dimension magic, no matter how massive or heavy the gun's current form is, you can always effortlessly slide it right into your pocket or coat without it ruining your silhouette. Speak softly, and carry a shape-shifting, infinite-ammo big stick.

The Public Eye Hover-Cruiser [200]

Web-swinging through the concrete canyons of New York is iconic, sure, but what happens when you need to cross the entire city in a hurry, and there aren't any tall buildings around? Don't even think about taking the subway! It’s time to upgrade your multiversal commute to something a little more stylish. Say hello to your brand-new, heavily armored flying police car, straight from the neon-lit skies of 2099! The Public Eye Hover-Cruiser completely ignores traffic jams, utilizing highly advanced anti-gravity thrusters to zip through the air at blistering, supersonic speeds. It handles like an absolute dream, coming fully equipped with a highly comfortable leather interior, an onboard AI navigation system, and reinforced ballistic glass capable of shrugging off heavy laser fire. And because this used to belong to a heavily militarized corporate police force, it still features fully functional stealth cloaking, flashing sirens to aggressively part crowds, and a pair of retractable plasma cannons just in case someone tries to cut you off in mid-air traffic! Say goodbye to sore arms and hello to the ultimate futuristic joyride.

The Secret Lair [400]

Let’s be brutally honest: regardless of which dimension you're in, the New York real estate market is the true greatest villain of the multiverse. Fortunately, you completely bypass the need for a landlord! You are now the proud owner of the ultimate secret underground base, perfectly hidden deep beneath the bustling streets of whatever city you call home. This sprawling, subterranean headquarters is completely off the grid, yet somehow magically supplied with infinite, untraceable electricity and running water. Need to invent a cure for a mutant lizard virus or just upgrade your web-shooters? Have at it in your fully stocked, state-of-the-art science lab. Need to track down crime (or avoid the cops)? Take a seat at your massive, multi-monitor supercomputer, which comes permanently tapped into local police databases, security feeds, and high-speed internet. And because no superhero or supervillain lair is truly complete without a massive stroke to your own ego, it even features a spacious, heavily illuminated Trophy Room! It's the absolute perfect place to display confiscated supervillain weapons, shattered magical artifacts, or that one time you managed to steal J. Jonah Jameson's favorite coffee mug.

Endless Unpaid "Interns" [400]

Let’s be real, you can’t run a proper secret lair, guard an abandoned warehouse, or build a giant death ray all by yourself. You need minions! Whether you want to call them a fan club, a private army of goons, or just highly expendable unpaid interns, you now have a fiercely loyal squad of henchmen ready to do your bidding! These guys are the absolute gold standard of comic book muscle. They come completely pre-equipped with matching uniforms, tactical gear, and a wide assortment of firearms and melee weapons. Better yet, they come in a variety of classic villainous sizes! You get a steady supply of your standard, run-of-the-mill goons for general patrol duties, all the way up to towering, heavily armored "Juggernaut" brutes. These massive meat-tanks are armed to the teeth and tough enough to actually give a fully-powered Spider-person some serious trouble in a fistfight. Whenever your goons inevitably get webbed to a ceiling or knocked out by a quip and a roundhouse kick, don't worry: a fresh batch of loyal "interns" will always be ready to clock in the very next day!

S.H.I.E.L.D. High-Security Containment Cell [400]

When you’re dealing with godlike supervillains, rampaging symbiotes, and reality-warping bad guys, standard prison bars just aren’t going to cut it. You need an absolute, high-tech lockup! Designed by S.H.I.E.L.D.’s top engineers, this heavy-duty, reinforced containment pod is built to hold literally anything. Constructed from vibranium-reinforced alloys, energy-dampening force fields, sonic dampeners, and adaptive power-suppression coils, this cell automatically neutralizes the unique abilities of whoever is inside. Super-strength can't dent it, magic can't warp it, spatial teleportation gets blocked, and symbiotes get instantly pacified. Whoever (or whatever) you lock inside this vault will stay strictly locked up. They cannot escape, break through, or phase out under any circumstances; they only leave when you explicitly choose to let them out.

Kraven's Jungle [400]

Let’s be honest, concrete jungles are great for web-swinging, but they lack a certain… primal aesthetic. Why settle for beating up muggers in dark alleys when you can have the ultimate big-game hunting grounds? You are now the proud owner of Kraven’s Jungle: a massive, magically expanded bio-dome that conveniently attaches directly to your warehouse (or any property you desire). Inside, you will find a sprawling, breathtakingly treacherous rainforest complete with towering waterfalls, ancient stone temple ruins, and a self-sustaining ecosystem of incredibly angry, exotic beasts. But that's not all! The entire zone is absolutely rigged to the brim with classic hunter traps (think spiked pitfalls, poison dart statues, snare vines, and hidden sniper nests). It is the absolute perfect environment for honing your acrobatics, putting your "unpaid interns" through the most terrifying boot camp imaginable, or just letting an angry symbiote violently blow off some steam. And hey, if you ever feel like playing the "most dangerous game" with a captured superhero (or villain), just drop them in the center of the bio-dome, give them a five-minute head start, and let the hunt begin!

Deadpool’s Oil Rig [600]

What’s a mercenary/media superstar without his very own offshore villain lair-slash-reality-TV soundstage? You now command a fully operational, high-tech offshore oil rig converted into a sprawling, chaotic fortress! Formerly owned by the Merc with a Mouth himself, this base comes equipped with everything you need to run a proper supervillain operation or high-budget death-match. It features heavy-duty automated defense turrets, missile silos, a helicopter landing pad, explosive barrel storage, and a fully functional oil refinery to fuel your operations. Inside, you’ll find a massive media control room packed with high-definition cameras, green screens, pyrotechnic rigs, and broadcast arrays capable of hijacking global television signals to stream your grand monologues to the world. The rig is completely self-sustaining, anchored in international waters (keeping you totally safe from pesky local law enforcement), and staffed by a crew of enthusiastic mercenaries who double as stagehands and camera operators.

Symbiote Seed [600]

Who’s a cute little mass of aggressive, shapeshifting black goo? You are! Yes, you are! You now possess a high-tech containment vial holding a dormant, newborn synthetic Symbiote. Best of all, this little guy is a complete blank slate. It has no prior hosts, which means it comes with absolutely no inherited megalomania, no psychotic urges, and no lingering resentment toward teenagers named Peter. Just pop the cork and let it bond with you or a Companion! It will grant the new host the standard, highly lethal package of symbiote powers: superhuman strength, powerful tendrils, shapeshifting civilian clothing, and a remarkably potent healing factor. You get all the awesome, gooey benefits of being a symbiote host, completely baggage-free. Just remember to feed it plenty of chocolate! Can be purchased multiple times.

Tablet Fragment [600]

So, you managed to snag a piece of the ultimate multiversal MacGuffin. Congratulations! You are now holding a fragment of the legendary Tablet of Order and Chaos. You can plug this glowing red rock into a massive doomsday device, a flying city, or just your Secret Lair's breaker box, and completely ignore the electric bill until the end of time. But why let your appliances have all the fun? You can personally tap into the fragment’s energy to straight-up double the raw strength, scale, and potency of all your existing superpowers! And here is the absolute best part: taking a cue from the villains of this universe, the fragment allows you to spontaneously generate hordes of loyal minions based entirely on your specific powers! If you have sand powers, you can instantly summon a small army of dusty sand-golems. Shoot electricity? Say hello to your new living-lightning goons. With this shiny rock in your pocket, you aren't just a superhero or a supervillain; you are an entire boss encounter!

Companions

Recruit Anyone [Free]

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

Create/Import [50 CP for 1, 200 CP for 8]

You can create new Companions or import existing Companions. They get an Origin, with all freebies and discounts, along with 600 CP to spend. They do not get Item Stipends or Drawbacks. They don't need to pay for Origins. You can also import any companion you bought here for a CP stipend. Alternatively, if you want, you can import all your companions for free, but they will only get their freebie perks from their origin.

Web-Heads [50/100]

Let's face it, saving the omniverse is a lot more fun when you have a guy in a brightly colored spider-suit making terrible jokes right beside you. You can choose to recruit one of the four main Spider-Men from this adventure to join you as a permanent Companion!

For **50 CP**, you can pick exactly which flavor of Spider-Man you want to tag along on your chain:

Amazing: The classic Peter Parker. He brings years of superhero experience, brilliant scientific know-how, and an absolutely exhausting amount of mid-battle snark.

Noir: The gritty 1930s vigilante. Bring him along if you need a master of stealth, a terrifying interrogator, and someone who will constantly complain about your modern technology.

2099: Miguel O'Hara. The brilliant, cynical geneticist from the future. He comes equipped with razor-talons, paralyzing venom, and a deep, simmering frustration with everyone around him.

Ultimate: The youngest Peter Parker, fully bonded to his symbiote suit. He lacks experience, but more than makes up for it with raw, earth-shattering power and massive tendrils.

- ## The Spider-Squad [100]

Can't decide? Why not just recreate the iconic pointing meme every single day? For **100 CP**, you can say "screw it" and recruit the entire multiversal quartet! You gain all four Spider-Men as faithful Companions. They will fight alongside you with flawless, acrobatic teamwork, though you will have to deal with them constantly bickering, making fun of each other's outfits, and unleashing an endless, overlapping barrage of quips that is scientifically guaranteed to drive your enemies completely insane.

The Jumper-Verse Variant [200]

If Madame Web can comfortably wrangle four different versions of Peter Parker without losing her mind, surely the multiverse has room for an alternate version of you! Through a convenient dimensional rift, you have managed to recruit a variant of yourself from another timeline to join your chain. Are they the gritty, fedora-wearing Noir version of you? The neon-soaked 2099 cyberpunk variant? Or maybe they took the Drop-In/Villain route while you played the hero? They look like you (mostly) and think like you, which means you finally have a partner who truly appreciates your sheer genius! Your variant receives the free Spider-Totem package and **600 CP** to build their own unique loadout, including picking a different Origin and powerset than your own.



Scenario

The Ultimate Scavenger Hunt

When Mysterio shattered the Tablet of Order and Chaos during his botched museum heist, he didn't just create a headache for Madame Web; he scattered pieces of ultimate cosmic power across four different realities. The local Spider-Men have been tasked with gathering them up, but let's be honest: relying on four perpetually unlucky, quip-happy vigilantes to secure the fabric of reality is a massive gamble. You have decided to take matters into your own hands.

Through sheer luck, skill, or multiversal serendipity, you have managed to claim the very first fragment of the Tablet. Rather than handing it over to an old lady in a chair, you have tapped into its latent cosmic energy, granting yourself the temporary ability to tear open portals between the shattered dimensions. The ultimate multiversal scavenger hunt has begun, and it's winner-takes-all.

Your Objective

You must become the sole master of the Tablet of Order and Chaos. Using your starter fragment to travel between the Amazing, Noir, 2099, and Ultimate dimensions, you must hunt down every single villain who has acquired a piece of the Tablet. You will face a grueling gauntlet, needing to defeat magically-juiced, reality-warping juggernauts like Kraven the Hunter, Hammerhead, Hobgoblin, Electro, Sandman, Carnage, Doctor Octopus, and the rest of the game's formidable rogues' gallery. You must rip the fragments from their cold, unconscious hands.

However, dealing with the villains is only half the battle. The four Spider-Men (and Madame Web) have also been collecting fragments, and they absolutely will not hand them over to an unsanctioned multiversal anomaly like you. To complete the Tablet, you must track down and defeat all four Spider-Men in combat. Whether you do this through honorable duels, outsmarting them, or brutal force, you must overcome their agility, experience, and Spider-Sense to claim their pieces. Finally, you must defeat the god-like, fully-powered Mysterio at the center of the multiversal storm, assemble the complete Tablet, and protect it from any remaining threats for the remainder of your ten-year stay.

The Rewards

If you can achieve this monumental feat, outlasting a multiversal army of supervillains and out-swinging the Spider-Men themselves, you will have secured the stability of the omniverse and earned rewards of staggering cosmic power:

Reward 1: The Tablet of Order and Chaos (Item)

By gathering every single fragment, you have perfectly reconstructed the legendary Tablet of Order and Chaos, and it is now yours to keep forever. This is no longer just an infinite battery; it is a supreme cosmic artifact that grants you absolute mastery over the physical and magical laws of reality in your immediate vicinity. With the complete Tablet, you can freely rewrite the rules of physics, conjure matter from nothing, effortlessly manipulate time and space on a planetary scale, and bend reality to your exact whims. Better yet, because you earned it through this trial, the Tablet recognizes you as its true master. You will never suffer from the megalomaniacal madness, physical mutations, or psychic corruption that plagued the villains who tried to use its broken pieces.

Reward 2: Dimensional Walker (Perk)

Your prolonged exposure to the chaotic energies of the shattered dimensions, combined with your extensive use of the starter fragment, has permanently and fundamentally altered your biology and soul. You no longer need a magical rock to traverse the omniverse. You are granted the permanent, innate ability to freely travel through dimensions, realities, and timelines. At will, you can tear open stable, glowing portals to anywhere in the local multiverse, seamlessly hopping between alternate universes as easily as walking through a door. In future jumps, this allows you to freely explore any alternate timelines, mirror dimensions, or parallel universes attached to the setting you are in, and even bring Companions or entire armies through the rifts with you.



Drawbacks

Compulsive Quipper [+100]

Let’s be honest, mid-battle banter is a time-honored Spider tradition. But you haven't just adopted the habit; you have taken it to a clinically diagnosable extreme! You literally cannot keep your mouth shut in a tense situation or during combat. The adrenaline completely bypasses your brain's filter. You are absolutely compelled to constantly quip, loudly roast your enemies' fashion choices, launch into dramatic monologues, or just voice your inner tactical thoughts out loud every few seconds. Because of this, you can completely kiss the concept of a subtle stealth mission goodbye. Trying to silently crawl through the rafters of a mobster hideout? Good luck, because the absolute second a guard walks underneath you, your mouth will automatically shout a terrible joke about his haircut. Prepare to fight every single battle in this multiverse at maximum volume!

My Balloon! [+200]

You would think that seeing a ninety-foot-tall sand monster tearing apart a city block would encourage normal people to run in the opposite direction. Unfortunately, the civilians in this universe possess absolutely zero self-preservation instincts. In fact, they seem actively suicidal!

Whenever you are locked in a massive, chaotic boss fight or a lethal firefight, completely oblivious civilians will constantly wander directly into the crossfire. They will stroll past burning cars to look for a lost cat, stand directly under falling debris to retrieve a floating balloon, or just stop in the middle of a war zone to film you on their phones. Because you are a hero (or at least functioning as one for this jump), you are morally and narratively obligated to save every single one of them. You will constantly have to abandon your tactical advantage, drop your combos, and throw yourself into harm's way just to tackle an idiot out of the path of a homing missile. Expect your boss fights to be twice as long and infinitely more stressful!

J.J.J. Multiversal [+200]

It turns out there are only three absolute constants across the entire multiverse: death, taxes, and J. Jonah Jameson. If you thought you could escape bad press by literally fleeing to an alternate dimension, think again! No matter which universe or timeline you step into, there is always a loud, perpetually angry man with a flat-top haircut and a brush mustache who completely monopolizes the local media. Whether he is screaming over a crackling 1930s Noir radio broadcast, publishing modern Daily Bugle tabloids, or projecting his face onto a fifty-foot neon billboard in 2099, his goal is always the same: he absolutely hates you. He will dedicate an unreasonable amount of journalistic resources to running constant, aggressive smear campaigns against you. He will expertly twist your heroic deeds into malicious crimes, blame you for the villains' property damage, and loudly label you a **‘’MENACE TO SOCIETY!”** Good luck winning over the hearts and minds of the public when the morning paper is constantly demanding your arrest!

The Merc with a Mic [+200]

SURPRISE, JUMPER! It’s me, your favorite reality TV host and heavily armed mercenary, Deadpool! Welcome to the newest season of Pain Factor!

I saw you eyeing that shiny **+200 CP**, and let me tell ya, terrible choice for your sanity, but a fantastic choice for my ratings! For the next ten years, I have successfully hijacked the cosmic broadcasting rights to your internal monologue. That’s right, I’m the voice in your head now! And the absolute best part? No one else can hear me! You are going to look completely unhinged, screaming at empty space on the subway!

Don't expect any helpful tactical advice, either. I'm just here for the blooper reel. I will be providing a loud, non-stop, fourth-wall-shattering commentary on your pathetic life. I'll be pointing out your plot holes, spoiling your dramatic emotional moments with loud chewing noises, and ruthlessly mocking you every single time you face-plant off a gargoyle, miss a punch, or get rejected by your waifu. So smile for the invisible cameras, kid! It's gonna be a long, long decade!

Shattered Dimensions [+200]

Mysterio really did a number on the fabric of reality this time. The local multiverse isn't just fractured; it is highly unstable, wildly unpredictable, and absolutely leaking at the seams. And for some incredibly frustrating reason, all of these dimensional leaks seem to center directly around you! Throughout your decade here, glowing, chaotic portals will randomly and spontaneously tear open in your immediate vicinity. Sometimes they will just drop a very confused 1930s mobster directly into your modern-day living room while you're trying to watch TV. Other times, the portals will be significantly more lethal, randomly dumping aggressive Savage Land dinosaurs, swarms of futuristic Alchemax kill-bots, or radioactive mutants directly into the middle of your daily commute! These portals have absolute zero respect for timing or dramatic tension. You could be in the middle of a delicate stealth infiltration in the Noir universe, only to have a portal spontaneously drop a screeching, neon-colored 2099 hover-car right onto your head. You will spend the next ten years constantly swatting away multiversal anomalies just to get through the day!

Parker Luck [+400]

It turns out that being a multiversal superhero comes with a nasty, completely unwritten side effect. While you might be an unstoppable, acrobatic badass while in costume, the absolute second you take the mask off, your civilian life transforms into a sitcom of minor, stress-inducing tragedies! You have been cursed with the infamous Parker Luck. You will be chronically, unavoidably late to every single important event in your life - usually because you had to stop a random bank robbery on your way to a crucial job interview or a final exam. No matter how much money you logically should have, you will constantly struggle to pay your rent, your wallet will always be empty, and your landlord will be aggressively knocking on your door. To top it all off, your love life will become an incredibly complicated, tangled web of dramatic misunderstandings, missed dates, and awkward love triangles. Saving the fabric of reality from cosmic supervillains? Easy. Surviving a mundane Monday morning without dropping your pizza face-down on the pavement? Completely impossible.

Shattered Psyche [+400]
Hanging around heavily radioactive, reality-warping space rocks is generally considered terrible for your long-term health. The chaotic, unfiltered energy of the shattered Tablet of Order and Chaos has seeped into your brain, completely scrambling your sensory input and leaving you with a severe case of multiversal madness! You now suffer from frequent, sudden, and absolutely terrifying hallucinations. Reality will abruptly seem to crack and distort around you without any warning. One moment you might be walking down the street, and the next, you will see a fifty-foot-tall Mysterio looming over the city, the sky turning into a chaotic void of floating rocks, or gravity briefly deciding to work sideways. Worst of all, these hallucinations can bleed into combat. In the heat of battle, you might suddenly perceive innocent civilians as screaming monsters, or hallucinate that your most trusted Companions are actually supervillains charging at you with weapons drawn. These episodes only last for a few chaotic moments before reality snaps back to normal, but they will constantly leave you paranoid, disoriented, and struggling to figure out what is real and what is just a symptom of your shattered mind.

The Genuine Freak [+400]
Most heroes and dimension-hopping Drop-Ins can just throw on a hoodie and a pair of sunglasses to blend into a bustling city crowd. Not you. Whether it’s a side effect of traveling through unstable dimensional rifts, a botched Alchemax lab experiment, or a mystical curse, your physical appearance has been permanently and grotesquely altered. You are, by all definitions, a terrifying freak. You can choose the exact flavor of your horrific mutation. Perhaps you are afflicted with Norman Osborn’s scaly, hulking Noir mutation, sporting glowing yellow eyes, a hunched posture, and a monstrous, oversized jaw. Or maybe you look like a horrific genetic experiment from 2099, with visible mandibles, extra limbs, or terrifying biological cybernetics grafted into your flesh. Regardless of your Origin or what you actually look like, the result is the same: you are universally feared and deeply hated by normal civilians on sight. You absolutely cannot go out in public without causing widespread, pant-wetting panic. People will scream, call the heavily armed police, and sprint in the opposite direction the moment you step out into the light. Forget having a normal civilian job, ordering a coffee, or going on a date; you are officially a permanent, full-time monster!

An Expanded Roster [+600]
It turns out that shattering an ancient, cosmic artifact of limitless power doesn't just attract the attention of the local street-level web-slinger. The Marvel universe is vastly larger than just Spider-Men and their rogues’ galleries, and the ensuing multiversal shockwave just woke up the heavy hitters! For the duration of this jump, the scale of the Tablet crisis has completely exploded. The Avengers, the X-Men, the Fantastic Four, and all of their respective multiversal counterparts are now actively hunting for the scattered fragments across the four dimensions. You won't just be competing against Spider-Man; you will have to race against Iron Man, out-track Wolverine, and out-muscle the Hulk to secure the pieces! To make matters infinitely worse, where the heroes go, their greatest enemies follow. The rogues getting super-charged by the Tablet fragments aren't just limited to the Sinister Six anymore. You now have to deal with absolute powerhouses like Magneto, Doctor Doom, Loki, or even Ultron getting their hands on the reality-warping space rocks! The multiversal scavenger hunt just became an all-out, earth-shattering Avengers-level war.

Ending

The End of The Line

Well, would you look at that? Your ten years are officially up. The Tablet of Order and Chaos has been fully reassembled; the fabric of reality has finally stopped collapsing, and the dust is settling. Whether you saved the multiverse out of the goodness of your heart or simply because you happen to live in it and didn't want your secret lair destroyed, the job is done. Madame Web has given you a rare nod of approval.

Now, a glowing portal stands before you. It's time to make your final choice. What's next?

Local Fixture (Stay Here)

Why leave? You've gotten used to the spectacular skyline, the advanced tech, and the chaotic rhythm of this universe. You choose to remain in this multiverse permanently, in the dimension of your choice. Whether you want to continue protecting the streets as a dedicated Spider-Totem, or you're a Drop-In who plans to quietly take over the local underworld and run a formidable, highly lucrative criminal syndicate from the shadows, this is your home now. Your Jumpchain ends here.

Retirement Plan (Return Home)

Honestly, dealing with reality-warping space rocks and multiversal cosmic entities is exhausting. You are ready for a break. You step through the portal and return to your original Earth, exactly as you left it. You get to keep all your powers, your high-tech gear, and your loyal forces. Whether you decide to become your world's first genuine superhero or operate as an untouchable, pragmatic mastermind pulling the strings of global powers from behind the scenes, you've got it made. Your Jumpchain ends here.

Across the Omniverse (Go Forward)

Are you kidding? There are way more than just four dimensions out there, and you are completely addicted to the thrill of the jump! The omniverse is vast, and there are countless other worlds that need saving... or dominating. You pack up your iconic suit, your formidable skills, your loyal forces, and you leap headfirst into the next portal. Onward to your next Jump! Excelsior!

Changelog and Notes

V 1.0 - First Edition
v 1.1 - Small fixes.