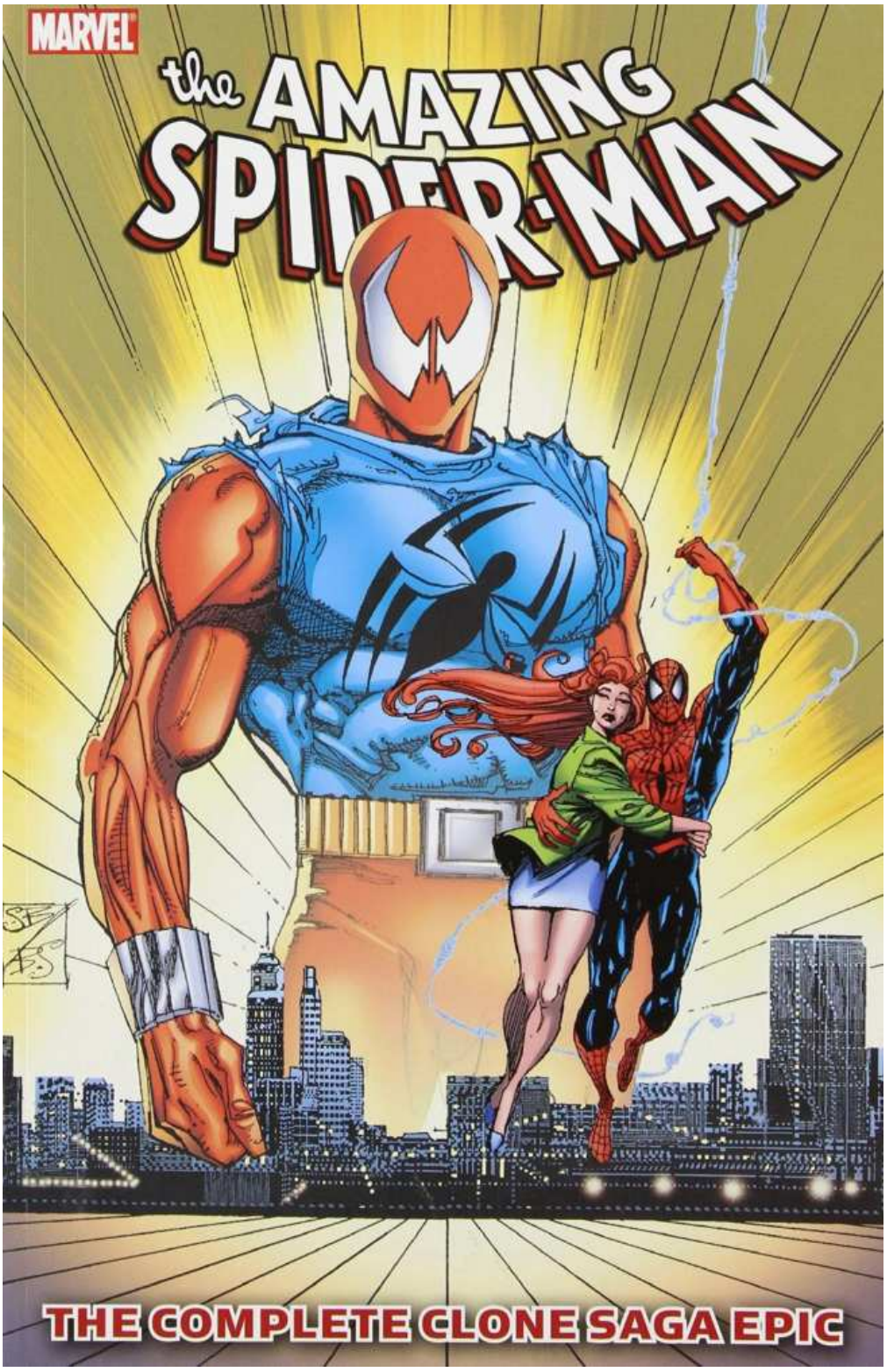
Spider-Man the Clone Saga

Version 1.0.0



Welcome to the Marvel universe. That is Earth-616, or at least a very close alternate universe. Maybe you've been here, or another alternate universe in this multiverse, before. This time the focus is a little more focused. You'll be entering New York City at the beginning of the Clone Saga.

The Clone Saga was an epic length storyline running through all of the Spider-Man titles from October 1994 till December 1996. In story it takes place over the space of about a year, and while this may seem small, there were a lot of Spider-Man titles during this period and it was well over a hundred issues or a decade of most comic lines.

And now you will be thrown into the streets of Marvel's New York City on the same day that Ben Reilly returns to it. You will be staying here for the duration of the Clone Saga and a month or so longer to help ensure you see the end of it. Circumstances will work to get you involved in events of the Clone Saga, though this isn't unavoidable if you take action quickly. Still you can expect to find yourself with many opportunities to get involved in street level superheroics or supervillainy. So don't worry if you choose to avoid the Clone Saga proper you can still engage in the world without having to deal with more global threats.

Of course even at street level, this is a world of superheroes. Whether you're a hero, a villain, an edgy 90s anti-hero, or just an enigmatic traveller from afar, you will need something to help you make a place in a world such as this one. That being said take these:

+1000 Clone Points

And because this is a world of powered individuals, and you ought to have a chance to match that, take these as well:

+200 Clone Points only usable on Powers or Items

Good luck and good jumping.

Location:

There's only one start location this time: New York City. While there are adventures outside of it, it is the central focus of the action, and you can move or travel just like everyone else, but anyone who is anyone is in NYC.

Age and Gender:

If you choose to drop-in, you will arrive as the same gender and age as you were at the end of the previous jump. If you do not drop-in, you may choose your gender and age from those that would be appropriate to your in-jump origin and background.

Alignment:

Select a single alignment. It will determine whether you're one of the good guys, one of the bad guys, or one of those shades of murky gray that seemed so popular in the 90s, as well as providing you with discounts on associated perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your alignment which are Free instead.

Traveller: You're a mystery, wrapped in an enigma, hiding a complete lack of context which even the writers seem incapable of deciding. You came from nowhere, and you may return to nowhere at the end. In case you don't understand yet, this is the drop-in option.

Hero: You're one of the good guys. Whether you wear a mask or not, you do what's right because it's right, and treat your power with responsibility - whether that's the power of a radioactive spider, a spaceborn helmet, or just the authority over children that comes with being a part-time coach at a school.

Anti-Hero: Or maybe it's anti-villain? You're some shade of gray, and whether you wear a mask or not, you follow your own code and society can go and shove it. Power, all too often, becomes the determinator of whether you're right or not, and its ability to decide morality is all too important.

Villain: You're one of the bad guys. Whether you wear a mask or not, I'd say you do what benefits you regardless of who gets hurt, but truth be told for many of the villains it seems that they're more dedicated to causing suffering to others than to their own benefit. Power exists for you to abuse, whether that's a power granting formula, an alien symbiote, or just the authority over the youth that comes with being a university professor.

Origin

Alignment might tell us whether you're the good guy, the bad guy, or the confused guy who thinks he's good regardless of his actions, but whether you're good or evil, how you play your role matters. And your Nature will determine that, as well as additional discounts on associated perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead. Combined with your Alignment, it will also determine your history in this world.

Clone: You're a clone. Of someone. Maybe an artificial genetic chimera. Either way you were made by someone. The Jackal is a likely possibility, but he's not the only madman who runs around this world cloning people - Mr. Sinister and the High Evolutionary come to mind.

Biologist: You're a man of the mind. An expert in biology, and possibly quite skilled in medicine. You might still be defined by villainy or heroism, but you're not some two bit fighter, you're using your brain and doing science. Without people like you there'd not even be a Clone Saga.

Civilian: You are an ordinary individual. You're not a superhero. You're not a supervillain. You can still be good, bad, or edgy, but you're less in your face about it since you're just spending your days getting by. You might work at the Daily Bugle.

Costumed Adventurer: You're a fighter. You put on a costume and you go out and you beat up other people who put on a costume. Oh you might do it for the right reasons, and you might scheme and plot as to why. But at the end of the day, you put on a costume and you go and beat up other people who put on costumes.

Engineer: Somebody has to build all this tech. Let others make clones, you're going to explore the true cutting edge frontiers of the human experience cyberspace. Well you actually don't have to work with cyberspace, you can choose other fields of technology, but odds are you know your way around high tech.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Looks Like a Supermodel (50 CP): Like Mary Jane Watson, you've got the looks to be a supermodel, a soap opera star, or even a Hollywood starlet. Or maybe you feel out a costume like Felicia Hardy does. 'Nuff said?

Something I've Always Been Able to See (50 CP): Like Aunt May - and Judas Traveler - you can tell if someone is pregnant simply by looking them in the eyes. It's an odd power, but it's there.

Spider-Butt (50 CP): It's one thing to look like a supermodel, and then there's you. You don't necessarily look any better than before, except in one area. That would be your butt. It seems to be the sort of ass that illustrators love to draw in detail and put in the middle of frame after frame. Whether it's a tight tushie, heart shaped, or a lovely bubble, you're in the running for comic books' favorite ass.

Hunter (200 CP): You're a good enough one to be part of Kraven's family. You know how to stalk prey, and follow the spoor of a physical trail whether that's in the jungle or the concrete jungle. Your senses are sharp, and though your hearing and eyesight aren't strictly superhuman they do seem to be at the peak of normal human ability and your olfactory sense seems to be not only at the peak of normal human ability but somehow trained so that you can more easily rely on it and pick up cues that others would miss. Coupled with a generally keen eye for detail, you're a hard person to sneak up on, and you pick up on little things which would let you do things like relatively quickly tell clones apart purely by the differences in their fighting styles which came from 5 years of divergence.

Clone (300 CP): When you are inserting into a jump, you may choose to be the clone of a canon character matching your background. You must be the appropriate species, and have purchased any of their powers and abilities available to you, or at least be able to replicate them. This won't give you any of their special powers or abilities, but you'll gain copies of their memories up to a year or two ago, and you'll look just like them and be genetically identical to them. Though again you won't gain any of their powers, even the ones that should be genetic, unless you purchase them separately and must either already possess close equivalents (Spider-Man's powers are available in a lot of places, not all of them Marvel, for example) or have purchased them if at all possible. You do not

need their items, or purchasable options to reflect their personality, will, the nature of their character, or their metaphysical place in the world (even if it would be a power) though you will not be given such things for being their clone.

Watchers Watching Watchers Watch (300 CP): You're one stealthy weirdo. Do you have powers that help you? It was probably the original intent, but not the end result. So you're just inexplicably stealthy. You have a remarkable ability to move completely unseen and unheard, and to find hiding places from which you can observe others without being observed. This isn't conceptually perfect or anything like that, but your ability to do so is just a little bit ridiculous, and your stealth does seem to apply not only to sight and sound, but somehow to scent and other exotic and enhanced senses. You're not impossible to pick up with them but you're a lot harder to find and easier to miss with them than you should be. At least when you want to stay hidden.

Traveller Perks

Mysterious (100 CP): You carry an air of mystery around you, that begs to be understood. This doesn't make it more difficult to figure you out or understand you, but instead makes something about you stand out more to those who don't know you yet, and make those enigmatic aspects about yourself tug more powerfully at the curiosity of others. You can toggle this off if you don't want people to take notice of you or desire to learn more about you.

Welcome to Ravencroft Hospital (200 CP): People just sort of ignore your bizarre fashion choices, and behavior as long as they don't cross into directly threatening or dangerous, etc. Dress like a low class roughian, a streetwalker, or a badly costumed gothic horror villain, and people wouldn't think twice about hiring you as a psychiatrist. As long as what you're doing doesn't directly affect others, and you're not trying to preach your behavior to them, people are willing to tolerate, and even mostly ignore your personal oddities of behavior. You can toggle this off if you want people to be normally judgmental about you.

Without Context (400 CP): You are something that doesn't belong in this world. Something that makes as little sense as throwing a cosmic being into Spider-Man's story, or having Mephisto personally try and ruin his life. And this lack of sense, reason, or context has freed you from certain threats in this world. Specifically, it is impossible for your out of context abilities (or technology) to be copied or replicated, and as your very life is out of context this means you cannot be cloned. You may allow for certain powers or technology to be replicated so they can be shared, but if you do they will be open for enemies to replicate just as much as friends until the end of the jump, and this doesn't make them easier to replicate, just removes what would make it impossible.

Criminal Psychology (600 CP): You are a trained psychiatrist. In fact you're a good enough psychiatrist that your theories and work could form the cornerstone of Doctor Ashley Kafka's work at Ravenscroft. Which might not sound like much, but she actually managed to treat a few supervillains – such as Vermin and the Chameleon after Spider-Man caused him to have a total breakdown and devolve into madness at his own lack of personal identity. You could with time restore even the likes of Norman Osborn, who suffers chemical induced madness, to sanity, and maybe even someone as twisted as Kletus Cassidy. And in general your treatments don't take as much time as you might expect. Kafka only took about a year to cure the Chameleon after all, and seemingly even less to get Vermin under control.

Of course, some individuals such as the Chameleon or Norman Osborn are terrible people and murderers not because they're insane, or are truly psychopaths, but because they wilfully choose to do terrible things for the benefits it gets them and are only more dangerous if you restore their sanity so perhaps it'd be best to be careful who you help. And try to avoid nervous breakdowns which convince you you're a god, it has been known to happen and this gives you no special ability to treat yourself.

Hero Perks

Who Needs Sleep (100 CP): For a while there, Ben Reilly works 12 hour shifts at the hospital, and still manages to find hours of time to swing all around New York City looking for fights. It's actually pretty common with a lot of the superheroes out there which go for double lives. They just don't get tired like normal people. And now it's true of you too. You just don't seem to get tired as easily as most people; you could work 12 hours a day in a demanding job, and still have the energy for a few hours of patrolling, a good superhero fight, and a bit of a social life on the side, all on 2 to 4 hours of sleep a night.

The Kindness of Strangers (200 CP): Can be the difference between life and death whether you're a costumed hero, or just a man escaping the fact that you're a clone. You now seem to attract kindness and help from strangers when you're down on your luck. It might just be someone to buy you a hot meal, or maybe let you stay in their place for a night, but it could be someone brave enough to pull your unconscious body from a fight while everyone else is distracted. If nothing else this should help you meet people who reaffirm your belief in humanity, since while sometimes it's your presence inspiring them to kindness, more often than not it seems to be that you just attract good people.

Saving Lives (400 CP): You have an almost preternatural awareness of how to use your powers and abilities to save people in immediate danger of their lives. Whether it's evacuating them, sheltering them with your powers, or making certain you won't accidentally snap someone's neck when trying to save them, you seem to barely even have to think about what to do instead being able to rely on instincts as you naturally know how to use your powers to preserve life to the best of your knowledge.

This also makes you really good at preventing collateral from your own abilities and even minimizing that dealt by your enemies. This helps you use your powers nonlethally, and without causing permanent harm, as well as minimizing the damage that foes do with theirs.

Great Responsibility (600 CP): There is perhaps no ability that more defines the super hero than their ability to rise to the moment when they hold a great responsibility. Like Spider-Man this is a capability that you now epitomize. When you carry the fate of others on your shoulders, and find that you are being pushed beyond your limit, you can draw upon your heroic resolve to push above and beyond yourself, drawing forth more power than you should be able to; a man who can normally lift 5 to 10 tons might suddenly lift

more than 30 tons that had been pinning him to the ground, and this applies to other powers than raw strength.

And if it needs to be mentioned, this gives you a great deal of heroic resolve and willpower, able to motivate yourself to rise to the challenge when it comes to helping and saving others.

Anti-Hero Perks

Killer Reputation (100 CP): There's something about the unpredictability of an anti-hero which makes them scarier than a hero or even most villains. Oh, there are some exceptions, but in universe especially an anti-hero strikes terror into the hearts of others. You might say that this is just because they don't play by the rules of heroes, leaving villains fearing they'll actually be killed, except villains don't either and heroes are prone to being more scared of anti-heroes than of villains. Now, whether you're an anti-hero or not, you carry this element of danger with you. People are inclined to be scared of you, and you find intimidation coming naturally to you. In addition, even if you don't kill, you'll find it easy to make people believe you really might kill them this time. It just feels like you could do anything if pressed hard enough.

Spider (200 CP): There's a darkness inside of you. An anger that's ready to bubble up to the surface and overwhelm, and to just lose yourself in battle. You can stop this – responsibility can still call you back – but when you allow yourself to be lost to this darkness, and the instinct for battle to take over you will find yourself hitting harder, moving faster, and even just reacting better in a battle. Unfortunately you do tend to grow more brutal and savage in your combat style as you give in to this darkness, less inclined to hold back and more willing to cause permanent harm. Still when you need the edge in battle, that's worth it isn't it?

Judge Jury and Executioner (400 CP): How is it that the likes of Venom or the Punisher don't have a stack of innocent bodies at their feet? Venom turns to killing even with barely any information on his targets, and when he holds back it seems to be semi-random, and the Punisher opens up fire in the middle of busy streets and while the same issue will note the ability of ricochet to kill the Punisher never seems to accidentally kill innocents this way. Now you've got the same sort of luck in your whims and actions. Even when you're using lethal force you will find that those who haven't crossed your personal moral event horizon - defined in general not simply 'I have decided this person should die' - seem to be strangely resilient and difficult to kill. Your attacks miss them - especially accidental attacks - blows that really should be lethal aren't, and you will even find yourself getting a gut feeling that this one isn't worth killing. You can overcome this, either by using substantially excessive force (a big bomb can still kill people near it) or simply wilfully trying to kill them despite this, but unless you're trying to kill them despite this or using a lot more force than necessary you won't have to worry about accidentally killing someone who doesn't deserve it because of a ricochet, tricking gunrunning drug dealers into explosively lighting up their supplies, punching someone to

hard, or trying to eat a hero's brain because you're insane and having a fit of pettiness (or they're mind controlled and you think they're a villain). And just so you don't have to worry about it, you'll find that while you can wilfully ignore it in your right mind, that if you're mind controlled, driven mad, acting due to amnesia, or just generally not in your right mind that while it might still be possible for you to kill this perk will be working against you the whole time, and for something like normal intoxication this gut feeling should be more than enough to convince you that it's a bad idea.

Lethal Protector (600 CP): Why is it that heroes accept the Punisher, or even (eventually) Venom, but not other killer vigilantes? Comic book sales… Doesn't work as an in-universe explanation. Well, now you have whatever it is. Your methods could be cruel and terrible, but as long as you're protecting the innocent you'll find that those who would normally be the guardians of black and white morality allow you to slip by as a shade of gray, and you can find a reluctance acceptance from even those who would normally fight evil wherever they perceive it. You could be a murderous vigilante who eats the brains of petty thugs and low end street criminals, and still come to a non-intervention agreement with a superhero as long as you actually were saving lives; though you might need to be saving more lives than you're ending. Even if you're the more villainous sort, you can find that if you mix in some good deeds, or justifications for your actions, they'll be more inclined to let you go, or not fight as hard as they might otherwise - as long as you aren't threatening genocide or the like. Save a hero's life and they might even work and struggle to repay you for it even if you've been their nemesis for years.

Villain Perks

Ambush Predator (100 CP): For people who are in too much of a rush to gain wealth and power to wait, Spider-Man's villains are surprisingly patient when it comes to their vengeance. And now you have the same patience. Oh this won't make you more patient with incompetent fools or annoying enemies, but you find it very easy to keep your eyes on a goal for which you can delay gratification and work on projects that you know will not give you any possibility of payoff for years on end. With enough patience you just might catch that accursed web slinger in a web of suffering from which there is no escape. To be clear this doesn't give you the planning ability to make plots that weave through years, especially not unnoticed; it gives you the patience to put them into practice and not jump the gun out of desire for quicker gratification.

It's You I Want to Suffer (200 CP): It's not enough to defeat an enemy, or even to kill them. An enemy must be destroyed. They must be made to suffer until it breaks them, and only then be allowed to die. And you are an expert at inflicting this suffering. You are a master at finding psychological weak points to exploit, and figuring out how to cause someone emotional pain, suffering, and trauma. You might not be able to defeat a hero in personal combat, but figuring out how to make them break psychologically is certainly within your capabilities. Just be warned that heroes tend to be rather resilient.

Monsters Always Come Back (400 CP): Death doesn't last in comic books. Especially for villains. But whether you're a hero or a villain it doesn't stick the best for you. Now once per jump if you die, no matter how, and no matter how thoroughly you should be destroyed, you will come back to life before the end of the jump. It might take some bullshit and retcons, and even the revelation of a new power you never had before (and might never have again), but you will come back even if it should be impossible. This will usually take some time, maybe hours, maybe days, maybe even years, but it will happen before the end of the jump.

Schemes Within Schemes (600 CP): You have some bullshit tier abilities when it comes to planning and scheming. You could construct plans that required you to orchestrate events in New York City from Europe for years on end, all while remaining completely unnoticed in New York and funding yourself – and others – through embezzling from a company you once owned before becoming legally dead.

While this won't give you the patience to pull it off, like the Jackal or Norman Osborn you are a master at the creation of convoluted and complicated plans which will take

years to come to fruition and many moving parts. And at implementing them without your direct intervention until such a time as you choose to show yourself.

And like Norman Osborn you have a bizarre luck with these schemes where it seems that unrelated events often help you in them. This won't be enough to guarantee their success, but once Norman decided to plot to break Peter's psyche a lot of unrelated things happened to help him out.

Clone Perks

Fabrication of a Life (100 CP): When you don't legally exist, you need to learn how to make a life for yourself. Thankfully you're pretty good at it. Whether it's thinking up a cover story, fabricating an identity, faking resumes, or how to hack into government databases to get a fake SSN, you have experience in fabricating a fake life for yourself, and find it easier than it should be. Things go better for you in the process as well as if your new identity had a measure of plot armor for being accepted as real, though this isn't a limitless effect so don't try and push it with something too egregious or where you'd stand out too much.

To Make a Life For Yourself (200 CP): Means growing past your past and traumas. Even if you're a clone. Even if a psychopath in a halloween costume killed your girlfriend and made you watch. Even if advanced robotic duplicates pretended to be your parents and spent months gaslighting you. These things can still cause you pain, and emotional turmoil, but it's questionable if you can truly break from such things. No matter the troubles that life put on you, even things like learning everything you have ever known was a lie, and you're nothing more than a programmed weapon, they just don't seem to really break you as you are always able to recover, to heal, to move on, and even to grow as a person from these situations. You will never suffer post-traumatic stress, or a malformation of your psyche due to past trauma; if terrible events leave a permanent mark on your psyche it will be in a positive manner.

And unlike with Peter Parker, this won't just be because an earlier trauma takes the foremost place and twists everything else about you around it.

The Challenge and Meaning Only You Can Provide (400 CP): Your enemies grow obsessed with you. It's almost a strange sort of love - the less psychotic among them might even save your life - as the more you clash with an individual, the more their life comes to be defined by their relationship to you. It's so great that an enemy might commit suicide after having finally truly bested you, because with you defeated what challenge that matters is left in life? This can even go beyond your direct enemies, as their obsession spills over to their families or even close friends bringing them into a web of obsession spun about yourself. And if you later make your enemies your friends, it won't remove this intensity of their connection to you.

You Have the Power to Change It (600 CP): You are able to resist those influences which try to alter and control your thoughts and behavior. Whether it's instincts, programming, or mind control in general, they will find that you are resistant to their influence. Emotions help, at least ones not from the instincts or programming, and you will eventually be able to recognize emotions as coming from programming if they do. You could even fight off a body-jacking alien that chemically manipulates your hormonal system, empathically manipulates your mind, and physically manipulates your body all at once. Your ability to resist isn't perfect, but the more something tries to make you go against who you strive to be the more resistance it would face, and you may break free from what should normally be irresistible or unbreakable should it push too hard against who you try to be and your emotional connections – an emotional plea from your wife would definitely help out.

You might even be able to turn it around on a possessing entity, and through force of will make it unable to leave you or control you, though, this would be a constant battle requiring high amounts of dedicated focus and attention in the best case scenario.

It probably goes without saying that you can be pretty bullheaded when you want to be now too, and it'll be a lot easier to stick to your ideals and push towards being who you dream of being. What is less obvious is that this ability to resist control doesn't only apply to mental control. You are able to defy fate and the future itself as well, and through will and emotional intensity you could change a precognitive or prophetic vision which would normally be infallible. Don't give up hope, because like Kaine you do have the power to change it.

Biologist Perks

Specialist (100 CP): You have a background in the biological and medical sciences. You have a Ph. D in a biological field, and the full training and skills of a practicing medical doctor. Beyond that you seem to be a specialist in dealing with metahumans, and those with altered biologies, having experience and training in dealing with some of the ways that these augmented biologies can complicate medical issues. This won't make you intuit all the ways they can influence things, but it will make it easier for you to deal with other superpowered biologies.

Smoke and Mirrors (200 CP): The Jackal says a lot of nonsensical crap. Yet to Ben and Peter it all seems like it must be part of some profound master plan, each statement dripping with hidden meaning. And now you're able to instill the same feeling in those around you. As long as you do sprinkle in things with actual hidden meanings sometimes you find that others - especially your enemies - come to believe anything you say seems to have some secret meaning that they must ferret out. This won't necessarily make them hate you less, but you can keep your enemies dwelling on your words for a long time. It'd probably help you gaslight them if you wanted.

Creator's Programming (400 CP): The Jackal's ability to create clones was marvelous, but his ability to condition and program them was underutilized. He demonstrated it. He created a Gwen Stacy clone who had been altered to love a clone of himself, he left a ticking time bomb in Peter Parker's brain to force him to kill Mary Jane Watson on command, and Spidercide was a version of Peter Parker mentally twisted to serve as his perfect tool. And like the Jackal you know how to mentally condition and program your creations. While on its own this does not give you absolute control over their personality and thoughts, it does allow you to introduce modifications and shape them much more freely, and ensures you can put in certain triggers with pre-programmed behavior – such as murdering their wife.

This also gives you the ability to insert a kill switch into your creations allowing you to cause them to undergo something like clone degeneration on command.

Neither this kill switch or the mental programs are unremovable, so make sure not to let your creations pal around with beings powerful and skilled enough to remove them.

Clone Maker (600 CP): You possess a mastery and knowledge of cloning to rival the Jackal's own. You might not be able to create something like Spidercide, yet, but with the proper experience and genetic samples you certainly could, and creating a normal clone of Spider-Man shouldn't be too difficult. Whether it's making clones of normal humans,

metahumans, or even modified clones with altered powers you are capable of it, though perfecting the process so you can invariably create clones which do not suffer from degeneration or so that you can more precisely control the powers of your modified creations will still take some time. And you'll be able to clone beings and incorporate super powered elements you might encounter in future worlds.

As a note, these clones do somehow have the memories of the originals. Somehow it's in the memory RNA. RNA that still exists when you're growing them directly from DNA.

Civilian Perks

It's a Girl Thing (100 CP): Or maybe it's just a functional adult thing, but it's definitely not a radioactive spider-thing. You, though, have basic life skills. You know how to clean up after yourself, organize a living space so that you can find where you put your clothes even when they're not at the top of your drawer, drive, and even figure out a functional budget and how to live within it. Of course, most people who don't run around in pajamas all day can do these things. You, though, can do them well and find them easy. You're good at basic life skills and home economics. And unlike Mary Jane this includes cooking; you might not be a 3 star chef but you do make a good home cooked meal.

Best in the Business (200 CP): You'd make a wonderful newspaper man. While this won't give you the skills or aptitudes necessary to be a reporter, it will give you those needed to be an editor. You've got a good eye for an effective headline, and what stories are front page worthy. You can tell what stories will move papers, and what stories are just too dangerous to print. This ability to parse what information the people would like to hear naturally also means you're pretty good at putting a spin on it if your ethics allow that.

Urich (400 CP): You are an expert investigative journalist, one of the very best. You know how to do it all, whether it's cultivating contacts, following paper trails, or just putting together clues and the little things that don't add up to figure out where to find what's missing. You can interview someone, and know how to get information from someone in conversation without it feeling like you're interviewing them. You know how to vet a source and figure out a good one from a bad one. You are of course a highly capable investigator; you might even be able to find some superheroes' identities if your morals don't get in the way, and could certainly figure out when and where mob meet ups were happening and delve deep into the heart of NYC's organized crime. And your writing skills are Pulitzer quality.

The Only Thing In Life Worth Holding On To (600 CP): Is love of course. It's what matters. And now you're good at love. You have a way of finding it, and fighting for it when you need to. Besides giving you luck at finding love, and some idea as to what you have to do to keep it, you'll find that when you find that special someone, you have a way of filling a void they didn't even know they had, and helping to compliment them to make them better for your companionship. When you love someone you have an intuition as to how to help them with their troubles, and to grow as a person; this isn't some perfect foreknowing but you have a good sense for what they need.

And when you love someone and they love you, you seem to give them increased strength of will. While this works for motivating them to go above and beyond their norm, it's even better at dealing with mind control. While it won't make them immune, you could talk someone out of mind control caused by some brain-affecting virus, nanomachines actively controlling them, or other forms of control that really shouldn't be affected by raw willpower.

And while this is strongest when it involves romantic love, it does work for close friendships as well.

Costumed Adventurer Perks

Breaking and Entering (100 CP): Whether you're a hero or a villain it's something that comes with the territory of costumed adventuring. And you now have an excellent eye for how to get into any place you're trying to, naturally able to identify possible means of entrance, and even where your special powers might make it easier and less protected. You also know how to deal with common security systems and pick locks.

Mercenary (200 CP): It's practically cheating to apply actual military tactics and command techniques to superhero fights, but that doesn't stop the Hobgoblin, and it shouldn't stop you. Whether you have actual military experience or not, you have a good understanding of military tactics. This won't give you much for full theater wide wars, or even commanding an army group, but you are an expert at squad-sized tactics and fairly experienced even in dealing with platoon-scaled tactics.

Of course, leading a group of unprofessional individuals with no standard kit and wildly different capabilities is a very different matter than a military squad. Even so you're good at incorporating various powered individuals into a group. You're no Captain America or Cyclops, but you're better than average as a team leader. Unfortunately, this doesn't come with any special ability to get hot heads, or arrogant villains, to listen to you.

Badass Normal (400 CP): Not everyone has super powers, but you have the next best thing. Your body has been trained to its peak, pushing your strength and agility above the limits that should be possible for it. As an ordinary human you'd be no Captain America, but more similar to Felicia Hardy with strength, agility, and reflexes that in aggregate go beyond the limits of real world humanity. This also comes with the requisite athletic, acrobatic, and combat skills. Again you're more Black Cat than Captain America, but you're good enough to hold your own in a fight with a lesser super powered individual with no powers of your own, and acrobatic enough to keep up with a web-slinger like Spider-Man at least as a side-kick.

And of course, like Felicia Hardy, you don't seem to need much actual effort on your part to maintain these skills and fitness. Even if you did retire for a while - or have to go through physical therapy for injuries - you'd be soon back to the top of your game. And this will apply to other skills you possess, retaining them far better without use or maintenance and recovering them far more quickly. Likewise your figure and build seems to be less important than they should be for your actual physical performance meaning having a body like an Olympic weightlifter won't hinder your flexibility and agility.

How'd You Survive That (600 CP): Explosions, supervillain fights, taking blows from superstrong villains (or heroes), and yet heroes and villains both survive it all. Some of this is plot armor; vital areas are missed, and overwhelmingly lethal blows are dodged. Some of this is toughness; you can survive with injuries that really should kill someone, worse losses of blood, and generally you can just survive a little more than you ought to be able to.

This isn't wholly limited to death either. While it's less effective against injury, it does make permanent maiming substantially less likely, and even just serious and lasting injury becomes less likely.

This is powerful enough that even without powers you could regularly survive fights against the likes of Electro, the Hobgoblin, Doctor Octopus, or even the Sandman. At least assuming you aren't actively goading them to be lethal and willing to run when you start to obviously lose. It's not a one-hundred percent guarantee, though. Goblin bombs are dangerous still, even if you're far more likely to be knocked out by one than killed.

This isn't limited to fights either as it also vastly reduces your chance of dying to random mishap or chance. Whether accident or disease in normal conditions they're not a meaningful risk to you; though this won't save you from exposure to something like the Carrion Virus, and you might still want to avoid times and places being hit by the Black Death.

Engineer Perks

Lab Worker (100 CP): You are a trained professional, with at least 2 degrees in engineering fields, or the equivalent skills if you dropped out of college to pursue a career such as taking pictures of Spider-Man or crime.

In addition to that you seem to generally be well-suited to work in a research lab. Whether it's taking precise and cautious measurements, following safety regulations or recognizing when you can skimp on safety you seem to have been born for lab work.

Last Minute Science (200 CP): You seem to get quicker - but somewhat less replicable - lab and engineering work when you're racing against the clock. If you're trying to save someone from a synthetic virus you might manage to make the work of days of experimentation take place over mere hours. There are limits to the time crunch, and it requires something that'd heavily impact you personally to be at full strength (a boss assigning a deadline when you're financially secure even without the job won't do much, but your arch-nemesis who represents all that is best about you being about to die unless you save him and in so doing save your hope in humanity and life and it'll be at full throttle). This isn't a guarantee that those days that became hours will be enough to do what you need to do, but when it's really important you'll be managing to run tests and produce results in a mere fraction of the time.

Master Programmer (400 CP): Whether it's robots or computers, you are exactly what the name describes. You are a highly capable programmer, able to create advanced computer programs, or the programming of basic – by this world's standards – robots. We're talking robot goons, and maybe something as advanced as Armada's robot drones, not autonomous impersonators capable of pretending to be a villainous genius.

Your specialty, though, is in digital worlds. While this won't ensure that cyberspace exists as an other-dimensional realm with its own physical reality which you can travel to or manifest things out of, you'll need to provide that some other way, you will find that your programming skills manifests in digital worlds much like Dr. Trainer's and the Master Programmer's skills did in cyberspace, allowing for the manifestation of objects and even beings, as well as the manipulation of the world around you. Even with this level of programming skills you're only a minor reality warper in these digital worlds, but as you grow superior as a programmer so too do your powers over these worlds. This applies to cyberspace and digital worlds whether they're merely mindmachine interfaces or some sort of otherworldly realm manifested by the communal unconsciousness of machines or the accumulation of data inside of them.

Tinkerer (600 CP): You truly are an engineer. A comic book engineer. You are a master at the design and creation of comic book science and technology. This won't be putting you on the level of Reed Richards or Tony Stark, this is a Spider-Man jump, but you possess the skills in technology to pit yourself against the likes of Doctor Octopus (male or female) and as the name implies the Tinkerer. This is still fairly impressive technology, as the Tinkerer makes most of the technological costumes for supercriminals, and even those he didn't invent he typically repairs and maintains, and Doctor Octopus is a master of mind-machine interfaces and managed to create technology to allow people to enter into an alternate dimension generated by computer systems, and even pull things out of it into the physical world or manifest users' computer avatars at a distance. You won't start off being able to duplicate everything either character ever did, nor do you necessarily have the same specialties as they do, but you are a comparable supertech engineer to either of them and with time and experience could broaden your skillset considerably.

Powers:

As stated previously you get a 200 CP stipend to use either here or in Items.

Any power purchased here is based, where possible, on the character's normal showings. Heroic will and resolve may sometimes push characters far beyond their normal limits – Spider-Man is arguably the poster child for that – for those showings take Great Responsibility. Any power purchased here is also based, where possible, on the character's powers as they functioned in and around the time of publication. New powers gained later are not included, and obscure powers from the Silver Age that either never are mentioned again or actively lacked in later eras (Daredevil's one off ability to feel color, the singular mention that the radioactive chemicals made him strong and smarter, and his ability to feel time distortions that one time) are also not included. Of course many of these powers are less based on individual characters, or are based on characters who literally only appeared during the Clone Saga.

Reminder Marvel's strength values are often listed in tons, however they do not actually represent real world tons but come from what was originally an internal guide on power scaling. At low levels they are fairly one to one with real tons (2 tons strength might occasionally go beyond but only with elements of heroic effort). At Spider-Man's level of 10 to now listed as 15 tons you see edging above (with Spider-Man bouncing between holding back and heroic effort breaking his normal limits). The area that is listed as Power Level 5 or 25-75 tons is extra internally inconsistent. Above 75 tons you start having people like the Thing who can hold up skyscrapers for a bit. But just in general don't take any mention of tons below literally; they're a power comparison.

Mark of Jumper (50 CP; Free with upgraded Spider-Suite): You are able to project heat and energy from the palms of your hands. While this isn't enough to fire it out as a projectile, by placing your hand on someone's face – or body – you can leave a terrible, scarring burn.

Albinism (200 CP): Your strength has been increased. You're strong enough to go toe to toe with Spider-Man though he is stronger than you. Besides this great strength your body's durability has been greatly increased. You're effectively immune to conventional man portable firearms, and could even survive being blown up by a whole slew of man-portable missiles before falling through several stories of the now rather damaged building; though Spider-Man can still hit hard enough to make your face bleed or even knock you out given enough blows. You're similarly insulated against heat, cold, and even electricity - extreme enough temperatures can still hurt you, but they'll at least hurt

you less. Finally you may choose to have this permanently turn your hair and skin a shade of chalk white; you can re-make this choice at the start of each jump and even choose separately for different alt-forms.

Animal-Man (200 CP): Part man and part animal like a creation of the High Evolutionary or maybe the Puma. You possess augmented strength, speed, and agility, as well as certain other animalistic traits. The more advantages such as night vision, dog-like olfaction, ability to function amphibiously, or fly, you have the lower the physical boosts from this ability. Even if you get nothing you'll cap out at Spider-Man's strength or agility, and that's if you put everything into one of the two. Also you look like an anthropomorphic animal or some sort of movie werewolf. Post-jump this becomes an alt-form.

Devil's Eyes (300 CP): They see in the dark, and even when your eyes are closed. Of course they really shouldn't be called eyes, as those are your only sensory organs not being enhanced. Like Daredevil you possess a suite of special senses. Your sense of touch is increased to the point of reading printed text by the feel of the indentations against your fingers; his ability to feel color seems to have been forgotten since Stan stopped writing him so isn't included here (same is true of it increasing his strength and intelligence). Your sense of hearing is keen enough to follow someone through a crowd by their heartbeat, and to act as a human lie detector. Your sense of smell is closer to a bloodhound's than a human's. Even your kinesthetic senses seem to be improved, giving you a wonderful sense of balance and coordination of your body. It's unclear which sense(s) allow it, but you've also got improved reflexes out of the deal, potentially making them slightly superhuman. And it's not just improving old senses. Like Daredevil himself you possess a radar sense which seemingly allows you to detect the presence of objects around you, mapping the world in 3d without the need for eyes; though billowing cloaks has been known to somewhat confuse this sense before.

Empath (300 CP): Another power related to your senses, though this time it's only adding new ones. You possess the ability to 'smell' the emotions of others, and by touching another individual you can get a clearer picture of theirs, or convey your own through direct mind to mind contact, even sharing memories. Well it's not purely sensory, as this can be used to accelerate healing by taking another's pain into yourself or theoretically flood a mind with pain or another emotion. You can even link two other minds together by touching them both, though this is extremely strenuous.

Genetically Reformulated (300 CP): You're stronger than you were before, possessing strength enough to somewhat overpower Spider-Man - even to fight a tired Peter and Ben simultaneously if they were mentally compromised to the point where they couldn't use their full power; let's call it Marvel's class 20. Your body is likewise enhanced in a variety of other ways, with reflexes and agility that might edge out Spider-Man's if not for his spider-sense, an enhanced healing factor that might edge out Spider-Man's though it is still not sufficient to regrow lost limbs or organs, or survive taking a few bullets without medical attention, and enhanced senses that fall a fair bit behind Daredevil's but still grant you canid-like olfaction, keen hearing, as well as nearly perfect night vision and a somewhat extended range of visible spectra allowing you to see the near infrared and ultraviolet.

Goblin (300 CP): You seem to have been exposed to the Goblin Serum. Maybe it's one of the fixed versions that don't cause madness. Either way you possess strength almost on par with Spider-Man's, usually somewhat above until he stops holding back, then somewhat below to far below when he starts really drawing on the heroic resolve, but still in the same 10-15 ton level. You seem to be a little tougher compared to your strength than might be expected, and more resistant to injury. Which works well with the healing factor it has provided. While you're not Wolverine, you could survive being impaled through the chest and recover enough to walk out of the morgue within a matter of an hour or two, and heal it completely save for a scar, or recover from having grenades strapped to your chest and going off. So while you're not the most impressive in raw strength or even damage resistance, you can really recover from a beating.

Muse (300 CP): Like the player of the Great Game known as Muse, you possess a pair of powers. You are able to project powerful concussive bolts from your hands – strong enough to create holes in walls large enough for humans to pass through with relative ease – and have hypnotic eyes. These hypnotic eyes aren't powerful enough to simply take control of others, but they can lend weight to your words and help you influence people's behavior making you more persuasive and helping render others more suggestible.

Astral Savant (400 CP): You are capable of transforming your body into an astral one. In this state you will still be visible (and audible) in the physical world, but you will truly exist in the astral plane, another overlapping dimension of minds and souls. While you're visible, you're somewhat translucent, and your legs seem to trail off into nothingness, and in the astral plane you move through will, flying at a relatively human speed. While in this astral form you are able to, with a small build up, teleport yourself a distance that could cover New York City, and you can even take unresisting individuals with you.

Remaining astral is normally a danger in the Marvel universe, but we never see Chakra using her astral form nearly long enough for this to be a danger, though part of that is the separation of mind and body and you bring your body with you, but like her you seem to be limited to relatively brief stints.

Brick (400 CP): Here is a rather generic powered being suite. You're super strong, invulnerable, able to fly, and can project energy. It's almost like you're some sort of super man. Except you're not too impressive for this world. You're no stronger than Spider-Man in his normal showings occupying the 15 tons level with him. While you're 'invulnerable' this only really scales up to small arms fire, in fact against blunt impact trauma (getting punched) you're no better than Spider-Man himself, but you are effectively immune to small arms fire and generally if this level of strength means they'd not (meaningfully) hurt you with blunt force they won't be breaking your skin with a blow even if it's sharpened; you can even probably take a man portable missile to the face though I'd not advise dealing with a hail of them. As said you're able to fly, though before you start trying to reach the moon, your speed is limited only about as fast as a car (though admittedly a speeding one). There's also some enhancement of agility and reflexes, though these won't put you above a well-trained combatant or gymnast on their own, but if you were trained to the peak of humanity you'd be somewhat beyond it.

Electrician (400 CP): Like Electro, you are the master of electricity. You are capable of shooting out powerful bolts of electrical energy, capable of damaging structures or shocking people into unconsciousness or even death. You are also able to electrify your body, protectively shielding you from the touch of others unless they want to take potentially lethal voltage. You can even transfer yourself over electrical wires, though you don't seem to be able to normally exist as pure electricity. You are effectively immune to electrocution, and can even absorb electrical energy into yourself to recharge your electrical powers, or temporarily boost them to somewhat higher levels, though you still usually have a limit to how much you can absorb and how much you can project safely.

Gene Vision (400 CP): You can see people's DNA by looking at them, and tell what alleles code for what information. Revolutionize genetic science and genetically engineer super crops or gene therapies that cure cancer. … Or kill people who you deem wouldn't be alive if not for modern medicine so they can't pass down flawed genetics to their offspring.

Microwave (400 CP): You possess powers similar to the heroine Firestar. This grants you the ability to produce microwave radiation to weaponize blasts of heat, project energy, and fly. Unfortunately, unlike other Marvel characters with elemental powers, this comes with no resistance or immunity to the element in question, and doesn't even include resistance or immunity to your use of this power. Low level use – flying, firing blasts that could destroy a normal wall – are mostly safe, though you probably don't want to do it all day every day. Use at your highest levels – capable of blasting large holes in warehouse roofs, reinforced walls, destroying a smaller building like a house, or quickly melting a bunch of steel girders into a metal cocoon for the Juggernaut – will lead to a risk of irradiation and genetic damage that could cause infertility, cancer, and more.

Reptilian (400 CP/500 CP): You possess the powers that the Lizard showed in this period. You are a semi-aquatic reptile, with gliding wings that allow you to turn leaps into long glides, a powerful, semi-prehensile tail that can be used as a murderous weapon and is detachable, claws, fangs, and bullet proof scales all on a form that's strong enough to brutally overpower Spider-Man, and approximately as agile while possessing similar - if lesser - wall crawling capabilities. It also possesses an accelerated healing factor which can regrow lost limbs in days to weeks, and heal lesser injuries even quicker. You won't be healing before people's eyes but you'll be healing a lot faster than a human should and things a human wouldn't heal at all. It also has generally keen senses, and improved night vision. This reptilian form does have the downside of being cold blooded and reliant on external heat or it will get sluggish and move towards torpor. This is an alt-form for you.

Or you can choose to not quite be as reptilian, merely gaining its strength, healing factor, and resistance to injury in a muscular, human form like that shown by the hero Strongarm.

For the higher price this reptilian form also gains the ability to telepathically command and control reptiles.

Spider-Suite (400 CP/600 CP): This would cost more, but it's just so common here. You have the standard Spider-Man power set. You're in the 10 to 15 tons range as far as super strength goes – Spider-Man has been listed as both without any noticeable change in his performances – strong enough to lift cars pretty casually, and even lift small buses. You possess enhanced speed and agility, capable of easily moving between rooftops, dodging attacks at least with forewarning, and bouncing around the area. You possess a minor healing factor allowing you to recover from broken limbs and injuries at at least twice the rate of a normal individual, and protecting you from most common diseases though a disease that does get through will often interfere with your spider powers in general for a

time. You can also stick to walls to climb around them like some sort of spider. And finally you possess what might be his greatest power, the precognitive, danger sense known as his spider sense. This special sense tingles to warn you of danger. It's best for immediate physical danger, reliably warning you well enough to begin dodging even before an attack is launched, and becomes much less reliable when warning you of things like individuals being disguised enemies, or plotting you social harm, though it will occasionally work to warn you that someone has ill-will towards you. It is possible for this sense to become somewhat confused; if you were wearing lenses over your eyes which had fake monsters projected onto them, it'd be telling you that you were in danger, but it might not tell you properly from where.

For the higher price you possess Kaine's enhanced powers, and this doesn't even require you to be undergoing painful and body destroying clone degeneration. While this doesn't seem to have enhanced your agility, or healing factor, it has enhanced your strength such that you could overpower Spider-Man, the Scarlet Spider, and a third Peter Parker clone simultaneously, putting your strength in the Power Level 5 range, and towards the upper side of it, perhaps around 60 tons level. You're definitely strong enough to be able to casually lift several stories of a wall of an entire side of an apartment building. We know this due to your next enhanced power. Your wall crawling has been improved to the point where you can, by sticking to a surface with your hands and pulling away, not merely support your weight, but tear off flesh, or rip entire walls off of the side of a building, tearing the surface away with the strength of your clinging. This is also probably related to your possession of the Mark of Jumper power, though it sometimes seems to be a burning effect in addition or instead of this. Finally you possess enhanced precognitive powers. While your spider sense still functions as normal, you will also get prophetic visions showing you the future, primarily focused on instances of danger or disaster for yourself and your loved ones. Kaine believed these visions could not be changed, and had tried in the past, but this didn't stop him from saving Mary Jane.

Flame On (600 CP): You possess the powers of the Human Torch. That is you can light yourself ablaze, and use these flames to fly, or project them in powerful offensive attacks. It's hard to get a read on your exact offensive power, since the Human Torch is almost always holding back to avoid killing or causing collateral damage, but generally speaking you're a good deal stronger than Microwave above and a good deal faster too. With something like Great Responsibility incinerating New York City as collateral damage from a blast focused on another target would be within your grasp.

Kinetic Rainbow (600 CP): Like the hero Speedball you possess a connection to kinetic energy. You are able to create multicolored spheres of kinetic force which can impact against enemies. As far as offensive might goes this isn't super great by the standards of energy blasts, but you possess some control of them allowing them to bounce harmlessly off of objects, or to impart their kinetic energy at your discretion, and you can spray down a lot at once. They're not the only thing that's bouncy, though, because this same kinetic force allows you to bounce around at great speeds, rebounding off of objects, all without dizziness or nausea and allowing for high speed movements and great combat agility. The real price, though, is due to the fact that your kinetic powers give you impressive resilience, sufficient to take blows that knock you from New York City into New Jersey and shake 'em off, though such an attack will hurt you through this showing that there is an upper limit to this protective field, and sustained blows from energies capable of such can and kill, but you're still taking hits from some pretty heavy hitters.

Web-Man (600 CP): You are a being made of living webs similar to the villain Tendril. This grants you superhuman strength and agility similar to, but somewhat below that of the unupgraded Spider-Suite. However your body is composed of strands of webbing with only your eyes - and possibly some part of your brain - having a truly solid form. While shaping yourself into particular shapes other than humanoid or humanoid with extra spider legs from the back is hard, it's not impossible to spread yourself out, or turn into a pile of sticky webbing. You can even control what you stick too. This form makes you very hard to injure as you can deform around blows and let them simply pass through you, but I might avoid flames if I were you.

In addition you can naturally produce webbing similar to Spider-Man's own in its effect. While you can't use this to increase your own size, you can use it to replenish part of your body you lose. You're actually constantly producing this webbing effectively giving you a nice little healing factor too. This is faster than that from Spider-Suite and capable of active regeneration of lost limbs, though still a good deal slower than some healing factors in comics.

Telekinesis (700 CP): You possess telekinesis like that of Vance Astrovik, better known as Major Victory… oh sorry as Justice, this is the younger Vance's powers. You are able to project telekinetic force in the form of translucent energy constructs. This telekinetic force can be used to manipulate objects, restrain individuals, create protective shields, carry yourself or others aloft, and even in raw destructive force. Microwave (above) likely edges you out in raw offensive power and speed of flight, but you're close, and come with a lot more versatility, ease of control, and several other options, and you don't need to worry about irradiating yourself with your powers. Your telekinetic forcefields

are pretty strong too. While they're weaker than Kinetic Rainbow's protective field, you're able to project them outwards and protect others as well as yourself.

Timeslip (700 CP): You seem to have a rather special relationship with time. First you possess a special sensitivity to the flow of time and when it has been altered; this isn't perfect - you could miss that someone was a time traveler but if you were present when someone time traveled you'd feel that it was time travel and not teleportation or something else and if time started to break apart you'd feel that too.

Next you are able to produce a time warping field around yourself and even objects you're carrying. This can be used to slow down time for you, or at least that's how the user described it though really it seemed to more slow down time for everyone else. Either way this can simulate super speed - enough to strike supersonic blows but not to outrun the explosive shockwave of a nuclear bomb - though this is draining and can't be sustained for long. This time warping field can also work protectively, preventing someone from temporally manipulating you, though it is possible for this to be overcome especially if you exhaust your powers first.

Finally your mind is able to jump through time briefly transposing your mind from your present and that of your future or past. This seems to happen more on its own than under your control, but while it can happen on its own, need does seem to be able to help trigger it. This time travel functions on a deterministic model and the future you see when your mind travels is one that already possesses the knowledge you gain there and the past is moments you'll have missed because at that point in your timeline your mind was in the future.

It may be possible to use these powers in other ways. The canon possessor was, in special circumstances, able to truly time travel - though that involved time being in the midst of collapsing and her being hit by the wavefront and a lot of temporal shenanigans outside of her powers - and to serve as a temporal beacon to travelers passing through a dimension outside of traditional time.

Molecular Control (1300 CP): Like Freakface, I mean Spidercide, you possess what the Jackal defined as complete control of your molecular structure. This allows you to turn into a substance indistinguishable from water - though this is the only elemental transmutation shown - as well as grow your body, change your appearance as you see fit, and stretch and twist like Mr. Fantastic. Some part of this seems to be able to increase your physical strength, as he became stronger than even Kaine when he grew, and he didn't have to grow that much to do so, implying he might be able to add density along

with volume. Without some form of super strength to start with you'd probably be starting from a well inferior position, however. Still you can shape weapons such as blades or hammers from your hands, twist and extend your body, become liquid, reform your body from being splattered as liquid, and change your appearance. This seems to be a combination of many well known hero's powers, albeit without showing their heights. While no limit was directly shown, Spidercide was not shown to be able to grow to heights more than a smaller giant - closer to 30 ft than 200 ft - nor did he show the extreme limits of Mr. Fantastic's stretching - he stretched across large and crowded newsrooms not multiple city blocks - and while some density increase is implied by his increased strength and resilience it was not explicit in this era nor did manage to use it to remain conscious after falling out of the Daily Bugle's headquarters or to reach the point of being immune to Spider-Man's blows as the Vision might, though he is able to apparently form/reform his costume (though not the initial costume with web-shooters) and create/change clothes to help in his disguise while taking on the appearance of other individuals. Still this is an impressive mix of bodily control and shifting powers that if not hampered by being a mentally damaged and insane clone should put you as a real powerhouse. Also given this extreme level of bodily manipulation and control, this will allow you to freely mix and match your alt-forms, drawing in features or traits of them without actually changing alt-form.

Perception Control (1300 CP): No need for you to bother with hallucinogens and holograms as Mysterio might, like Judas Traveler you possess the power of a god. Or at least the power to play at being one. You are able to project illusions with your mind, either projecting them across an area so that all can see them or projecting them into individuals' minds. You are able to fool all the traditional senses, and maybe more, creating illusory worlds to your desires and specifications with nothing more than thought. You could even overload the minds of an entire group, driving them into unconsciousness through bombarding them with images of a maddening world with its own laws of physics, though this might require them to be unprepared and your group projections tend to be everyone or no one. You also possess telepathy. While you're no omega class mutant telepath, your powers are still enough to enter someone else's mind scape and manipulate it, send out telepathic distress calls across a city at least, prevent short term memories from becoming long term ones, and even to force the Carnage symbiote to begin unbonding with its host, though this was when they were far less bonded and one must remember the symbiotes' sometimes praised telepathic resistance does not exist as often as not. Still these powers would allow you to play at being a god, especially with a bit of technological assistance.

Packed with Powers (1300 CP/1500 CP/1800 CP): The powers of the entire Power Pack, like those wielded by Powerhouse – that is Alex Powers – during this period. Unfortunately, Alex didn't actually do much with these powers during this period, so showings were scant. The simplest is that you can fly, in fact you have several options such as turning part or all of your body into gas, through manipulation of gravity, or at supersonic speeds leaving a trail of rainbow energy in your wake. This rainbow energy can even be solidified and used as temporary platforms that others can interact with, though it will not last long. You are capable of controlling your body's density becoming liquid, gas, or even compacting your form to increase your strength and durability or growing to a limited extent. You are capable of manipulating gravity, though only to decrease its effect or actively create a negative gravitational effect allowing you to fly, lighten objects, or even cause them to lift from the ground. Finally you are capable of disintegrating inanimate matter to fuel the projection of energy in the form of an explosive sphere. This is a surprisingly small return on investment, though you can also absorb other forms of energy to fire back out stronger and possibly combined from multiple sources. This could fairly reliably bring down a construction project for a skyscraper, and with something like Great Responsibility and sufficient outside power – such as Thor and Beta Ray Bill actively channeling it into you – you could bring down a foe who Thor and Beta Ray Bill put together could not hurt (though no Godblast was tried).

For the higher price of 1500 CP you can transfer these powers to others, dividing them into 4: Gravity Manipulation, Density Manipulation, Acceleration/rainbow flight, and Energy absorption/energy ball production. These individuals will be able to transfer the powers between each other, and even transfer parts of their life force between each other as well. As the original source you can recall these powers to yourself, and force the transfer of them back to you.

For the higher price of 1800 CP your ability to transfer powers extends further to all powers and perks you possess.

Survivor (1500 CP): Like Helix, you possess the power of instantaneous, reactive evolution. Your body will automatically evolve in response to threats, including typically growing physically stronger in response. These powers could allow you to evolve immunity to a deadly genetically engineered disease which wiped out a town in hours at most and possibly minutes, has shown the ability to evolve the ability to dissolve telekinetic energy constructs, immunity to energy blasts, and massive strength. In general your body seems to be able to evolve to combat anything the likes of Spider-Man or the New Warriors can throw at you, though you do seem to have an upper limit so this alone

won't be carrying you to Hulk-like levels, and while you can evolve immunity to any environmental toxin, tranquilizers have been shown to work though resistance did eventually build. Unfortunately despite showing that his body began to recognize a specific anesthetic as a threat after it was used to knock him out multiple times, you do lose the evolutions from this power when no longer being actively threatened, reverting to normal human capabilities. A locked cell could keep you inside of it, barring something like an automated system that fired upon you to keep you from escaping which would spur your evolution to resist it. It's also possible for your evolution to be overwhelmed, both in upper limit and that it does take time to reach your full power and level so something could kill you by being too powerful for you to evolve beyond in a single step, though your evolution is enough to resist most energy weapons and threats at the Spider-Man level of the Marvel universe. It does seem that your evolution works faster against repeated threats – the same anesthetic eventually began to fail as the body recognized it as a threat, and Justice's telekinesis worked for less time each fight.

Fallen Angel (2200 CP): These powers don't belong here. Really. They just don't fit Spider-Man. But they were here. At least before a retcon right before the end of the Clone Saga. You possess the powers that Judas Traveler possessed before being retconned into being a mutant illusionist. These powers are extremely vague, and seem to be some form of reality warping/general I can do anything power set at a level that Spider-Man, fairly accurately, described as near-cosmic. Whether it's telepathy, transforming yourself into an eagle or gas, teleporting yourself and others, projecting a force field which allows only those you desire to pass through it, creating explosions capable of destroying buildings and tearing up a city block over the course of a fight, animating and manipulating said city block, empowering yourself to the point that Spider-Man hurts his hand punching you instead of hurting you, forcibly reactivating suppressed powers, separating symbiotes from their hosts, erasing memories… you can do a lot of things. But you're not omnipotent, and you're more near cosmic than cosmic. You can't resurrect the dead or manipulate souls. While you can travel to the future to see what will happen, you shouldn't as you lack the power to properly play with time and will tear a hole in spacetime which attempts to consume you, turning your own power and personal timeline against you, before causing you to explode destroying you utterly unless an outside force saves you, and that was only from a small meddling in the future, so best not to touch the past. Finally what makes you near-cosmic instead of cosmic is that you have relatively small energy reserves. Maintaining a forcefield that keeps ordinary individuals out for several hours would be straining the limits of your power, protecting a single building from a city destroying explosion would take all your focus and power, a few days into the future would be the absolute limit you could travel even if you didn't have to worry about

destroying yourself with a spacetime tear, and while you could make yourself immune to Spider-Man punching you, you're probably not making yourself completely immune to the Thing or the highest tiers of physical power available in this jump much less the likes of Thor and the Hulk (though tbf the Silver Surfer has tried and failed that with those two, but could no-sell the Thing). You're powerful, but you're not a match for the Stranger, Silver Surfer, or one of the Elders of the Universe. You are merely Near-Cosmic.

Items:

As stated previously you get a 200 CP stipend to use either here or in Powers.

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin.

You may purchase multiple copies of items. Purchases of an item after the first are discounted (50%); this does not stack with other discounts. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Stinger Bracers (50 CP): This is a pair of tricep mounted weapons that can be extended over the back of your hand as Wolverine-like blades. Not made of adamantium but durable enough for you to use them without them breaking from normal use.

Ephedrine and Ether (100 CP): Feeling like some real street crime? This is a restocking supply of 55 gallon drums of precursor chemicals for meth-aphetemine and crack cocaine. Highly flammable so maybe don't store it with your explosives and firearms.

Hunter's Spear (100 CP): A large spear. It has built in machinery which allows it to project powerful energy blasts from its spearhead. These blasts are capable of being lethal to ordinary humans, even more so than most handguns; don't expect it to kill people like Spider-Man in a single shot, though. As a comic book energy weapon they tend to be more effective comparatively against inanimate objects, and against individuals with enhanced durability against penetrative impact.

Flamethrower Gauntlet (150 CP): A single gauntlet which is capable of producing dangerously powerful flames. While paling in comparison to Torch, or even the output of Microwave Oven, it still produces flames that could fill most of an alley or create explosive balls of fire capable of blowing apart brick walls.

Digital Imagery Transmission Chip (500 CP): A crystal ball that can transform thoughts and imagination into digital images ready to broadcast. Despite looking like a crystal ball, we assure you it's science not magic, and it's a chip, somehow. Well probably the chip is a part of it, but we don't really get a good look at the innards of it. Still with this device you'll never need actors or film studios again, just think up your own tv shows and put them on the screen. As Mysterio said, "In this age of information… … the greatest power belongs to whoever controls the airwaves." Your skills as a writer,

director, and the vividness and details of your imagination are the only limits. And if you find those things too limiting, you can weave subliminal signals into this broadcast causing people's brains to secrete an addictive enzyme when they watch it so that viewers enter trances just by watching a few moments where they're unable to look away or pay attention to the world around them until they are disturbed or threatened; the stronger willed can resist this, and despite being described as 'addictive' the effect ends the moment the broadcast does or something really breaks their attention though at least the people seem to believe they enjoyed it. It's powerful enough you'll get most people most of the time.

Clystron Wave Modulator (600 CP): This large machine compacts energy waves multiplying the strength of any attached power source by 10. At least that's what the comics said it did, before aliens used it to power an interstellar portal and it got destroyed. Certainly you can find a use for such technology.

Traveller Items

Eclectic Outfit (100 CP): This is a flamboyant outfit which stands out. Something about it just really makes it look odd. Still you put it on and you'll be certain to stand out, catch people's eyes, and hold their attention.

Sword? (200 CP): This is a sword. It's a perfectly ordinary sword. Oh fine, it's sturdy enough that you can wield it with all your strength and it will survive as well as a normal sword wielded by a normal person would, letting its durability scale to the force you may put behind it. Since that's apparently still not enough it also can function much like the sword that Judas Traveler used in Peter's mindscape, being capable of plunging through a person, filling them with all the pain that would be expected and the sensation of injury but leaving them unharmed. At any time you can simply will to convert its damage from real to purely the sensation of pain, and you can even apply this retroactively though only within a span of instants.

By Jumper Anon (400 CP): A published book in an academic field of your choice. It was written by you, and the book will insert into the setting at the start of each jump as a well-known film in its field. It'll even weave it into your history that you wrote and published the book, and if you drop-in, well the book will still weave itself into the setting and there will be a paper trail of you publishing it and people will remember it existing and even own copies, even if they can't remember when exactly they bought them or reading it. You can choose what field it is written in at the start of each jump, and it will be written based on your knowledge and skill in that field; if you know nothing it'll be pseudoscience at best and while people will still remember it being a groundbreaking work, expect anyone with actual credentials to call it out as ultimately nonsense, however if you are good enough at the field to write something truly groundbreaking it will cap out at somewhere beyond the setting's normal limits in the field but only enough to start a revolution and not completely re-writing their understanding of the field.

Jumpercroft Institute (600 CP): An institute for the treatment of the criminally insane. It has been built to contain supervillains, including rooms that can be tailored to negate specific individuals' powers. You'll find that it's easy to recalibrate its countermeasures so that they can contain new and dangerous individuals. While there is a limit to how powerful an entity this institute can safely contain, it could contain even the most dangerous of Spider-Man's foes, and as your own skills to make countermeasures improve – whether it's increased knowledge of magic, science, or something else – its containment measures will as well.

Also this institute comes with a full follower staff, including psychiatrists specializing in the treatment of the criminally insane, as well as well armed security forces trained for containing superhuman individuals. No one will be quite the equal of Doctor Kafka, but they will be competent at their jobs though the security forces won't be standing up to master combatants or particularly powerful supervillains. They're competent private security forces but that's only a stopgap or a speed bump for many supervillains.

Hero Items

Tracers (100 CP): This is a set of tracking devices that attach to objects when thrown or launched (if you purchased web gauntlets they can be launched from them), and can be followed either with a hand held device (included) or any special senses you possess. They do have a limited range, though the range will vary with what you are using to receive their signal.

You receive several of these tracking devices, and they'll resupply themselves over time if you use some. Spider-theming optional.

Tracking Device (200 CP): This is a handheld device which follows energy signatures. Which energy signatures? Any that you set it to. You'll need a sample of the signature to set it to detect it, or at least have a way of knowing what sort of energy you're looking for, but once you have it can remember them for later. The device isn't good for intensity, only direction and vague distance.

Smartship (400 CP): This ship might or might not be Kymellian in design, but it certainly shows some similarities with Friday. This is a fully functional spaceship. By Marvel spaceship standards it's rather mediocre and is unarmed, but it comes with an AI capable of conversation and even limited creative thought; don't worry, though, it counts as a follower not a companion. This AI is also capable of redesigning its interior structure. While it can't make sophisticated devices on its own, it can change the internal layout to fit your needs and tastes.

Mainframe (600 CP): This is a computer that is tied into hundreds of news servers, not to mention secretly accessing restricted government and military systems, constantly using sophisticated search algorithms to look for information that would be relevant to you - based on flags you've set up for it - and flagging it for later review by a human observer. This mainframe will have similar access in future settings, heavily accessing local news and computing networks to gather information you might need. Oddly it still seems to get information even in settings without the internet or an equivalent computer network, still somehow accessing global news including ones that should be confidential or restricted. It won't have all the news, or anything too top top secret, but it is a constant treasure trove of information.

Of course it's also a supercomputer with a (low end by comics standards) AI capable of following voice commands, so there is that too.

Anti-Hero Items

Silenced Pistol (100 CP): Sometimes you just need a good gun. And this is a good gun. A heavy duty pistol, it comes with a silencer that makes it almost completely silent. Unlike a real silencer this actually muffles the sound of the entire process, except maybe the clink of ricochets, so no sonic booms to ruin it. You could shoot at someone on a street lamp from the rooftop across the street and people on the street below wouldn't even hear it.

This gun replenishes ammo over time and maintains itself.

Fake Remains (200 CP): This is a genetic construct consisting of a mass of unliving cells made to resemble someone. It's convincing enough that it could fool a close intimate or lover into thinking it was an individual's corpse, or even pass a basic autopsy, though thorough investigation can reveal the ruse. You get one of these constructs of an individual of your choice, and a new one every month. Do find a good place to keep them or they might go south.

Sonic Blaster (400 CP): You never know when you're going to run into a group of symbiotes. This sonic gun, designed by Mr. Fantastic, is harmless to humans but extremely damaging and painful to the symbiotes called the klyntar, capable of forcing them away from hosts and potentially even killing them. And because you're paying CP for this it'll be similarly effective against other slime creatures even if they don't normally possess a weakness to certain sound frequencies making it a viable weapon against any similar being. It can even work on nanotech slimes.

Snitches (600 CP): Some people use newspapers to get their information. You, though, have snitches. They're a network of informants, willing to provide you information on demand. They're drawn primarily from the criminal underbelly of society, so they're best informed on the criminal underworld and lower rungs of society, but they can give you a good feel for the pulse of the common man on the street, or criminal undertakings going down; those latter can often involve the upper crust rather extensively so they're not useless for information there, though it'll depend upon how corrupt an individual is.

This network of snitches seems to grow into new areas you operate out of over time, though it's pretty quick so if you stay in an area for a few weeks it should be fully ingrained in the region. You'll recognize one of these snitches when you see them. As a warning, while they're far too scared to lie to you or sell you out, they don't necessarily like you. You could maybe make them like you, but the sheer terror they feel of you means it's probably unnecessary.

Villain Items

Kevlar Mesh (100 CP): These clothes possess a kevlar mesh which causes them to be bullet resistant, energy blast resistant, and stab resistant. High enough powered weapons can get through them, but they'll stop handgun bullets from anything other than extremely close range. These clothes can pass as ordinary clothes (at least if you don't merge it with a costume or import it into another outfit), being no thicker or heavier than ordinary clothes, and while sufficient attacks can wear through it, it does take a lot less damage from bullets and stabs than real kevlar vests.

Ordinance Collection (200 CP): You have a small collection of weaponry. Ranging from traditional fire-arms to energy guns, there's enough here to equip a few dozen people. These energy weapons aren't particularly impressive by supervillain weaponry, and might be less dangerous to ordinary humans than traditional firearms, as they are unlikely to kill, and don't cause someone to bleed out. However they are more likely to make a person black out from shock, and are powerful enough to threaten Spider-Man, though his enhanced strength and physical prowess means he is much more likely to remain standing after a blast. They do seem to be disproportionately effective against inanimate objects, though they're still not destroying a car with a single shot, and armor or bullet-proof skin, though it won't be more effective against someone who'd be bulletproof, just less affected by it than a bullet would be. Don't expect these guns to do more than sting the Thing.

Robot Master (400 CP): Let others run around in costumes. You have here a full fledged miniature mech. Your face is oddly exposed, and the entirety of its torso – including the crotch and strange bulk at its shoulders – is the cockpit. This mechanical suit has strength enough to overpower Spider-Man, at least until he gets really pissed off, and pushes hard, and probably clocks in around the 20 tons level. It's like wearing a personal tank as well. While even at his normal levels Spider-Man's blows will be felt they won't be putting you down quickly till he gets his heroic second wind and pushes well beyond the norm, having schools collapse on you, small explosives hit you, or most street level energy blasts will add up over time but won't be taking you out quickly.

This suit also comes with weapons. Its left hand possesses a set of deadly claws, and a weapon in the palm that can fire off a cloud of paralytic gas capable of immobilizing targets; unlike Stromm's suit this isn't filled with harmless gas by your treacherous employer. Its right hand possesses a machine gun, though it can move it to the side to allow a large cutting blade to extend outwards; this blade is powerful enough that it could

be used to cut through the suit, if for example Spider-Man ripped the arm off and used it as a sword. You may import weapons into any of these as desired.

This miniature mech will automatically repair, maintain, resupply, and recharge itself when not in use.

Inexplicable Resources (600 CP): How did Norman Osborn, while legally dead, manage to manipulate events from the background? Money. How did the Jackal build so many secret labs, and maintain things while vanished for 5 years? Money. How did they get these assets while pretending to be dead, or being an underpaid teacher? Money? Authorial fiat? One way or another Osborn and the Jackal had a lot of money to go around.

Well now you have the same sort of inexplicable resources. This isn't infinite money, or even enough to ruin economies, but you seem to always have a fair bit of money to draw on for plots and schemes. It's enough to make one question why you're turning to a life of crime in the first place if you have this much wealth lying around without it. Why not just retire to a beach in the Caribbean or invest in the stock market? And you could. You can use this money for whatever you want, not just villainy, and it's enough to make you independently wealthy and to live on in extravagance. You don't get it all upfront, instead receiving it as a sizable monthly allowance in whatever the local currency is.

Clone Items

Motorcycle (100 CP): Peter Parker might not be able to drive, but a clone ought to be able to ride. This is a fairly normal motorcycle, except that it maintains, repairs, and refuels itself over time when not in use. Comes with a helmet. This is a fairly normal motorcycle helmet, but since we're feeling nice it will come with a guarantee not to cause helmet hair.

Life-Support Costume (200 CP): This costume has all the standard abilities of a superhero costume. That is while it doesn't seem to be much in the way of armor, it gets torn and damaged based more on narrative weight than actual damage that it receives, never seems to be damaged by your own powers, unless they specifically require skin to skin contact doesn't interfere with them, and seems to change with your body when you transform under your own power. In addition to those qualities, this costume also doubles as a life-support system helping to protect you from toxins, diseases, and even genetic conditions and degradation. You're not immune to these things when wearing it, but all will have less effect on you, and it will slow degenerative conditions down to a crawl so that a clone that would normally degenerate in a matter of weeks or months could last for years or decades, and it will likewise affect other conditions. Cancer would be halted in your body, it can hold off Alzheimer's, and so forth.

Web Gauntlets (400 CP): You can get webshooters anywhere. These are a pair of Ben Reilly's web gauntlets. These bracelets are a little more bulky than webshooters, but beyond merely being able to do all the things that Spider-Man's webshooters do they have some extra features. Specifically they contain a second type of webbing known as impact webbing. This webbing is shot out in highly condensed balls of web fluid which explode on impact and begin to unfurl, wrapping around targets. It's rather more messy and imprecise than normal web fluid, but it can wrap around a target immediately and pin them down as it hardens more quickly than regular web fluid. It's also been used to explode in Venom's mouth to physically peel the symbiote off of Brock. Besides impact webbing these gauntlets also carry the ability to fire tranquilizer darts and small blades, though these later are almost useless as they won't cut most any superhuman threat and don't do particularly much to normal humans. They can cut ropes though, and the tranquilizer darts are useful for knocking out normal humans reliably; you'll need to use multiple darts to do much to superhuman and that's if they can pierce the skin.

These gauntlets will resupply themselves with web fluid, tranquilizers, and fletchettes over time when not in use so you won't have to make web fluid out of oatmeal.

Isotope Genome Accelerator (600 CP): A more advanced version of the machine which irradiated the spider that gave Peter Parker his powers, or at least a variation of it. It seems to have been modified like when Peter used it to remove Dryrot and Tendril's mutated genetics and his own in the process. While you've got one set up to do the same, it seems to work on a broader spectrum of things.

While this won't be irradiating spiders to give super powers, you will find that by keying it to someone's superpowers you can strip them from them. It might have more trouble with those that aren't so much superpowers as just being a member of an alien species, and it's not guaranteed to work on magic. It is, however, guaranteed to be able to revert modified genetics back to their original state, and can 'cure' natural super-power granting mutations such as the X-Gene.

It's even possible to merely suppress someone's powers for a time, though controlling the exact time this lasts will be difficult and will vary based on individual, power, and environmental factors.

Biologist Items

Suburban Home (100 CP): This is a house. It's somewhere in the suburbs, or maybe even outside of New York City proper entirely. Wherever it is, it's nowhere special – it's not in the middle of New York City, or prime real estate – and it doesn't have more than a half-acre of land, but taxes on it are handled, and utilities are paid for. It'll insert somewhere appropriate in future jumps, nowhere substantially special, integrating appropriately into the setting's utilities and with proper paperwork.

Recuperation Pod (200 CP): This is a liquid filled healing pod. It is attached to some fairly bulky machinery, and one might expect it to be used for creating clones. Instead, however, this is a pod meant to mend wounds and accelerate healing. It can heal potentially mortal wounds – like gunshot wounds in the chest – in maybe an hour with a minor healing factor, or a few hours without. It can even bring someone back from the edge of death.

Teleport Mirrors (400 CP): Supposedly these mirrors are technology but they seem pretty magical. This is a collection of full length mirrors, actually rather larger than most full sized mirrors, which connect to each other, allowing you to step through one to emerge from another. They're supposedly tech but they only seem to work when you – and specifically you – want them to, and otherwise just be reflective glass, and don't seem to have any way of setting target coordinates other than that they will take you where you want to go. I guess maybe someone like Reed Richards or Tony Stark could hack them, but even Spider-Man would be stumped by them. You get a set of 6 mirrors, and an additional mirror for each property you possess that was obtained directly from a jump document.

Wonderland (600 CP): An extremely well hidden cloning lab. It comes fully equipped and supplied, though you'll need to obtain specific genetic samples personally. It has its own power and water supplies meaning that it's completely off the grid. Portions of the lab are even armored enough to survive anything short of a direct nuclear strike. While it's primarily meant for cloning, it can easily work as a virology lab either for curing or augmenting viruses, or any other form of genetic manipulation, and even has tools for use as chemical and mechanical/electrical engineering. It is a very well equipped lab. While it is not automated, it comes with genetically modified clones to act as living tools and perform slave labor.

Civilian Items

Staff Job (100 CP): This is a job waiting for you on contract. Maybe it's as a reporter. Maybe it's as a model. It's a fairly well paying job, nothing absolutely amazing but enough to get by on and even to think about starting a family. In future jumps you'll find a similar job ready and waiting for you at the start of the jump or if you don't need one then later on when you do need it.

Brownstone Apartment (200 CP): This is a cozy, spacious apartment in a good building and good part of town. In future jumps it will adapt to be an appropriate above average residence – not a mansion or the true upper class, but still better than average – in a central location of prime real estate. All taxes and utilities (within reason) are paid for.

Jumping Beans (400 CP): This is a coffee shop. You own it but there are followers who will run it for you if you want. If you ignore it, it'll provide you with a steady trickle of income though probably not enough to live on, but you could make a lot more if you actually manage it yourself. If nothing else it'd save you on the manager's salary. This coffee shop seems to have a peaceful and rejuvenating atmosphere, and to attract pleasant company.

Daily Jumper (600 CP): This is your own major newspaper. Not a single issue, but the company. Like the Daily Bugle it's not publicly traded, though it'll be up to you to keep it above water. Still it comes with a full, competent staff, and is well-established and respected. In future jumps it will insert as a setting appropriate news organization that is well established and respected. If you're a drop-in you'll somehow acquire ownership shortly after the start of the jump.

Costumed Adventurer Items

Costume (100 CP): You'd not be a costumed adventurer without one of these. This is a colorful, flamboyant, most likely skin-tight costume as are worn by superheroes and supervillains alike. This costume doesn't have particularly special qualities, but it will become distinctively associated with you fairly quickly, and it will work with your powers. This means: if you transform yourself it will change to fit you; your powers won't harm this costume; unless your power specifically requires flesh to flesh contact it won't interfere with them (e.g. if your power is igniting your body on fire it can do so through this costume); and while this won't make it work as armor or improve its ability to do so the costume only seems to get damaged as dramatically appropriate and generally remains as resilient as you are.

Glider (200 CP): A remote controlled flying vehicle, better known as a goblin glider. Shaped like a bat, it is designed for a rider to stand on it – possessing some feature to make it easier to balance and harder to be knocked off of it – and controlled somehow through the feet. It does also come with a small remote control built into a glove – which may be imported into another glove you possess – which allows it to be controlled from afar. It's fairly resilient, able to – with sufficient momentum behind it – plow through brick walls unharmed. You can choose whether the front is a bludgeon or possesses a sharpened head that can be used to stab through someone's chest.

Warehouse Headquarters (400 CP): This is a large, warehouse sized, headquarters base. It can either be hidden in a warehouse, externally looking like nothing more than a warehouse, and using secret doors and holograms to hide itself behind the false appearance of a warehouse even on the inside. It's equipped for meetings between supervillain or superhero teams; from (short termed) living quarters, wall-sized computers intended for heavy use, holo-projecting table for displaying images in full 3d for meetings. If you'd prefer to be less clandestine it can be openly a superhero base like the New Warrior's. Either way it does contain almost as much room underneath the warehouse as above ground, and it does have heavily reinforced walls and containment cells with energized walls and weapons to keep a powered individual inside. It won't scale, and it's not guaranteed, but it's a pretty good containment cell. And like any proper hidden base it is off the grid with its own power and water supplies.

Powered Costume (Varies): Costumes are almost a rule for superheroes and villains both, but rarer are those costumes which possess and provide powers. Here, however, you can purchase a costume that possesses powered components and some of these cross over into true powered armor. The cost of this option varies. Only the first costume is

discounted for Costumed Adventurers, but other costumes that cost the same or less are discounted once you have purchased one. You can combine multiple Powered Costumes you purchase into one.

Exosuit (200 CP) - Consisting of metal torso armor with connected gauntlets and boots, this powered exoharness provides low end super strength (significantly below Parker's) and can withstand small arms fire. Its power supply is on back rendering it somewhat vulnerable, but there's a back up somewhere too.

Goblin Suit (200 CP) - You already know this one, right? This is a goblin costume like that worn by one of the Green Goblins running around, or the Hobgoblin. It doesn't come with built-in armor that they often do – if you want that take the Kevlar Mesh – but it does have its own bag of tricks. An energy weapon, somewhat weaker than the Ordinance Collection's guns, is built into each glove, and the boots possess jets that allow for low end flight and even somewhat awkward hovering. It also comes with a bag containing pumpkin shaped explosive grenades and bat shaped throwing knives. These weapons resupply over time.

Shocker (200 CP) - The costume seems to be practically knitted, but in truth it's filled with devices meant to hold back the vibratory recoil of the pair of metal gauntlets that make up its main weapon. These gauntlets are capable of projecting vibratory blasts which are capable of breaking Spider-Man's arm, blasting large holes in walls, or vibrating open vaults. They actually pack a surprising punch, above the Ordinance Collection, Flamethrower Gauntlet, or any of the weapons available with the Goblin Suit while remaining surprisingly non-lethal on living creatures. During some periods the suit's vibrations have mitigated blows against the wearer or been able to propel them up into the air but this doesn't seem to be one of them.

Beetle (400 CP) - A true suit of powered armor. It is bullet proof, at least to common handguns and standard issue police weapons, provides low end superstrength, though probably slightly above the exosuit, can fly, and the hands are able to project electroshocks and energy blasts. None of these are impressive on their own, but it provides an all around set of abilities that can be useful in a superhero fight and it is tough enough you could fly straight through an office building while wearing it and be completely unharmed. It does come with a pretty decent communication system in its helmet and a suite of sensors as well.

Joystick (400 CP) - While more costume than powered armor, the suit does have bracers and boots and some areas of heavier gear, and some form of integrated technology. Probably. The wearer was later retconned to actually have powers herself, but that was a good decade from here, so you're getting the original presentation. Still this suit augments the wearer's body giving low end superhuman strength, above the exosuit's, and augmented reflexes and agility. While you won't be outdoing Spider-Man from this, it will bring a normal but athletic human to near parity if it wasn't for his spider sense. In addition to these physical augmentations, the bracers are able to project energy batons. These glowing rods of energy can be used as bludgeons, project, admittedly weak energy blasts (similar to the **Ordinance Collection**), and even deliver offensive surges of energy from physical blows.

Polestar (400 CP) - Another costume which might count as powered armor, though if so it is only light armor. The suit's function and focus is instead on magnetic control and manipulation as it is able to use magnetic repulsion to fly, as well as create protective forcefields capable of withstanding blows from Spider-Man and deflecting firearms – though maintaining these fields constantly seems to be difficult as they did drop in battle at times – and is capable of using magnetic forces to manipulate and lift ferrous materials including small trucks.

Skull Jacket (400 CP) - A lightly armored – emphasis on lightly – suit, it possesses a pair of anesthetic dart launcher gauntlets that can spring blades capable of being used as close combat weapons. The suit can download RNA sequencing data from the darts before projecting a holographic front of being the individual that was shot. This can make you look like someone smaller, and includes the voice, though it does likely have a size limit on both upper and lower ends. The hologram projector unfortunately deactivates when blades are exposed, making it mostly disguise or combat.

Armada (600 CP) - The armor on this one actually seems a bit better. It won't stop Spider-Man from tearing through it, but it can stand up to one or two blows from him, and is passably bulletproof. The suit is also truly powered armor granting the wearer superstrength – though still on the noticeably below Spider-Man level – and possessing flight systems. It's actually similar to the Beetle Armor in that it also has notable sensors and communication systems. It's not quite as good as the Beetle armor in any of these systems however; the wearer was never shown flying through office buildings for example. It does have a serious advantage over the Beetle Armor, however, which is what lends it its name. It serves as a control

system for several drones of varying levels of autonomy. These drones have a variety of built in tools like energy beams, knockout gas, smoke screens, recording cameras and wireless transmission systems, and even hologram projectors. There are about 8 drones, though 2 are noteworthy as they possess the hologram projectors and can be remote controlled by an external control system with enough fidelity in their projections to be able to disguise themselves as a pair of federal agents for prison transfer; assuming you had a skilled enough operator. These two drones can also be used to store the armor in a dematerialized state and rematerialize it again.

Mystery Suit (600 CP) - As derided as he is, Mysterio and his technology are actually pretty impressive. While the suit lacks particularly good armor, it possesses a dizzying array of tools often with no clear place where they are stored or projected. Still it includes gloves capable of releasing electric discharges, though significantly weaker than Electro's basic blasts and less sustained than when he actually starts taxing his powers, illusion projectors that display additional copies of you or other holograms – seemingly able to adapt them on the fly though best for approximately human shaped and sized images – hallucinogenic gas dispensers, solvents to dissolve adhesives (and webs), jammers that negate danger sense and can mess with other exotic senses such as Daredevil's radar sense. Since you're paying CP for this you'll find that they continue to work for new holograms as if magic, that the other tools all automatically recharge and resupply over time, and that the jammers are mostly universal in their ability and don't need to be tuned to Spider-Sense or Radar Sense and will continue to function on new senses, though they are not guaranteed to be perfect; don't expect this to mess with Heimdoll's senses just because it can Daredevil's, but wearing the suit all the time might help hide you from precogs and prophetic beings.

Torpedo Suit (600 CP) - Similar to that worn by the New Warrior Torpedo, this suit of powered armor provides some rather impressive abilities. Well I call it powered armor because it is powered and the gauntlets, boots, and helmet probably count as armor, most of it counts as a skin-tight superhero costume. The integrated forcefield still ensures it works as armor, capable of protecting a wearer from the stress of supersonic flight, as well as blows and bullets. Which brings us to how while many of the suits provide flight, the others are primarily made for an urban environment. Unlike the other suits available through this option this suit might be able to break the sound barrier and fly at supersonic speeds. The suit also provides the wearer with augmented strength putting them at a level of strength

somewhat exceeding Spider-Man's; you're not twice as strong, but you are noticeably stronger than him. Though your punching force ranks higher, at least when you use the suit's nuclear turbines and a double handed punch where you reach a strike force that supposedly reaches the 100 ton level; as a reminder Marvel's strength ton levels do not translate to actual tons, but it means you can, with a double handed blow, hit harder than the Thing, though it does take noticeable power from the suit. Finally the suit is capable of aesthetically redesigning itself to some extent in response to the wearer's desires. Unfortunately all of these things are reliant on compatibility with the suit. While since you're paying, you're guaranteed to be compatible, other wearers might find themselves barely reaching the 5 tons level, stuck at subsonic speeds, and unable to rearrange the suit, or simply unable to use it at all.

Scorpion Exoskeleton (600 CP) - Another suit of powered armor, though this one puts the real emphasis into power and armor. The suit provides strength enough to overwhelm Spider-Man and make a credible threat of being stronger than Power Man, that is Luke Cage; it's got more power than the Torpedo Suit, though lacks its super powered punch. Of course its armor is enough to throw down with people equally strong, and makes tanks look under protected against firearms. In sheer strength and defensibility, this exoskeleton beats out every other Powered Costume option. Beyond that it has a weaponized claws on its hand – good for cutting webs or crafting handholds in walls – and a weaponized scorpion tail you can mentally control when wearing it. Besides being a strong fifth limb that can be used as a bludgeon, the scorpion tail can spray powerful acid which can melt through walls or people, and inject a toxin. One sting with this artificial venom hurts and disorients, a 2nd sting causes death within 24 hours, and a 3rd sting causes that death to be a lot faster. 2 stings will also leave normal humans paralyzed pretty quickly, though someone like Spider-Man would just be in pain and slowed down.

Vulture Wings (600 CP) - Another suit of powered armor which is a bit light on the armor. Unlike most of the others this one uses actual wings to fly, though they use magnetic devices to provide lift and propulsion leaving them silent, and giving you relatively impressive maneuverability if not being as fast as the torpedo suit. The harness provides a small measure of enhanced strength and a light amount of armor, though neither are impressive with even the exo-suit being superior. What makes this suit unique is that it is designed to provide the means to act as an energy vampire, with technology to drain the bio-electricity from living creatures – or strangely robots – to restore your own life and vitality. This can restore your

stamina, cure cancer in you, and even reverse aging if you feed on. Though your victims will be aged and weakened, though more powerful beings are less affected in this way and some beings might be powerful enough to effectively ignore this entirely.

Engineer Items

Brainwave Emulator (100 CP): Sometimes there's technology laying around that is locked to its users brainwaves. What are you supposed to do then? Well this helmet shaped device is capable of scanning an individual's brainwaves, or of modifying them to better match that of its last scanned set of brainwaves. You might be able to program in a set of brainwaves without directly scanning them say if you had some tech that checked for the set of brainwaves. This doesn't store extra sets of brainwaves, though, and it doesn't fully replicate the mind of those scanned (or any of their memories).

Metal Tentacles (200 CP): A metal waist harness with a set of 4 long, mechanical tentacles which rise from it. Put together these four arms are stronger than Spider-Man himself – at least with his normal showings – which isn't bad, though it can be hard to catch him and he can overpower 1 or 2 of these tentacles without any great heroic effort. When wearing this harness you are able to control these tentacles by your thoughts, allowing you to control them like your own body and even getting sensory feedback from them. They are, unfortunately, not too useful for others as they are keyed to your specific brainwaves.

For an additional 200 CP (no discount) these tentacles are upgraded to match the female Doctor Octopus's set. This adds lasers capable of cutting through metal to each of these tentacles, and a forcefield generator capable of holding back blows from Spider-Man and bullets, though things that move slowly enough can ooze down around the forcefield and it doesn't cover the entirety of the arms. Unlike her tentacles yours don't seem to be weaker than the original Doctor Octopus's.

VR Matrix (400 CP): This is a room sized machine with a place for an individual to be suspended on one side of it. The machine links up to a significant computer bank that is dedicated to its function. Its function is to take the individual inside of it, and transfer their consciousness to an avatar manifested from virtual reality based around their idealized self-image. This avatar possesses superhuman strength and capabilities, being strong enough to overpower not merely Spider-Man, but Kaine at his full strength where he could overpower Peter and Ben simultaneously. The machine can only maintain this avatar for so long at a time, but during it the individual inside of the machine can act through the avatar in all ways as if it was their own body. The avatar doesn't actually have biological weaknesses, though it probably needs its head, and it's probably best not to allow the avatar to be destroyed while someone's consciousness is in it as the feedback can be intense.

VR Goggles (600 CP): By wearing these goggles you may transport your mind (and seemingly your spirit) into cyberspace. This cyberspace is its own parallel dimension created by some combination of computer data and the unconscious – possibly the communal unconscious – like some sort of digital astral plane. When transferred this way you can move between devices, root around data, and use your physical skills to get around this manifestation of digital data. You may end up dealing with incarnations of programs and data as if they were physical constructs, and it's possible through your will to manifest constructs to interact with them – though this is straining and they will grow weaker over time till you rest, and your programming skills will influence this ability. Be careful you don't get lost in cyberspace, as it is possible, and if you die in cyberspace it will cause brain death as your cyberspace self is your mind (and possibly soul).

Purchasing these goggles will ensure that there is a similar cyberspace dimension in future jumps.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain a background as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For 50 CP you may recruit 1 who existed in this period and who is unpowered, or significantly weaker than Spider-Man himself such as Daredevil or even Captain America. For 100 CP you may recruit 1 character who existed in this period and who is no more powerful than Spider-Man. For 200 CP you may recruit 1 character who existed and who is no more powerful than (approximately) Reed Richards. The character must have strong ties to the Spider-Man portion of the Marvel universe – Daredevil or even the Fantastic Four who are major friends and allies to Spider-Man count, Thor or the X-Men who have interacted with him in the past but are not generally part of his orbit do not – or the price to recruit them is doubled. Characters more powerful than Reed and his super scientific brain are not available with the exception of being able to take Judas Traveler with his apparent powers before being retconned into being a crazy illusionist for 300 CP; the exact details of his powers are hard to place, but he was able to teleport people, create forcefields, devastate a city block and weaponize it, and even fiddle with time and seemed to be a reality warper though these abilities were draining for him and fiddling with time was highly dangerous. The Fallen Angel power is an attempt to replicate his apparent power set.

You may purchase this option multiple times. Characters are assumed to come with their personal gear.

Clone Companion (50+ CP): But maybe you don't want to take a hero from their rightful place. For the same price as above you may purchase a clone of a character. They will be a Ben Reilly to their Spider-Man, though possibly a Ben Reilly immediately after the original Clone Saga 5 years ago, though they may have a few years of divergence if you please. At your option they may have had some conditioning and suggestions placed into their subconscious to get them to agree to go on the chain with you; nothing more than enough to join you so if you're morally opposed to each other they may be trying to

fix you… or plotting to steal your chain. They will come with copies of their normal gear, though it may be aesthetically modified such as how the Scarlet Spider wore a different suit and used microdot tracers instead of spider ones.

For double the price (only triple for a non-Spider-Man character) they can be a modified clone. This gives fairly free hand on an altered personality, up to and including heavy mental programming such as a removal of their moral center or imprinted loyalty to you, modifications to phenotype (different hair or skin color), or even changes as radical as swapping their sex (don't ask where the Y chromosome comes from for women made into men this way).

In the case of a modified clone, you can pay an additional price to have them possess increased powers like Kaine in comparison to Peter. This includes potentially new secondary powers like Kaine's Mark of Kaine. This costs 100 CP if the character's base price for power level was 100 CP or less, and 200 CP if it was 200 CP. This is increased by another 100 CP if they were not a strongly Spider-Man connected character. These price additions are not multiplied by the increases from being a modified clone (already included) or not a Spider-Man character (alternative price increase).

Jackie (Free): This is a diminutive clone of Peter Parker created by the Jackal as his personal lackey and sycophant. Normally he'd die when the Jackal triggers his clone degeneration, and that might still happen, but the writers did like him even if the fan reaction was largely that he was annoying. Annoying enough that if you want to take him from this universe as a companion you may do so for free just for having to put up with him. If he dies during the jump - say because he turns on his maker and the Jackal triggers his degeneration early - he'll still be there waiting for you in the next one, no need to worry about keeping him alive till the end to recruit him.

Symbiote (200 CP): Did the Life Foundation manage to make another forced spawn of Venom? Is this a left over from the Planet of the Symbiotes? Did Carnage become a daddy? Well one way or another you have come into possession of a klyntar symbiote. This is back before the days they each had their own special gimmick though – Scream didn't scream yet – and long before the days of being cosmic beings created by some primordial god to fight Celestials. So it only has the classic powers of symbiotes, but that's still a lot of stuff. Still they can make a host significantly stronger than Spider-Man up to the 30-35 tons range, project weaponized slime tentacles, absorb bullets into themselves as they have some level of internal pocket space, provide superhuman agility, wall crawling, change appearances to disguise as clothes or specific individuals, even blend in with surfaces like a color changing octopus, have empathic connections with

their hosts and each other capable of in extreme situations interstellar transmissions, and can even do things like travel through phone lines or help regenerate their host. They are vulnerable to fire, including microwave radiation and other heat sources, and loud enough sounds as well as certain frequencies of sound including many forms of ultrasonics. They can also be vulnerable to empathic assault. Your symbiote is a relatively blank slate, which will largely be shaped by its connection with you. Like Venom, and unlike the others from the Planet of the Symbiotes, it seeks to bond with a host as opposed to using one parasitically.

Leaper Unknown (200 CP/400 CP): This is… your clone. Or maybe they're the original. It's hard to say who came first at least until the end of the jump as only one of you is the Jumper. Still they have all of your perks and powers, and even copies of your most iconic gear and items.

For 200 CP it's easier to tell who is who, because they're only a clone of your in-jump self with only the perks, powers, and items you purchased here and only a copy of your in-jump memories. Well your in-jump self might be their clone, it's hard to say. Given neither of you seem to be suffering degeneration, does it matter?

For 400 CP they have everything you have. Oh they'll only have your personal gear, but even your Items will not be able to tell you both apart. You'll either start together or have your starting location randomized between each other. Unless your benefactor decides to tell you who is who it could be nearly impossible to determine which one of you is the real jumper till the end of the jump.

A Special Offer

This is a Spider-Man jump. Oh it's 616 with all that that implies, but this is a jump focused on Spider-Man. So here's some butterfly insurance. Unless you actively rock the boat and push up to higher levels of activity you won't have to deal with the deeper ends of the Marvel universe. You don't have to worry about Thanos, or Galactus, or the like. That is unless you actively push into those parts of the world. Get past phase 1 of a plan to take over America and you might have to deal with the Avengers, invade Hell and you'll have to deal with Mephisto, kill the X-Men and there's no guarantee that apocalypses they'd prevent won't come to your doorstep. If you wipe out people like the Avengers or the X-Men this protection will be rather voided, but it is a sort of safety net against the butterfly effect; killing Spider-Man won't cause the Fantastic Four and Avengers to die because of something he wasn't there to help with, neither will helping the Kingpin take over New York City (though they might step in to stop it), being a new hero fighting alongside Spider-Man won't somehow encourage the villains to greater heights leading to some villain reality warping the world into the Hyborean age. As long as you keep the people who normally deal with the worst of the world threatening cosmic stuff in place, if you do street level things you'll only have to deal with the sort of things Spider-Man has to deal with. Which includes the occasional world threatening alien invasion, crazy geneticists intending to wipe out humanity, and mysterious beings of untold power and retcons. But you shouldn't have to deal with Thanos's latest plot, even if there's a chance you get pulled into teaming with the Silver Surfer for a brief stint and meet Thanos during it. This also comes with a guarantee that if some cosmic stuff happens, superimposes some reality where Apocalypse is the ruler of the Earth and mutants are his primary enforcers it won't affect you or your chain and you'll end up in universe post it being inevitably reset and being blipped out of existence won't end your chain if it normally would have. Forgoing this offer won't make it end your chain if it normally wouldn't. Consult your Benefactor on what counts as death for your chain.

You may take this offer for free. However it will lower the maximum number of drawbacks you may receive points from to 4 instead of 6. It's simply here if you want the insurance.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. Only the ***first 4 drawbacks taken grant CP, or up to 6 if you did not take the Special Offer above****, additional ones may be taken for 0 CP if desired. All drawbacks fade at the end of the jump.*

Continuing Continuity (Toggle): You have a past in the Marvel universe? Well this can be the same Marvel multiverse you arrived in before. In fact if you have events taking place before Ben Reilly returns into Peter's life they can even be in the same universe instead of just in one of the infinite other universes of the Marvel multiverse. However no matter what you've done before somehow the original Clone Saga must have happened, and the current one will still be poised to happen. Well if you took The Original Clone Saga toggle below you can stop the original Clone Saga.

One More Day (Toggle): So by default you're going to the original Clone Saga. However, there was a little exceedingly stupid storyline where Peter Parker sold his marriage to the devil to save the life of Aunt May, or well Peter refused to make the decision alone and asked Mary Jane to decide and she made the deal because why tarnish one character when you can ruin two. Yeah they brought Aunt May back from her actually moving and touching death in the Clone Saga. It's a whole story, but not too relevant to the fact that when Peter sold his marriage to the devil it changed the past. And we as readers have never been told fully how it changed things. We know the broad strokes of the Clone Saga still took place, but Harry Osborn is in Europe getting psychiatric treatment for his Green Goblin condition, and MJ and Peter never got married. We've been told they were living together and nothing else changed, but did MJ still have a kid who died while being born? Still by taking this toggle you are in the timeline after it was altered by the deal with Mephisto. As much as I'd prefer to ignore that it happened, this is an option that should be here.

The Original Clone Saga (Toggle): You'll be arriving at the beginning of the original 70s Clone Saga, when Peter Parker first meets the clone of Gwen Stacy, instead of the 90s one. You'll still be staying till the end of the 90s one so you can expect to be here for a while. This actually puts you for longer than the minimum for Full Stay, a good 6 years, but because things were generally a bit less dangerous before the age of event comics, you don't get additional CP from this extension, and to get it from the Full Stay drawback you'll be staying 5 years after the start of the 90s Clone Saga. Still maybe you have plans for what to do with the extra 5 years here?

Full Stay (Special): Normally you'd be here for just around 12 months. The duration of the Clone Saga and a bit of change. Now you're here for… Well I'd say 10 years but this is Marvel and time is funny. The Clone Saga uses 2 scales. When timing the original appearance of Spider-Man's clone to the present it's been 5 years in universe and about 20 years in publication, from the start to the end of the Clone Saga is just over 2 years in publication and around 9 months in universe. You can go with either scale but whichever you choose you'll be here for 10 years with the lower conversion and 5 to 10 years (your choice) with the longer conversion. That is until approximately the new Secret Wars at the minimum and up to around publication of comics circa 2034 assuming they still are being published then.

This is worth 100 CP if you have 400 or less CP in other drawbacks from this jump. This is worth 200 CP if you have more than 400 CP in other drawbacks from this jump, and 300 CP if you have more than 800 CP in other drawbacks from this jump.

Your Brother Not Your Keeper (Special): You've got a clone. They've got your perks and powers - somewhat augmented even - but not your items or companions. They're rather deranged and unlike Kaine they have decided to kill you.

You can take this drawback for +0 CP, in which case your clone can eventually be reasoned with - you'll have to deal with their mad plots for most of your time here, but at the end the drawback fiat enforcing their murderous hate will fade and if you can convince them to join with you you may take them as a companion for free.

You may take this drawback for 200 CP in which case they will be guaranteed to never completely repent their mad ways - you might be able to ally with them briefly but they'll be back to trying to ruin your life and kill you soon enough.

You may take this drawback for 300 CP in which case not only will they never stop trying to ruin your life, but they will have copies of all of your items (possibly slightly better copies) and similar clones of your companions who are likewise somewhat augmented in all regards. Given clones have the original's memories here, and they're just stronger, faster, and their absolute fiat is better than your absolute fiat I'd say you're a doomed fool for taking this, but they are crazy and not exactly the most rational being so maybe you'll have a chance to exploit that.

Marked Face (+100 CP): Like Kaine you possess a deformed face, one which not only mars your beauty, but makes it obvious who you are. And this face will follow you between forms as an identifying mark that carries between them. Somehow even illusions and holograms will fail to hide your face, as will life-like masks that look like other people's faces; you can still wear ones that are obviously masks, though.

New Formulas and Ripped Costumes (+100 CP): Your personal gear, as well as all items from other worlds, has a tendency to malfunction or break down. This won't necessarily happen every day - or if you live as action packed a life as Spider-Man every fight - but it will happen often and sometimes at the very worst moments.

Poor Communication Kills (+100 CP): You suck at communicating with others. If you're trying to warn someone that you've foreseen their death, you're more likely to come off as threatening to kill them yourself. It doesn't help that you don't seem to actually communicate at all except as a last resort, having become much less informative and open even with your closest friends and allies.

Radioactive Blood (+100 CP; requires full stay): You are apparently somewhat radioactive. If an enemy found out, they might be able to trace your radioactive signature, but more importantly, this can affect the people around you. It won't be fast – it'd take longer than the 8-9 months of the Clone Saga – but your presence can cause radiation poisoning and cancer in those closest to you. And don't even think about getting someone pregnant. This radiation is in your DNA, any kid of yours would be pumping radiation into their mother's body 24/7 and they'd not make it through the pregnancy. And while you're immune to your own radiation you're not immune to that of any clones or children you possess so maybe don't get pregnant yourself.

Retcons (+100 CP): So you're familiar with the Clone Saga and its events. You've read all the comics. You're a major Marvel buff who could win every no prize ever put up for naming which issue something happened in. … And yet things keep being different than you remember. The Clone Saga is already a giant domino chain of retcons, with much of its events being retconned in some way or another itself. Now you'll find that there's been some new retcons happening. You keep all your meta knowledge of Marvel, it just so happens events have changed so that large parts of it are now wrong. Maybe Peter really is the clone, MJ dies in childbirth, Scrier is really Mephisto, and Harry, not Norman, was behind it all. Whatever it is, you can expect events to not go as you'd expect.

Roommate (+100 CP): Wherever you live you'll be sharing that space - as well as any properties you own including your warehouse - with a roommate. Somehow they manage to not only make a mess of any such place you go to before you can get there, they seem to manage to occupy the lion's share of each place, taking way too long in the bathroom - especially when you need to use it - or having unannounced lovers over in spaces that should be shared, or just generally being a very poor house guest. And there's absolutely nothing you can do to get rid of them till the end of the jump. No, not even that. Apparently they have some connection to your benefactor - maybe they saved their life, or maybe they're their kid, or who knows what - but you'll just have to put up with them until the end of the jump.

Sinister Sideshows (+100 CP): You have a rogue's gallery. They're at least as powerful as Spider-Man's more minor rogues - think the Sinister Six - and are powerful enough to be capable of causing enough trouble for you that you have to personally attend to. Not necessarily enough that even if 6 teamed up they'd be a major threat to you, but enough that you'll have to give them some personal attention if they start causing trouble. Somehow they just can't be gotten rid of in a long term way, or just get replaced when you do.

Spider-Man has to Get on the Job (+100 CP): You must maintain a low level wage slave job - at least 30 hours a week - or you will lose all access to your out of jump items and warehouse. You can go maybe a week or two without such a job before you lose access to your out of jump supplies but if you do lose access you'll have to work a week before getting it back. Maybe you can get a job serving coffee?

Stone Killers Never Respond to Reason (+100 CP): And now neither do your enemies. Or at least not most of them. You have a way of encountering foes who just won't listen to reason, or ever come to respond to your charisma. This won't be all of them, and not all of them will be violent, but there will be a good number of people who oppose you and just cannot be reasoned with.

Wildcard (+100 CP): You have been targeted by the Great Game. Maybe your Benefactor put you up as a player, or you just keep getting targeted as a wildcard, but somehow you keep getting pulled into events with these superpowered gladiators and assassins, and often they play with lethal stakes.

You're a Clone (+100 CP): You have learned you're a clone, and not a real person. Maybe your benefactor made you from the person you thought you were, or maybe it was someone else. Either way you've got a major streak of angst over this fact and will likely die due to clone degeneration at some point, possibly in your time here. Or maybe not. You'll believe that you're a clone and with a ticking time bomb as far as your lifespan goes, but the truth is your mind is just messing with you due to this drawback, though you'll forget that part till the end of the jump. Or maybe you are a clone. Can you really trust what your benefactor says? It's all smoke and mirrors anyway.

Annihilating an Enemy Isn't Nearly as Satisfying (+200 CP): You are obsessed with humbling and humiliating your enemies. You won't just beat them in a fight, no you will go out of your way to rub in just how much you are superior to them in every way. You won't just execute a foe, you'll trap them in an elaborate trap to make them suffer first while going out of your way to give them chances to fight back just so you can crush them again and again. Needless to say you'll not be really dealing with your enemies directly, and more goading them and giving them opportunities to defeat you.

Chronic Heroism Syndrome (+200 CP): You're a hero. Maybe it's in your DNA. But you can't choose not to be one. Somehow time and time again you will find yourself ignoring your personal responsibilities to go and drop everything you're doing to be a hero, as being the hero is ultimately more important to you than anything else in your life; including pregnant wives, kids, or even your own life. And the world seems to want to give you plenty of opportunities to prove that you are a hero.

Fantastic Onslaught of Avenging Foes (+200 CP; incompatible with the Special Offer): You know that special offer to keep things street level? Consider it denied. You've lost all your protection against the world escalating around you. Instead you're going to find yourself guaranteed to be pulled into the very heart of the Onslaught event, and even outside of it things like having to team up with the Silver Surfer against Thanos, accidentally visiting another dimension of wizards, and rather more Avengers or Fantastic Four scale events and threats will falling to you regularly. You won't always be dealing with Thanos, or Silver Surfer or Thor level threats, but you'll be finding yourself dealing with potentially world-ending threats often even if you don't take Full Stay. And if you do you can expect this to continue to drag you into major events – you'll probably find yourself a major player in the Civil War one way or another and if you stay long enough you might be facing the Phoenix Five.

I'll Eat Their Brain (+200 CP): You have a compulsion to eat fresh human brains. And for some reason you seem to take pleasure in making it clear to others you engage in this cannibalistic act and threatening to do it to them. Of course you really can't go more than a few days without devouring a fresh human brain, and if you try to you'll find yourself being absolutely consumed by the need until it's directing your every thought and action. And if you still don't manage to… Well let's just say eating brains is part of your dietary necessities now. And they need to be fresh. No chocolate won't do.

The Greatest Responsibility (+200 CP): You've got a new born child you must personally care for. You can get help, but must be its primary caregiver so you can't just hand it off to a nurse-robot or pay someone to care for it, you have to put in the time and the effort yourself. And you'll have to keep them safe. Which will be harder as this does seem to make them a bit of a magnet for super villainous activity. They might not be the target, but you can expect them to still be threatened as collateral. With the Full Stay drawback the child will age over time.

They Have Your Fingerprints (+200 CP/+300 CP): You are wanted as a serial killer, and the evidence is pretty stacked against you. They have your fingerprints, eye witnesses, and maybe even some DNA evidence. If you didn't do the series of crimes than someone who is a perfect clone of you did. Hopefully you've got the number of a good defense attorney. Matt Murdock might be good to call, but he got killed recently.

For another 100 CP you're not wanted, you've already been convicted and sentenced for execution. You'll find that your start location is death row in the Raft. You'll have to escape on your own, and your gear - including your warehouse key - isn't here with you to help you out with that. Even once you do escape, there's no getting out of this legal trouble. The evidence isn't wrong and clearing your name is impossible; you killed and you killed a lot of people. And since you've been legally tried and sentenced to execution even normally non-killing heroes will consider making an exception for you.

Degeneration (+300 CP): Clone degeneration is killing you. It's already fucked with your head making you more emotional, irrational, and all around stupider. It's twisting your body as well, causing you to grow in size and become deformed marring your beauty, as well as leaving you in constant pain. Unlike Kain this isn't increasing your powers either, and it's going to get worse as well. In fact it will kill you during your time here unless you find a way to stop it and it won't be easy - something like the Life Support Costume or Vulture Suit could slow it, maybe even reverse it slightly in the latter case, but even those won't be enough on their own. Nothing purchased here can do more than help, you'll have to find your own solution.

The Devil Made Me Do It (+300 CP): Like the Jackal, Peter, and the Clone Saga itself, you seem to be completely irrational, as if executive meddling is constantly changing and disrupting your motivations and desires. Your behavior will change on a whim, along with your actions and goals. Hopefully you weren't intending to do anything too long term, as you'll find yourself changing tracks and methods and personality often.

Parker Luck (+300 CP): You are a psychic magnet for tragedy. Bad things will happen around you, no matter what you do, and somehow it feels like 80% of the people in your life will become supervillains dedicated to killing you. This might not be an exact number, but you can expect friends and loved ones to break, or be transformed, into psychopaths you have to fight, and those who don't will suffer for their connection and relationship to you. And that's just the start of how it really does seem like life wants you to suffer and it will keep working to make you suffer throughout your entire time here.

Goal

Should you wish an extra goal in your time here, you may take a single goal of your choice. All goals require the **Full Stay** drawback, and most will give you a goal that will require you to stay at least 10 years, if not more, to complete and extend your stay until they are completed or have become impossible.

You may attempt to fulfill multiple goals, but you may only take one for rewards.

The Jumper Saga

To take this goal you must have the Clone Background, and the Spider-Suite power. You may take other powers as well if you choose, but you will not have access to them – including the upgraded version of the Spider-Suite power if you took it – until the end of the jump.

By taking this goal you will find yourself inserting into the jump as Ben Reilly. You will gain all of his memories, his appearance, his life, and this insertion will be deeper than usual so you can expect those cloned memories (or real original Peter memories) to be much stronger and to affect your behavior more than usual for an inserted background.

The goal itself is simple. You must get Peter to agree to allow you to take over as Spider-Man, and move out west to start his new life. One way or another Peter will lose his powers, but unlike in the canon story this will be permanent. You must ensure that Peter and Mary Jane can live their life unthreatened by his old foes, and you must take up the mantle of Spider-Man and carry it forward into the future, dealing with all the threats and dangers Spider-Man normally would deal with, including during his time on the Avengers, up through and including the 2015 Secret Wars.

Your reward for succeeding at this goal is the ability to take the **Clone** perk for free (or have the CP spent on it refunded to you if you already took it), and the ability to take a single canon companion you befriended during your time here for free.

Mayday

What happens with Peter and Mary Jane's baby is absolutely horrible and possibly the single worst thing to happen in any Spider-Man comic. In the best case scenario she was simply killed by the drugs given to Mary Jane to induce early and difficult labor. In the worst case scenario the Green Goblin had her sold off to human traffickers in Europe. It came up one more time when the nurse who had done the kidnapping revealed the abductee to actually be a comatose Aunt May several months earlier, so presumably Norman just killed the baby, before One More Day hopefully retconned the pregnancy out of existence, though we've been told all it did was make Harry survive and go to Europe and Pete and MJ never have an actual wedding instead living as an unmarried couple all that time.

So your goal is simple. Save baby May, ensure she has a happy home life with her mother and father, make certain that she never gets raised by super villains or human traffickers, and ensure she becomes the potential heroine she should be. She can still get kidnapped or threatened by villains, that's the life of a superhero's kid, but she must not be taken from her parents for a long period, or be raised by kidnappers. She must have an overall acceptably happy home life with Peter and MJ. It doesn't have to be perfect, or idyllic, but it has to be above average. And while she doesn't have to become the world's greatest hero, she must find her calling as one after her powers inevitably develop.

In case it needs to be said, doing this will require you to make certain Peter does not sell his marriage to the devil. Which really should be the most horrible thing to have happened in Spider-Man comics and not just fighting for the top 3.

Do this and you may take Peter, Mary Jane, Ben (assuming he survives clone degeneration), and May all as free companions. They can share a single companion slot, or be broken up into up to 4 companion slots as you see fit. In addition you gain the following special perk.

Super Nanny (Reward): You possess extraordinary child-rearing skills. You are able to raise them well, teach them the moral and ethical lessons they need to know, and help them come to grips with and understand any powers they may possess or develop. They don't even have to be your own kids.

Chasm of Conspiracies

By taking this goal you ensure that no matter what you do Ben Reilly **will** die at the end of the Clone Saga, the clone degeneration striking him and ending his life. At the end of the Clone Saga, you will find yourself fading from the world only to return at the beginning of the Clone Conspiracy when Ben Reilly has returned in a more villainous role.

You must ensure that, as with canon, Ben Reilly ends the Clone Conspiracy with an attempted return to heroism. And unlike with canon you must ensure this return to heroism sticks. Unfortunately for you he's died so often his soul is frayed and damaged, pushing him constantly towards evil, and Mephisto – among other forces on a similar scale – will be actively working and interfering with his life to try and ensure that he falls towards evil. And should he die, even if he's revived, it will damage his soul further and push him towards total psychosis.

More than that it seems that the writers, editorial mandates, and world itself are allied in an attempt to force him towards evil. The more you stop it, the more events and beings will conspire to ensure it happens, and these things can and will break through the protection from the Special Offer above.

You must ensure he does not turn evil, give in to villainy, or become so wrapped up in edge that his mere presence cuts everyone around him all the way through comic events circa January 2025.

Should you succeed you will gain Ben Reilly and Kane Parker as free companions, and Janine Godbe can join either as a follower or companion as well. In addition, you will gain the following special perk:

That Plot is Stupid (Reward): Once per jump when something stupid would happen for poor in-universe reasons and ultimately primarily due to plot or narrative reasons, you may simply prevent it from happening, ensuring events go as they would based on in-universe reasons and not narrative need. Note that if narrative force is a thing actually at work in the setting this won't negate that.

Maximum Clonage

To take this goal you must have the Biologist Background, the Genetically Reformatted power, and Clone Maker. You may take other powers as well if you choose, but you will not have access to them until the end of the jump.

By taking this goal you will find yourself inserting into the jump as Miles Warren, or the clone of Miles Warren who was the main villain behind the early Clone Saga. You will gain all of his memories, his appearance, his life, and this insertion will be deeper than usual so you can expect those memories to be much stronger and to affect your behavior more than usual for an inserted background. You will probably have his fixation with Gwen Stacy and Spider-Man.

But Gwen Stacy isn't important here. What is important is his plan. Miles Warren intended to release the Carrion Virus to kill all non-clone sapient life on Earth and then replace them with clones. And now you must do that. You must wipe out humanity, and every other sapient species on the Earth (and Moon and Earth orbit), and create a large enough variety of clones so as to form a civilization with enough genetic diversity not to be doomed to a genetic bottleneck.

This won't be easy. Besides superpowered individuals who are most likely resistant or immune to the Carrion Virus, there are non-homo sapiens species on the Earth such as the Atlanteans, Inhumans, Eternals, Deviants, New Men, many of whom if not all of whom will be immune to such a plague, and at least one group protected and sheltered by the High Evolutionary who can cure the Carrion Virus. On that note you might need to either convince him to leave the Earth never to return or kill him. Plus the large-scale slaughter of superheroes will void any protection from the Special Offer along the way.

But it doesn't matter. You must slay them all. Well a few pockets of individual survivors is alright, but even something like Attilan or the Eternal's refuge is too much of an existing pre-clone society. Survivors must be completely assimilated or scattered individuals, and even more than a few dozen such as that is out of the question. Some people escaping to space are fine, but if they're plotting to return and overthrow you, you need to wipe them out too. You don't actually have to use the Carrion Virus. Maybe Sentinels would be more your speed? However you do it, though, you need to kill them.

And then you have to repopulate the Earth with clones. Oh they don't need to number in the billions, but you need to have enough genetic diversity not to be inevitably running into a deleterious genetic bottleneck, and to be populating the Earth so we're talking millions if not hundreds of millions of individuals. And then you need to keep

your clone society running till the Incursions start happening before the 2015 Secret Wars, which will take at least 5 years even after you've established your clone society if they should start coming sooner. Though you still must do all of this within 30 years so don't be too slow there.

Succeed and you may take the entire world (and moon and orbital asteroids and space stations) with you as a warehouse attachment. You will also gain the following perk:

Virologist (Reward): You possess truly comic book supervillain levels of virology. You'd be a match for the High Evolutionary, capable of creating artificial viruses which re-write individuals with the genetics, appearance, and memories of another, at least. Something like Miles Warren's carrion virus or another such super plague should be easy for you now, and providing information to allow SHIELD to cure it without accidentally revealing too much information to common humanity even easier.

Halloween

You must have the Villain alignment to take this goal.

What happens with Peter and Mary Jane's baby is absolutely horrible and possibly the single worst thing to happen in any Spider-Man comic. In the best case scenario she was simply killed by the drugs given to Mary Jane to induce early and difficult labor. In the worst case scenario the Green Goblin had her sold off to human traffickers in Europe. It came up one more time when the nurse who had done the kidnapping revealed the abductee to actually be a comatose Aunt May several months earlier, so presumably Norman just killed the baby, before One More Day hopefully retconned the pregnancy out of existence, though we've been told all it did was make Harry survive and go to Europe and Pete and MJ never have an actual wedding instead living as an unmarried couple all that time.

So your goal is simple. Make sure that May Parker is born alive and well and steal the child yourself. You must then raise her to be a supervillain and assassin, loyal to your will and desires. How you do this is up to you, but she must not know who her parents are, or be raised by anyone who could be called good, as you shape her into a weapon of villainy.

Her powers should develop naturally around her 16th birthday, and at that time, you must make her kill Peter Parker and Mary Jane. You can provide her with weapons and tools, but she must figure out the details and do the deed herself. She must even learn that they are her parents before they die, and do the deed despite this, and you must not tell her directly. And while she can be brainwashed, indoctrinated, and so forth, she cannot be actively mind controlled to do it; she must make that decision for herself (in as much as someone brainwashed and indoctrinated since birth can make decisions for themselves).

Should you succeed in getting May to kill her parents, you will receive her as a free companion, as well as receiving the entire Villain Perkline for free, and being refunded the CP spent on any options already bought. You will also receive the formula for the Goblin Serum, and both the Goblin Suit and Glider items for free (or 100 CP for each one of the two you already purchased).

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Cancellation: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Volume #2: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Spider-Verse: You can't just throw away the gift of a chain. You'll leave this world behind, passing further than even the nexus of all-realities might allow you, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

While I flavored it as Judas Traveler's psychiatric skill Criminal Psychology is actually based on Kafka's and some references to later comics as opposed to Judas Traveler's informed attributes.

Spider-Suite is hopefully underpriced. Not necessarily to a full 50% discount compared to other powers, but

Gene Vision was not something I was expecting to encounter (via the New Warriors of all things). Gene Vision was not easy to price and I feel it is both over and under priced because… combined with Jackal Cloning it's pretty crazy. Like the High Evolutionary… probably thinks he has it already. But still, what geneticist wouldn't kill for that power? At the same time it won't help you survive like Spider-Sense.

Timeslip's predestination limit could theoretically be overcome by You Have the Power's ability to change your future. As for how long the super speed can be maintained, the longest Rina managed was a bit over a minute in heroic willpower conditions (i.e. a **Great Responsibility** moment), the other time she pushed in a similar condition she had enough time to rain dozens of blows but it was implied to be a fair bit less time than a minute and even that was her pushing beyond her limits due to the situation requiring it.

I wanted to include the New Warriors who were part of the team along with Ben, or at least their powers, but Powerhouse ended up being hard because he didn't use his powers enough to really get a grip on them in the few issues; including never using Energizer's powers which include absorbing and combining energies despite being faced multiple times with enemies who were too powerful for the others' energy blasts. Ultimately I used a lot more of the wiki than I'd like there. With Justice and Firestar I had at least read their time in the Avengers, unfortunately especially/mostly with Firestar it was called out as being a big bump up in strength (and Pym fixed her 'I am sterilizing myself and damaging my genetic code' issue). Justice caught people swatted by Terrax and the Juggernaut before, and managed to contain an energy blast capable of bringing down Terrax when it was finally all released, and seemed to be mostly usually on the could destroy a house with a few moments and a thought. Firestar is called in when his powers can't handle it, though against the environment doesn't show stronger powers so it seems to be more of a 'they're resistant to blunt force trauma try heat' thing, but is consistently presented as edging him out offensively, if she's willing to irradiate herself so I went with that.

Officially Helix is a 5 on the Strength Power Level grid. Actual showings would have him casually stronger than characters in the upper half of it, and seem to make him a 6. But he has very very few showings, and was only shown to be reaching a tapering off point.

Pricing Fallen Angel was a crapshoot. The same was true for all the top powers. Things like Molecular Control sort of getting a surcharge for being just out of the scale and the writers failing to make Spider-Man's wins over them convincing, or Power Packed getting it because he technically can do a whole lot more than he shows. Fallen Angel though… There's a reason they retconned Judas Traveler. Given what happened starting with JMS's run and the whole Spider Totem thing and then OMD, Judas Traveler would fit Spider-Man now but he really didn't fit here, and the scope and scale of his power is story breaking, but it was an important part of the story and I wanted to include the option. But I don't want it to be a 'I must purchase this option' so I intentionally made it probably overpriced and hard to buy with the drawback limit. Taking it effectively means you will have little to nothing else from the jump, capping at 200 CP… if you took every 300 CP drawback; or 800 CP if you waived the Street Level protection and took 2 more drawbacks where this power becomes a lot more reasonable and not a surefire win. Especially given one drawback is a scaling enemy with a full set of items and companions who scales to you + in every aspect.

With Inexplicable Resources, yes, I know that the canon explanation for where Norman got the money was a combination of embezzling Oscorp funds and the Scrier organization. No, I don't think this makes sense. Yes, I believe that this story started the trend to have Norman Osborn get often poorly written ass pull successes. Yes, I understand that they were having to re-write their way out of a hole after editorial mandates. No, I won't give a precise value for it. It's enough to fund supervillain R&D and build secret lairs. You won't be rivalry the economy of even a small nation, but you're filthy stinking rich.

Wonderland vs Warehouse Headquarters: Wonderland is more expensive. It's lacks as advanced containment cell(s), and is probably about half the overall size and even then the space is almost entirely dedicated lab space. It is more reinforced, however, and has high end labs and slave workers. If you purchase both you can merge them together for a larger base with labs.

If you're wondering what characters count as stronger than Reed Richards… Well I'd not count any of the New Warriors active at this period (including Alex Powers and Helix) or Spidercide as stronger. While they blow away his elasticity in overall power and utility,

his combined tactical acumen and heroic willpower are second only to Captain America which isn't enough to do it on their own, but noteworthy, and his super science firmly puts him near the top of non-cosmic characters. As for where the line actually is, ask your benefactor. Personally I'd put Thor and the Silver Surfer as clearly above, and the Hulk as above as well as long as he has Banner. This isn't because the Hulk is physically weaker without Banner (though that came up), but because Banner is extremely useful himself. I'd say Iron Man probably slips by at approximately equal to Reed (depending upon era he can be better or worse at practical super science).

For the modified clone the limits are fairly vague by intention. You could get a Peter clone that acted like Superior Spider-Man, a version of Black Cat with green eyes, blonde hair, and traditional Japanese skin tone and facial features, or a female clone of Reed Richards programmed to be your perfect waifu. Spidercide would be the canon example of one with a modified personality/mental programming. Kaine is the example of one with a modified power set (yeah not Spidercide because Kaine's is scaled off of Peter's and Spidercide's is just a whole new power set with no connection and there's no way to generalize from that). For modified phenotype or sex you have to go outside of Miles Warren's clones, but Ultimate Jessica Drew was a female clone of Peter so I figured I should include it, and hey maybe you want a red haired Felicia Hardy. In general it shouldn't significantly change their power level (you can't give your clone of Electro heroic willpower on par with Spider-Man's or Reed Richards level intelligence), and it should fit within the range of possible human traits for phenotype by Marvel standards even if it doesn't have to match combinations that show up IRL, or be directly related to their power (a clone of Henry McCoy the Beautiful Blue Beast could be red or green or hot pink if you wanted).

Not taking the Special Offer won't guarantee you end up having to deal with things. It just means you'll be unambiguously living in the wider Marvel universe and crazy things happen there. Ben Reilly teamed up with the Silver Surfer to fight Thanos's spaceship when it was hijacked by the computer designed by one of Reed Richards' personal foes.

I included goals/scenarios because somebody should save May. And Ben got done dirty. Like these things honestly are probably worse than OMD. The fact that Peter Parker making a deal with the devil in the stupidest way the writer could think of as an active sabotage of the story (and thus character) in protest is not the worst thing they've done with Peter is saddening. Also DeFalco's story leading to Doc Ock's death, which he protested, was a much better way to protest a story. Do the work. Write it the best you can. Give future writers an out, and if they don't take it don't taint the character to protest that people are tainting the character.

The other goals/scenarios just exist to give villainous jumpers something to do. And because replacing Ben was a good suggestion.

I did not try to include D'Spayre. Yes, he showed up as part of Ben's rogue gallery, but he was a pre-existing occult/cosmic character as opposed to a new character made as one. Also from the little I know of the character his powers were strangely weaker in his appearance during the Clone Saga (Felicia Hardy casually powers through them with pure will), and it wasn't enough of a showing to completely base him on it while also being off his normal power level enough not to base it on other appearances.

I wanted to include Carrion's powers even though he doesn't show up in the Clone Saga proper. But then I tracked down his first appearance and it was too painfully dumb, with the powers not really being explored and apparently just because he was in the cloning tube so long that it gave him the ability to repel the elements themselves, turn intangible, and levitate. After that dose of painful stupidity, I decided it was not worth trying to track down Carrion #2's appearances to add the powers, and that trying to include Carrion's power set would make the jump worse not better.

Changelog:

Version 1.0.0: Released.