

Generic Worm Fanfiction/CYOA Jump

Version 1.1

By

Mist of Shadows

Welcome to a fun filled adventure filled with powers, politics, adventure, endbringers and trolling. Will you be the glorious hero, the pragmatic rogue or the villainous bastard that willingly plunges the already doomed world into further chaos and death? Either way, the world is a dangerous place; take **1,000 Character Points** to help you survive.

Origins

Drop In:

You've been tossed into the world with no friends save the ones you bring and no backstory or official paperwork. On the upside, you don't have any new memories clogging up your mind.

Reincarnate:

You 'wake' up in the body of someone else, maybe they're your alternate or maybe they're just some random soul that didn't need their body anymore, either way, they're gone and you're in charge.

Shard:

Congratulations, you're someone's shard. What does that mean? Normally it would mean you're a large crystalline entity in another dimension that grants people some minor powers that you achieve via advanced science but you're a jumper, you don't have a body for the duration of the jump. This is both good and bad, good because it means you can't be directly attacked and bad because you're linked to a host. If your host dies you fail. You can freely tap into your host's senses and speak to them telepathically.

Locations

You may freely pick your starting location or you may take +50 CP and roll.

- 1) Winslow High School (Brockton Bay)
- 2) Nilbog's playground
- 3) Boston
- 4) Brockton Bay (Medhall)

- 5) Brockton Bay (PRT Building)
- 6) Brockton Bay (Boat Graveyard)
- 7) Dumpster in New York
- 8) Chicago

Age/Gender

You may pick anything reasonable.

Generic Perks

Blank: [Free/200] It would be terribly unfair to send you into the world and have Scion blast you out of existence a second later because of your various out of context abilities so for the duration of the jump, you're immune to the various precog abilities of the entities. For 200 this is upgraded into a more general anti scrying/precog ability that continues with you. This won't cause your own powers problems.

Comic Book Pretty: [100] You look like a supermodel, airbrushed to perfection. Not only that but it extends to your clothes, any damage done to them will only add to your appearance. You'll always heal perfectly and never scar unless a couple of artful scars would add to your appearance of course.

Noctis Cape: [100] You no longer need to sleep though you can if you wish.

Parkour: [100] You've an expert at moving around obstacles in the fastest and most efficient way possible which helps you make your way around the city. This training/talent includes running, climbing, swinging, jumping, vaulting, various rolls and other such techniques suitable for efficiently and quickly moving around.

Badass Normal: [400] As long as you buy no powers from here, you gain a certain degree of plot armor as well as a small field around you where powers fail to work against you.

Origin Perks

The 100 point abilities are free for their origins, the rest are 50% off to their origin.

Drop In

Man of Mystery: [100] You wear mystery like a stylish cloak. It's nearly impossible to find out your secret identity unless you allow it. Powers designed to ferret out anything about your motives or secret identity fail. Even looking at the past or future won't help them figure out your secret identity.

Mental Fortress: [200] You're immune to any mind-altering effect, ranging from drugs to Imp to Heartbreaker or even the Simurgh.

Special Snowflake: [400] You're a special snowflake and the universe recognizes that fact. Any attempt to copy, drain, suppress, reproduce or steal your powers without your permission automatically fails.

Reincarnate

Extra Skill: [100] In addition to all of the skills you come in with, you picked up a useful professional level skill from your current life. This can be taken more than once, additional purchases are merely discounted rather than free.

Serenity: [200] Worm isn't a great place to grow up, lots of bad things happen there, things outside of your control. While this perk doesn't change that, you recognize that fact and won't suffer permanent mental damage due to events outside of your control. Not only that but you've seen combat, you won't freeze when you need to act or act when you need to freeze.

Carefree: [400] Huh, not only has your alternate had a charmed life, wealthy and supportive parents and more friends than you can shake a stick at, this twisting of chance now extends to you. Fate and Chance conspire to keep you alive and healthy. If you tangle with a cape you can't handle, reinforcements or a distraction will be on the way shortly. If you're shot, expect an ambulance to be in the area if at all possible. Of course, pushing your plot armor too far might very well result in your death as a villain or hero, kills you, checks your DNA then burns your body to ash and sends your ashes into the sun to make sure you can never be brought back.

Shard

If you're not a shard and you purchase power sharing or skill management, you pick a person to be linked to rather than a host. Maybe it's a companion or maybe it's your new identity's little sister who was there when you triggered.

Power Sharing: [100] You may freely loan any of your powers or a fraction of your powers to your host for as long as you want. While your host has full control over any power you lend out,

you can take it back at any point. In future jumps, you can apply the benefit to anyone you choose.

Skill Management: [200] You may share any knowledge and or skills you have with your host. Post jump this translates to the ability to link with someone and share knowledge or skills. Their retention of the knowledge or skills is no better or worse than it would normally be if they learned it normally.

Butcher: [400] Normally someone killing your host would be the end of the line, that's no longer true. If someone kills you or your host you can connect with them or take over their shard's connection, picking up a copy of their power and replacing their shard, if you weren't a shard, you're now a shard and get Power Sharing for free. You're also immune to the Butcher's shard screwing you over if your host kills its host or if you kill the Butcher. In future jumps, this allows you to attempt to save yourself from death once per jump by stealing the body of the person that kills you, possibly even picking up a copy of any powers they have.

Powers

General Powers:

Non-Local Powers: [200] You have access to something a bit stranger than the run of the mill powers found in parahumans, maybe you're a wizard in addition to being a parahuman or maybe you're a force user from Star Wars that found themselves in Worm or maybe your shard gave you the technology of an alien race or psionic abilities and a form to match. Either way, most folk will just assume that you're a parahuman even if you're not. You may purchase this ability more than once.

Gamer: [400] Your life is game! An RPG to be precise. You have a Gamer's Body which makes you immune to exhaustion, hunger, thirst and physical infirmity. You're also capable healing instantly with food and rest. You also have the Gamer's Mind ability which allows you to keep your cool in dangerous situations. You can quickly raise your skills and basic stats by performing various related tasks and gaining experience. This power will occasionally create extra money and or enemy related loot when you defeat enemies. Sadly this ability by itself doesn't give you access to magic, it merely makes you better at what you already have. Much like an MMO character you can invite other people to share some of the perks of being a gamer with your friends such as increased stats and skill gain.

Evil Twin: [600] Pick a parahuman of the world you drop into, you now have a copy of their powers with all of the quirks. For an additional 200 points you can jailbreak the ability, editing certain aspects of it, dropping or changing disadvantages of the power or making it stronger. How much stronger depends on the shard, adding non intelligent mammals to the list of things Skitter can control would be reasonable where adding sentients probably isn't without dropping the range or swapping bugs for people. Tweaking a case 53's altered body into a changer state would also be reasonable. If you take this ability more than once jailbreaking the shard can combine the powers in strange ways, fanwank responsibly.

Powers Components

In exchange for tying your powers to a shard or being the shard you get a 400 cp stipend for the power components section. Note, this leaves you susceptible to various shard based problems, such as Jack Slash's danger sense or the Faerie Queen ripping your shard out or various other problems.

You may freely combine your purchased components together in order to make a decent powerset, fanwank responsibly. This is probably most noticeable in the Blaster and Tinker sections. You're also able to customize the appearance of the power components when you get them for the purpose of making each hero unique or at least interesting. This isn't like jailbreaking where you're making things better or remove restrictions, you're merely making them look interesting or fit a theme. The most you'll get from this most of the time is a brief distraction or people going woah, that's cool.

Mover

Jump: [50] You can jump over 100 meters high and take no damage from falls of any height.

Waterwalk: [50] You can walk or stand on water.

Instant Acceleration: [50] When you start moving, you reach your maximum speed instantly, you also don't have to slow down to stop without hurting yourself.

Charge: [100] You can rush forward in a straight line to a target of your choice within a 30 meter range at the speed of sound. Dashing from one target to another in rapid succession is very tiring.

Supernatural Agility: [100] You can double jump, run up the walls, survive high falls and do just about any possible piece of acrobatics. Time seems to slow down while in combat giving you increased reaction time.

Flying: [150] Gives you the ability to fly twice as fast as you can run. You don't get tired from using this ability. For every additional 100 CP, you can raise the multiplier by 1, i.e. 250 CP will let you fly 3 times as fast as you run, 350 CP 4 times as fast as you run and so on.

Beacon: [250] You can set a teleport beacon in line of sight and instantly teleport to it at a later date. You start with the ability to have ten locations assigned at any one time. You may pay 50 points per five beacons to have additional locations available.

Constant Acceleration: [350] As long as you are moving, you can accelerate yourself. The acceleration can be in any direction. While you are moving, you are immune to the heat build up of friction, durable enough to withstand running into a brick wall at the speed you are going, and have enhanced perception and thought speed to allow you to maneuver at the speed you are going.

Teleport: [500] You can teleport yourself to any location on the planet as long as you can visualize it through line of sight, a photo or through memory. You could teleport to a random office in a photograph but you couldn't teleport to a specific person's office unless you knew where it was or had some photo of it. You can't appear inside anyone or anything solid, teleporting into water or like substances displaces the water if at all possible or causes the teleport to fail.

Master

Mirror Image: [50] You can create a few phantoms of yourself that you control, they look exactly like you but they're merely illusions. The phantoms disappear a few minutes after you stop concentrating on them though you can also banish them at will.

Technopathy: [100] You can take control over any non sentient electronics via thought within a 100 meter range. Your control breaks if it leaves your range.

Spiritual Trance: [100] When you fall asleep, you separate from your body and can run around as a ghost until you wake up. While you can't physically affect the real world, people can still see you.

Lawgiver: [150] You can give people rules which they have to follow as long as they won't result in their death or significant injury. You can only give them one law to follow at a time.

Empowerment: [250] You can turn animals into monstrous versions for a few hours that will follow your verbal commands.

Animate Constructs: [250] You can form inanimate objects within your sight into automations of any rough form you desire with larger objects taking more work. They will follow your mental commands and will last about ten minutes outside of your line of sight. They're about as intelligent as your average dog, sit, stay, attack, guard and fetch being about the most you can expect if you're not paying significant attention to them.

Sloth Manipulation: [250] The people around you gradually lose incentive to do anything including fighting or resisting you when you activate this power.

Projection: [350] You can summon and 'control' a projection that has 350 points worth of powers, other than Projection. You set the powers and appearance at the time you acquire the power. Your construct's range is normally five blocks, for an additional 100 points, your range goes up to five miles. You may give your construct additional points at a rate of 2:3 as in if you give it 200 points it gets 300 to spend. If your projection is destroyed, you can simply recreate it.

Animal Control: [350] You can control a certain type of non sentient animal within a mile radius of you, comes with free multitasking. For example, bees, beetles, dogs, house cats, snakes, spiders and etc would be valid, all the bugs would not.

Minion Creation: [350] You can create roughly humanoid creatures that you can control. They're strong enough to lift roughly 80 pounds with both arms and effort. Most actions can be done semi-autonomously, but anything requiring detailed work requires you to take direct control. For an additional 100 points you can see out of their eyes and hear through their ears. Doesn't come with multitasking ability so focusing on only a couple at a time is recommended.

Enthrallment: [500] You can take complete control over any person that is within ten feet of you. You can't have more than 12 people under control at once and once they're under your control they stay under your control unless you free them or you die.

Replication: [800] You have the ability to create loyal permanent clones of yourself or others which will follow your verbal commands. They will have all of the original's powers other than this one. You may copy their basic non tinkertech/non explosive gear with them if you choose to.

Striker

Shock and Awe: [50] You can cause short-term disorientation when in direct contact with someone.

Quality Assurance: [100] You can make any item you touch absolutely unbreakable for a few hours.

Electrokinetic: [100] You are able to zap with enough electricity via touch to knock them unconscious..

Blade: [150] You can summon transparent melee weapons. They can be as sharp as obsidian razor blades and act as if they have as much mass as their size would indicate if they were steel, while actually being weightless.

Decay: [250] You can massively accelerate the 'decay' of any non-living object you touch, allowing you cause it to age dozens of years a second. You have fine control of your power, anything from aging wine to wrecking power armor or buildings.

Remote Teleportation: [250] You can teleport any items that you hold in your hands to any place that you see or have ever seen. Items larger than you don't count, it doesn't work on people or animals. You can't telefrag people with this ability.

Enhancement: [350] You can improve the functionality of something that you are touching as long as you are touching it.

Paralysis: [350] You can paralyse with a touch, a brief touch will paralyse a body part for a day, longer exposure can cripple people for life or paralyse their entire body at your choice.

Manifest Plasmatana: [350] You have the ability to manifest a plasma blade from anything you're touching without harming it.

Shaker

Stomp: [50] You can strike the ground and cause an area to shake such that most people in the area will lose their balance and fall down. You're immune to your power.

Temperature Manipulation: [50] You can change an object's temperature up/down 30 degrees. It takes more effort to effect larger objects.

Sounds Manipulation: [100] You have the ability to control sound waves within a 50 meter radius from you. You can crank them up to double the intensity or drop them to nothing or anything in between. You have full control of this, for example you could push the sirens up in one area and down in another area, like say right around your ears.

Matter State Manipulate: [150] You can change anything non-living in your line of sight into another state of matter, solid, liquid or gas without changing its temperature. Matter will revert to its original state in a minute or two.

Probability Manipulation: [250] You are capable of sensing and changing the probability of an event happening. There will always be a slight chance of success or

failure as this power can't completely eliminate chance but for the most part you can alter the chance of events by up to plus or minus 30%. For example if a horse has a 10% chance of winning a particular race, you could increase that to 40% or decrease it to almost zero. You have to be aware of the possibility of the event first and it has to be reasonably possible. By reasonably possible, I mean things like pulling the lever on a slot machine and getting a win or that someone could miss you with a storm of bullets. Unreasonable would be getting lightning to strike someone with lightning out of a clear sky while he's standing near taller objects.

Combustion: [250] You can set anything nonliving in your line of sight on fire without regards to whether or not it should truly be flammable.

Friction Control: [250] You may freely alter the coefficient of friction of anything within 20 meters. The effect disappears after you leave the range.

Temporal Bubble: [350] You are capable of creating bubbles that slow time to various degrees within line of sight. The bubbles can be up to a 10 cube if you so choose. You can set the bubbles to pop after a certain amount of time or distance or cancel them if you so choose.

Gravity Manipulation: [350] You can increase or decrease the gravity in an area of your choosing up to 100 cubic meters. This could range from people more or less floating to walking on the moon to having most people blackout from the forces involved. This ability soft caps at 10 times Earth gravity, getting progressively harder and taking concentration and time to increase it further.

Summoning: [350] You can teleport anyone you've already seen in person to your position: The time it takes to summon them increases depending on how hostile they are and how much they resist, up to a minute or two. This doesn't work across jumps.

Atmosphere Manipulation: [500] You can manipulate the air in the atmosphere with a great deal of finesse and power, anything from blowing out a specific birthday candle while leaving the other couple of dozen lit to making massive hurricanes or knocking people down with air pressure.

Royal Demesne: [500] You have a personal pocket dimension that you have complete control over. It's about as large as a decent sized city. You can twist it into various forms and even create various objects if you understand how they're made. You can pull people in your line of sight into your domain though there will be an exit somewhere they can fight their way to.

Sandbox: [1,000] You can reshape your surroundings within a 100 meter range at will. This won't allow you to target people but you are capable of turning a city into a desert or mountain range with enough work and bit of planning or turn a desert into a city or lush oasis.

Tinker

If you're connected to a shard, your tinkertech is designed to not be reproducible like most tinkertech. You have control of this post jump, you're able to explain how things work, produce your inventions in a straightforward manner or make them a confusing mess that is far harder to reverse engineer than they probably should be.

Repair: [50] Your specialization focuses on repairing electronics, including creations of other tinkers.

Hacking: [100] You gain an almost supernatural aptitude in hacking and cyber warfare.

Potion Making: [150] You are given intuitive knowledge of making various mixtures and concoctions that have either a temporary boost or cause a long term change.

Personal Movement Systems: [250] You can able to make inventions related to movement, flight belts, jetpacks, hoverboards, rocket boots, personal teleporting systems and other such inventions.

Large-Scale Equipment: [250] You are able to construct various large vehicles, like tanks or mechas.

Drones: [250] You're an expert at creating remote or computer controlled drones.

Augmentation: [350] Your specialization is centered around augmenting and making upgrades for the human body.

Fortifications: [350] Your specialization gives you insight at building structures, varying from simple houses to entire high tech fortresses and the defenses that go with them.

Small-Scale Equipment: [500] You're capable of building equipment that can fit in the palm of your hand, like radios that reach the other side of the world, exotic guns, stun grenades, personal shield devices and other such small devices.

Genetics: [500] Your specialty is genetic engineering and the equipment you need to modify genetics and create your creations.

Nanomachines: [500] You're specialized in making and programming microscopic robotic metal machines.

Changer

Alternate Identity: [50] You have an alternate human or at least humanoid form that you can switch to and from freely. The form's starting appearance is set when you buy the power.

Razor Hand: [100] You can transform your hands or nails into absurdly sharp claws and back again.

Stoneskin: [100] You can shift your body into a flexible stonelike substance giving you additional toughness.

Face Changer: [100] If you didn't have the ability to return to your base appearance with a thought, you probably would have forgotten what you look like naturally. Want red hair for the day, sure, easy enough, spend ten seconds changing it. Want a different nose, no problem spend thirty seconds resculpting it. Different skin color, no problem. Different eye color, easy enough. While you can't change your height, the rest of your features are pretty much putty for you to sculpt. The changes remain until you

change them. Faking someone's appearance rather than general changes is a difficult skill but not out of reach with enough work.

Liquid Form: [150] You can turn yourself into water or some other non damaging liquid at will.

Animorph: [250] You can shape-shift into any animal that has about the same mass as you. For an additional 100 points, you can take the form of anything from the size of a house cat to twice your weight.

Survivalism: [250] While you can't regenerate barring other abilities your body can reorganize yourself in such a way that you will be able to survive without various 'necessary' organs until you get proper treatment for a decent amount of time

Consumption: [350] You can create various upgrades to your body by consuming nonliving organic matter, if you want to use something living as an upgrade making it dead first is the way to go.

Mist Shift: [350] You can shift into a black mist like substance which you can manipulate and condense to form solid armor, clothes and weapons which may have interesting properties depending on your other powers.

Human Infection: [500] You can decompose yourself into a cell swarm giving you the ability to completely rebuild yourself from scratch or even contaminate other humans.

Chameleon: [500] You can give your body the properties and hardness of anything you're touching.

Brute

Perfect Body: [50] You don't get fat, you don't scar and your muscles are lean and always look good. Your body is also exceptionally good at dealing with fatigue toxins and alcohol as in you'll never have a hangover.

Vampiric Regeneration: [100] You can heal yourself via dealing damage to others.

Mountain: [100] Your durability is drastically increased as long as you're standing still with respect to what you're standing on. How much, at least ten times or enough to shrug off small nukes, whichever is less.

Locational Durability: [150] You have a certain amount of durability you may spread through your body in any way you choose and may shift at any time. If it covers your entire body, you are durable to the point of resisting some of the weaker handguns. If you limit it to only your hand, your hand could take a hit from Glory Girl without being damaged.

Stamina: [150] Your stamina is nearly limitless and quickly regenerates.

Damage Sharing: [250] When you take damage it gets shared with and divided between everyone around you usually including your attacker, you still take a bit of damage.

Charge Attack: [250] The longer you charge your attack the more power it has, to a point. Expect diminishing returns at about thirty seconds for punching through a concrete wall.

Do You Even Lift?: [250] You can lift anything below 10 tons with ease.

Divine Shield: [350] You can turn completely invulnerable for a duration of up to 5 minutes. Your shield only recharges while it's not on and it takes 2 minutes of charging per one minute of shield charge.

Personal Force Field: [350] Your force field can block anything up to large caliber weapons.

Quantum Restoration: [350] If you get damaged or lose a limb, you can restore yourself by copying your alternate self from another iteration of the universe.

Durability: [500] Your body structure is based on the Endbringers making you incredibly durable although you don't have as many layers.

Absolute Regeneration: [500] As long as at least some reasonably sized part of you survives, say larger than a drop of blood, you'll always regenerate.

Supernatural Strength: [1000] You are able to lift skyscraper size structures, your punches have superhuman strength behind them and hardly anything can even scratch you. Requiring a comparative amount of strength to even begin to harm you.

Blaster

Fireballs: [100] You're able to throw small balls of fire which will make explosions upon impact.

Freezing Beam: [100] You can project a concentrated beam which gradually freezes anything it hits.

Night Night: [150] You may shoot small, lightweight pellets. The maximum range is 100 meters. They are very fast but cause no actual damage. When they touch the body of somebody other than you, they cause that person to instantly fall into a deep sleep for 30 minutes or until they're woken up by someone shaking them or something like smelling salts.

Phantom Punches: [150] You can create create phantom limbs in the distance which will copy your movements and have a physical presence if you want them to equivalent to your own limbs. They can strike with the same force you could deliver if you walked up and hit something.

Infinite Ammo: [250] You can conjure phantom ammo for your ranged weapons.

Supernatural Bullets: [250] You can imbue minor powers into the bullets of any firearm you fire, such as phasing through walls or innocents as defined by you at the time you shoot it, flaming bullets, freezing bullets, bullets that scream, bullets that only do non lethal psychic damage, bullets that turn corners or other similar effect.

Homing Missiles: [350] Anything you throw or shoot at someone will attempt to reach the target on its own.

Get Over Here: [350] You can project chains out of Light which will pull your targets to you. You're limited only by your line of sight, your chains will restrain their target on their own.

Shellshock: [500] You can if you want tweak any projectile shot by you to either impact with the force of an artillery shell or to have other low level effects such as freezing the area you hit, catching them on fire or even knocking them out if they aren't sufficiently durable.

Starfall: [1,000] You can create giant balls of hard light in the sky or low orbit and let them fall to the surface carrying the force of the fall with them. You can regulate the size of projectiles which controls the size of the explosion it will have on impact and have some ability to direct their fall though don't expect pinpoint accuracy. This will cause a lot of collateral damage if you're not careful where you use it.

Trump

Counter: [250] You can reflect any the effect of a power you see coming or notice is being used against you.

Copycat: [250] Your power temporarily copies the powers of the nearest parahuman as long as they're within three hundred feet. This works against anyone with powers in future jumps.

Power Fluctuations: [250] You can make the powers of others fluctuate out of control, causing them problems with their powers, either weakening them when they need strength or increasing them in power when finesse as needed.

Power Hub: [350] You gain weaker versions of any power within a 300 foot range. You will lose these powers once they leave your range.

Adaptation: [500] After the first time a power is used against you, you gain an immunity to any harm or negative effect from it.

Paramount: [500] Once a day you can temporarily give yourself one power from this list that costs equal or lower than 350 cp. You can only have one temporary power active at a time.

Power Enhancement: [500] You may enhance the powers of others, up to twice as powerful as they were. This lasts for 24 hours. Does not work on yourself.

Kingmaker: [1,000] You can create and give powers from the power components list, the cost must be 350 points or less for each power. You can't give yourself powers and no one can have more than three powers from this ability. Your range for giving powers is line of sight. You can also remove the powers you've given out from anywhere. You don't need the subject's permission to give or remove the powers you can grant.

Shard Administration: [1,000] You can remove and add restrictions to existing powers as well as change how they work as long as it's still related to the original power. This power can't be used to give you more powers or edit its own limits. You can't turn a minor brute into a major brute but you could tweak a changer's form or tweak certain power requirements. You could also make certain people have to do something to activate their powers. The more powerful you are compared to your target the better this power works. Giving permission to alter their powers also helps.

Breaker

Moonwalk: [100] Gravity is only about half as effective on you. You take less damage from falling and your ability to jump is increased.

Elastic: [150] You have an alternate elastic form that allows your body to basically mimic sentient rubber, bouncing around, morphing into weird shapes or expanding and stretching your body. In this form you don't really have any internal organs and your ability to resist blunt damage is greatly increased. If you get cut in half, you'll probably want to pull yourself back together before changing back.

Phase Shift: [250] You can phase through solid objects, though you can't unphase if you're overlapping something solid. Your clothes, equipment and other loot also phases with you if you so chose. This doesn't make you immune to various energy attacks, although solid objects like bullets will go right through you without hurting you. For an extra 100 CP, you may selectively phase individual objects you can touch or parts of your body. For example, you could phase the trigger out of a gun or the knob of a door. You could also stick your hand through a case, phase your fingertips back in so you can pick up the gem inside of the case then phase the gem so that you can pull it through the case.

Density Shifting: [250] You can alter your mass at will by a factor or ten.

Temporal Leap: [350] You can rewind time up to 5 minutes back or forward but you will remain completely unaffected by the rewind, staying in the same place and keeping any injuries. If someone or something was in your current location five minutes ago, you appear in the nearest empty spot.

Cyber Possession: [500] You can take control over machines by possessing them and travel over large distances via the networks. You suffer no harm if the thing you are possessing is destroyed, you will simply return to your previous form completely unharmed.

Thinker

X-Ray vision: [50] You're able see through obstacles, you can turn this off and on at will.

Power Sight: [50] You can see other people's powers and what they can do.

Enhanced Sight: [50] You can change your eyes to perceive things your normal eyes are not capable of seeing such as UV light or infrared. This comes with a physical change, like cat or snake eyes or something stranger as long as it's visible.

Presence: [100] This gives you a superhuman awareness of the environment within a 25 meter range.

Twenty Questions: [100] Your power can give you an answer to any yes or no question twenty times a day but the question has to have a certain answer and can't predict the future.

Combat Precognition: [150] You gain a danger sense. This allows you to sense where danger is coming from about a second before it arrives.

Perfect Memory: [150] You are able to remember and recall experiences and events inhumanly well after minuscule degrees of experience.

Perfect Accuracy: [150] You'll never miss unless something physically gets in the way or your target is fast enough to dodge the projectile.

Proficiency: [250] You instantly gain the necessary skills to use any item in your hands but you lose them once you no longer have said item.

Post-Cognition: [250] You can see visions of any event, location or person in the past. The further into the past you look the harder it will be for you.

Glimpse: [350] You get to see up to 15 seconds into the future, time appears as if stopped when you use this power. It overheats if used in rapid succession making you unable to call upon it for an hour.

Hindsight: [350] You gain instinctive knowledge about which short-term or long-term consequences your actions will have but only after you've already done them you also will be able to learn which things tie to any events that you see happening.

Save and Reload: [500] You can 'save' at any point in time and then reload back to that moment keeping all of your memories. You get an auto save every 24 hours from your last save overriding it. Your power is based on precognition meaning that it will stop working if you get in close proximity to a blind spot. You can choose to reset things to your save point or stick with things up to the point of the problem.

Stranger

Feign Death: [50] You appear completely dead upon activation of this power.

Recordless: [100] You will leave no traces of yourself except in the memories of those who observe you and can't be recorded on any form of recording device unless you want to be. This includes, leaving fingerprints, viable DNA or the like.

Who Is On The Line?: [100] When talking with someone you can appear as someone whom the target knows but you won't know who they think you are.

Fresh Identity: [150] No one will recognize you until you specifically let them know who you are. You can also reset the list of people that know who you are at any time you want or even just reset certain people on the list. This won't let you get into places people shouldn't be without authorization but it would let the most famous actor on the planet walk down the street without anyone recognizing them.

Mr. Normal: [250] Acting outside of the culturally accepted norm is treated as an everyday occurrence by anyone that views your actions directly. Causing actual injury or excessive property damage will break the effect.

Cloak: [350] You can become invisible as long as no one can currently see you but this affect breaks when you interact with other people.

Perception Filter: [350] Organic beings are incapable of noticing your existence when in your presence if you so wish. This effect doesn't work through cameras. They will notice any injuries you cause them. It requires concentration to keep the effect up.

Bluff: [350] People will always initially believe in anything you say, but the more outlandish your lies are, the faster this affect breaks.

Masquerade: [500] You can choose a person you have seen and appear as them to everyone else affect will be broken if you get too close to your target.

Oblivion: [500] People you target will suffer anything you wish from short term memory loss to a complete amnesia effect, you can reverse the effect at will. This tends to fade rather quickly on people with eidetic memories.

Items

Containment Foam Formula: [50] You have the formula for containment foam, a substance that quickly hardens into a safe biodegradable containment device that works on all but the strongest brutes. (Various other powers may have an easy time escaping, use your best judgement.)

Costume: [50] You're in possession of a genuine superhero outfit. Not only is it excellently tailored, it will stop small arms fire. You may import another outfit for no extra charge. You may also upgrade it with the item of power item.

Secret Lair: [100] You're in possession of a secret lair, it has several well hidden and secure exits as well as various creature comforts such as a massive flat screen television that comes with 'free' cable, gaming room and free internet, tinkering labs and automated cleaning devices that keep your lair clean and orderly. It also comes with a built in generator so that you can stay off the grid. Don't ask where the water comes from or where the waste and trash goes or even how the internet and such things work in jumps where it shouldn't exist. Not only that but you don't have to worry about paying for any of it. You may place your secret lair at the start of each jump.

Cauldron Vials: [200] You have five vials that grant powers. While you may choose the general theme when you purchase the vials, you can't choose the exact effects though they will give anyone that drinks them a fairly powerful ability. No one may benefit from more than one vial.

Tinkertech Database: [300] Huh, how did you get a hold of that? You somehow managed to acquire a rather large database of tinkertech schematics. Not only that but they've been reversed engineered so that any especially competent engineer could with a bit of work produce a fair amount of it. Unlocking the rest would require being a tinker, finding a world class engineer or having sufficient perks related to engineering or innovation.

Item of Power: [Special] Huh, weird, maybe it's a piece of tinkertech or something from another world, either way, this is basically a power in item form. Wearing or holding the item of power temporarily grants you the power as long as you're wearing or holding it. This means that you can pass the item and thus power around. On the downside, this means that anyone can use it if it's stolen or lost. The item costs as much as buying the power normally would. Rather than purchasing a new item you may upgrade an old item if you so choose. You may discount the item by 100 if the item in question either needs frequent maintenance or is prone to being stolen or 'borrowed' by someone that isn't a companion. This can't reduce the cost below 50 cp. This drawback goes away at the end of the jump.

Companions

Companions may take flaws as long as they make sense for a companion to take. Companions can't buy companions.

Host: [Free for Shards] You've built a bond with your host, provided they agree, they're free to come with you on your adventures. They get a copy of any of the powers you bought here. For 100 points you retain the ability to merge with them, giving them access to your rather impressive collection of powers and skills while you're merged.

Typical Import: [50 or 200] You may create or import a companion for 50 CP or import or create 8 companions for 200 CP. Each companion gets 600 points to spend.

Local Companion: [50 or 100] For 50 points you may recruit a willing 'local' that doesn't have powers to come with you. For 100 points, you may recruit someone with powers. People or things on par with the Entities or the Endbringers can't be recruited.

Drawbacks

Drawback Limit: 1000

Specific Fanfic: [0] Rather than a 'generic' fanfiction version of the worm World you've been dropped into a specific Worm fanfic. You may choose to start at the beginning of the fic, when the fic crosses over with Worm or when significant events start happening such as various fics where Taylor triggers then there is a couple month time skip.

Crossover Fanfic: [0] You've been dropped into a version of Worm that is connected or blended with another setting. Maybe Scion showed up in Harry Potter's world or maybe he showed up in Buffy's world. The details are up to you but you shouldn't be able to use the other world to escape Scion. If the other setting has a jump doc you may use that jump as a supplement, keeping the points separate. If this is taken with Specific Fanfic, the world can be a new one or it can let you use the jump doc of the crossover already in the story.

Street Level: [0] Can't think of a specific fanfic, but just want to hang out having adventures with your favorite characters and not have to worry about cosmic imponderables or the impending apocalypse? By taking this toggle you gain a measure of plot armor oriented towards preserving you from the worst parts of the metaplot. Barring other drawbacks you now have a fiat guarantee that the Extinction Cycle will not start until after the end of the jump, regardless of events.

Who Needs Worthy Opponents? [0] Endbringers? What are those? For some reason, the Endbringers either never activated or mysteriously stopped attacking shortly after the jump began (barring other Drawbacks, of course). This may be taken in conjunction with **Street Level**.

Amnesia: [+50/+100] Something went drastically wrong with your trigger or maybe you're just repressing things, either way you don't remember your in jump life beyond a couple of scattered flashes of memory. For +50 CP, no one is looking for you and you have no outstanding warrants or problems. Taking this as a Drop In gives you an ID and papers but also puts you in various databases. For +100 cp, someone is looking for you that will cause problems or not have your best interests at heart like the PRT or various gangs.

Case 53: [0/+100/+200] For 0 points your form has some inhuman elements that are helpful. For 100 it becomes a lot harder to hide your inhuman nature. For 200 points it becomes impossible to hide your inhuman nature even via shape changing or the like and your powers aren't under your complete control, being actively problematic in some way.

Marked: [+100] One of the major gangs has marked you for death for one reason or another, maybe you're not the right color, maybe you don't do drugs or you're a threat or you managed to offend someone to the point that the entire gang is willing to kill you.

The reason doesn't really matter, just the results. Leaving the area for long enough just means you'll piss off another gang to the point that they'll want you dead instead. The only way to really deal with this is to capture or eliminate the parahumans in the gang and enough of the support structure that the gang collapses. You may be taken up to three times.

The Cycle Begins Anew: [+200/+400] At some point in the next five years a new entity will arrive and scatter shards. This will noticeably increase the number of parahumans running around which will increase the amount of conflict in the world. For 400 points the third entity has a short cycle and will attempt to destroy every version of earth it can reach some time after your seventh year in the jump.

Kill Order: [+300/+500] What did you do? No seriously, what did you do? You have a kill order which means that anyone and everyone thinks it's perfectly justified to kill you. Not only that but the government is offering a substantial reward to anyone that kills you. For an extra 200 points, this applies to any identity you have or acquire or shape you take.

Birdcage: [+200] You start in the Birdcage, the place where they keep all of the really horrible parahumans that regular jails won't hold, it's less of a nice happy jail with guards and more of a dumping pit for parahuman criminals as there aren't any exits as everyone sentenced to the cage is there for life. The only real 'protection' from the other crazies is to hope that your power is either useful enough that someone will keep you safe or that you're tough enough that messing with you isn't worth it. Of course, if you cause enough trouble the Faerie Queen will rip out your shard and add your powers to her rather nice collection, something that no one has lived through. Best of luck surviving and escaping.

The Lovers: [+400] Eden? Yeah, she's fine. For some reason she wasn't staring at her shiny new toys while driving. This means no Cauldron and less cops and robbers, in other words, expect villains and heroes to go for the kill a lot more. The Endbringers tend to stick to the areas between countries causing tension and 'dead' zones but otherwise leaving humanity alone.

Like Catnip: [+300] Endbringers seek you out during their fights. If you don't show up for the fights, they will seek you out the next time, if you flee the battle they will wreck things or follow you depending on how fast you can flee. If you continually try to evade

them they will stop jobbing and start carving your name into the cities they lay waste to in their attempts to find you.

Nemesis: [+300] You have a powerful parahuman enemy that hates you with the passion of a thousand fiery suns and will stop at nothing to destroy you. They have very little concept of collateral damage and a very loose grasp on things like morals, ethical treatment of hostages and the like. Expect them to do everything they can to ruin your life including destroying businesses, killing politicians in your name and generally being a pain in your ass as best they can while they figure out how to kill you. The longer you ignore them the more they escalate and the more people start blaming you for not dealing with them. Beyond their main ability your enemy is immune to precog and scrying.

Abaddon: [+800] A third entity who might or might not be named Abaddon, ate Scion and Eden and proceeded with its own cycle. The Good News? You don't have to deal with Scion. The Bad News? The third entity's cycle involves destructive testing in the form of hundreds of pseudo Endbringers and he won't stop until you kill him. This doesn't count against the drawback limit.

Ending Options

Congratulations on surviving, you win a free checkup from Doctor Jump Chan, all physical or mental damage is healed, all master effects are revoked and any physical alterations can be reversed at this time. In sort, you're cured of any foreign influence so that you can make your end of jump choice without outside influence.

Stay: You've found a home that needs your help, I'd check your mental health again but if you're planning on staying you're beyond my help.

Continue Jumping: Nothing to see here, lots more adventures to go on. Any shard based powers are changed to normal powers.

Go Home: What? Are you sure? In that case best of luck.

Notes

- 1) Powers heavily inspired from various CYOAS and stories.
 - a) Worm CYOA v3/<https://imgur.com/gallery/ymzeO>
 - b) Worm CYOA v5/[Gimel Update](#)
 - c) In future jumps, Powers would count as anything that a 'regular' person couldn't do with training, i.e. mutant abilities, magic, supernatural abilities, stuff that would go on a superpower wiki... fanwank responsibly.
 - d) PtV is basically a computer simulation/combined with various methods of scrying or possibly reading the future or at least possible timelines. It works via physics or at least physics as understood by the entities which means that it's not going to be absolute in future jumps. Anti scrying powers of significant worth or various types of magic will make blind spots for your power which will cause problems and force you to use the simulation version of your power which requires you to have a decent amount of data about the subject in question.
 - e) Jailbreaking PtV, merely removes the 'coding' that protects the entities, Scion, Eidolon and whoever, it does not equal an I win forever anti scrying penetration no limits fallacy power of doom.