

WORM ORIGINAL MODE GAUNTLET

You suddenly appear on a rusting, half-sunk tanker just outside a rotting, abandoned port, with a couple dozen square miles of urban decay attached to it, pretending to be a small city. You recognize your surroundings; you're in the Wormverse, in Brockton Bay. Almost reflexively, you reach for your awesome Jumper powers... and get a letter from your Benefactor appearing in your hands instead. Apparently you got too many defense perks or turtled one too many times and you annoyed them by falling into the "boring invincible protagonist" trope. Now you must spend a decade in Worm, gauntlet-style. The gauntlet starts one day after Taylor Hebert triggers, and Golden Morning is guaranteed to happen during your stay here unless you permanently deal with Zion before that.

ORIGINS

Unlike many other jumps, human is the only available "race" and there is no gender and age option. This doesn't mean you don't have choices. Origins that aren't you become alternate forms in future jumps.

Drop In: you enter Worm as yourself in your body mod. Nobody knows who you are, there are no records of you, and nobody will think to check on you until you draw their attention.

Self-Insert: you enter Worm as yourself, without your body mod. Same benefits as above, plus one extra CP.

Taylor Hebert: you knew this was coming, didn't you? You take Taylor's place, her situation, and her body. You only take as many of her memories as you want to, and her power for free.

Sibling: you enter Worm as a sibling of an existing Brockton Bay resident. You have your body mod, adjusted for familial resemblance, and as many memories of growing up as them as you want to.

Madison: you take the place of Madison Clemens, her situation, and her body, plus one extra CP. You only take as many of her memories as you want to. Taylor dislikes you considerably.

Sophia Hess: You take Sophia's place, her situation, her combat skills, and her body. You only take as many of her memories as you want to, and her power for free. Taylor hates you and you're on probation.

Greg Veder: You take Greg's place, his situation, and his body. You only take as many of his memories as you want to. You start with one extra CP.

Emma Barnes: Yer a ginger, Jumper! Take Emma's place, situation, and body. You only take as many of her memories as you want to. Taylor hates you, the fandom hates you, but you got two extra CP.

PERKS

99% of Earth Bet dies in Golden Morning. To give you a (slightly) better chance of survival, you can exchange Choice Points (CP) for powers below. Each option has the indicated cost in CP but you start with zero, cannot get them from sources outside this gauntlet, and must earn them either with punishment options in your origin, or with drawbacks. Unless you took the relevant drawbacks, powers bought here are shardless, but still fall in the same threat classification. Even a high-end power won't be world-changing, but several of them might.

[1 CP] Common Sense: the one power nobody in Worm seems to have, except possibly Dragon. With this your plans work better, unless you do something stupid. Stupidity cannot be protected against.

[1 CP] First Impressions: everyone in Worm seems to think the worst of everyone else. Not you: you get a chance to make good first impressions, unless you do something stupid. Stupidity cannot be protected against.

[1 CP] Peak Human: in body, mind, and spirit you perform at the level of MCU Cap, and you take on an idealized version of your normal looks. If you don't have a bodymod, you may treat this as one.

[1 CP] High Attunement: you instinctively know how to use your powers well, and the more you use them to resolve problems, the better both you and them function. It is as if they have a mind of their own cooperating with you.

[1 CP] Unusual Insight: you instinctively understand other powers and their interactions. You can guess strengths and weaknesses, anticipate the plans of their users to an extent, somewhat direct trigger events, create new effects via power combinations, and might even access the dimension of powers or cause powers to merge with the right opportunity. In future jumps, this extends to unusual shenanigans of other types of power.

[1+ CP] Cape: you have an average power of your choice, strong enough to fight a full PRT team and win with difficulty (rating 5 in a category). It can be either a canon power, or your design. You may pick this more than once, for additional ratings. Canon ex: Bitch, Browbeat, Velocity, Gallant, Cask, Fenja

[2+ CP] B-list: you have a fairly strong power of your choice, enough to fight a couple average capes or several PRT teams at once and win (rating 7 in a category). You may pick this more than once, for additional ratings. Canon ex: Tattletale, Kaiser, Armsmaster, Grue, Clockblocker

[5+ CP] A-list: your power is recognized at the national level and you could fight a whole Protectorate team, though you aren't S-Class level (rating 9 in a category). You may pick this more than once, for additional ratings. Canon ex: Dragon, Vista, Strider, Flechette, Gavel

ITEMS

Worm has both supertech and physics-breaking items. Unlike actual tinkertech or unique objects, items you buy here don't require maintenance and are replaced a month after being lost, used up, or destroyed. They still can't be mass-produced and options that aren't tech can't be replicated via any means. However, if you are a Tinker, any devices from below may give you inspiration as well as provide high-end components to work with. 1-CP options can be taken multiple times.

[1 CP] Cold Cash: an amount of wealth comparable to a local organization's resources that through skill and power use have been made untraceable, untaxable, and easily accessible. Converts to local currency in future jumps.

[1 CP] Tinker Weapon: a nonlethal energy pistol, some anti-brute sedative darts, an anti-armor laser rifle, a nanothorn blade, a super-halberd, an alternator cannon - any one personal offensive item that isn't a WMD.

[1 CP] Tinker Gadget: a lie-detector, an iris-camera, a flight backpack, a hoverboard, a cloaking device, a shield generator, a predictive program, a teleporter, an A.I. hacking tool - any one personal item that isn't a weapon.

[1 CP] Power-Wrought Item: dimensionally-fused weapons, a crystal that crystallizes flesh, a strength or healing potion, an arclance, a shield of Endbringer flesh - any abnormal item but not tinkertech. Works for you without issues.

[1 CP] Booster Vials: half a dozen vials of a serum that either temporarily boosts a shard or biology-based power by 50% for a few hours, or recharges such a power if exhausted for a few hours of normal use.

[1 CP] Body Upgrade: your body has been upgraded considerably by a biotinker, either for survival or for offensive use, enough to challenge an average cape (rating 5). More purchases add further ratings but alter you more.

[1 CP] Tinker Vehicle: whether a superfast self-driving modular motorcycle, an invisible tank, a heavily armed stratospheric transport, or something else along those lines, you have a tinkertech vehicle equivalent to a strong cape.

[1 CP] Power Armor: whether steam and muscle-powered hydraulics, robotic plate armor, or a suit with countless gadgets, you have a power armor equivalent to the average cape (rating 5). More purchases add further ratings.

[1-3 CP] Secret Base: for 1 CP you got the likes of Coil's HQ or tinker's lab. For 2 CP you get a full protectorate base or similar. For 3 CP you get the equal of Dragon's production facilities or Cauldron's base with some permanent portals.

[1-3 CP] Drone Force: for 1 CP you get a few drones like Leet's Snitch. For 2 CP you get a couple dozen combat-capable or utility ones like Bonesaw's spiders. For 3 CP you get the equal of Dragon's forces in power and numbers.

[2 CP] Cape Database: a database containing the complete dossiers of up to two dozen capes, gathered covertly through power use. Updates with a dozen more secret identities per week in this and future jumps.

[2 CP] Power Vials: four Cauldron vials containing random above-average formulas with no chance of mutation. Cauldron doesn't know you have them until you draw their attention. In future jumps they provide shardless powers.

[2 CP] Bakuda Bombs: a dozen grenade-sized tinkertech explosives with physics-breaking effects. Unless you're a tinker, you can't guess what effects each bomb will have out of the list of known Bakuda bombs.

[2 CP] Dimensional Lock: a room-sized device that, as long as it is given enough power, will prevent extradimensional travel in or out of your current dimension. Godlike beings can overcome this with a minute of effort.

[2 CP] Pocket Dimension: a hidden pocket dimension large enough to fit any of your bases and gear bought here, accessed via the key you now hold. Without it, even dimensional travellers would need a major Thinker power to find it.

[2 CP] Cloning Vats: a tinkertech facility with all the equipment you need to grow clones from genetic samples in a year. Clones retain the mind and powers of the original, even in future jumps. A biotinker could make limited adjustments to both.

[3 CP] Super-prison: ever wanted to have a place where you can throw your defeated enemies and forget about them? Some prison that even most people with powers would find impossible to escape from? With this you get the equivalent of the Birdcage: a huge, automated prison facility in an extradimensional pit that prevents any teleportation or dimensional travel weaker than Doormaker, surrounded by vacuum, a mountain's thickness of the toughest walls Tinkertech could build, several thousand Dragon drones dedicated to guarding it, a minor A.I. to run it, and several failsafes, including a nuclear self-destruct in case of a breakout. If you're a Tinker, the facility also comes with any other defensive measures you could personally design up to one cubic mile worth of tech. For any prisoner you personally inter here you will get a highly accurate evaluation of their probability of escape, down to the sixth decimal, taking into account all other occupants and updated with every new occupant. The A.I. running the prison will observe and record all escape plans from within the prison and, unless somehow subverted, use any security measures you have provided in the best way possible to prevent them.

[3 CP] Special Samples Library: this black metal briefcase leads to an extradimensional storage the size of a large vault. Any attempt to force it open or damage it will lock it under temporal stasis similar to Clockblocker's power until the danger has passed. Inside, you will find samples from any being with powers you will encounter, human, monster, or even Endbringer. How you use those samples is up to you.

[2-4 CP] Portal Device: For 2 CP you get a room-sized device that could sustain either one portal to another dimension large enough for a data link or a minute of portal use for human-sized beings per week. For 4 CP you either get a portable version of the first device, or a room-sized device that could sustain one large portal, briefly open multiple portals to transport people and objects, or supercharge existing portals to destructive results.

[2-4 CP] Superweapon: For 2 CP you get a super-EMP, a lethal plague, a technophagic swarm, or other weapon that could destroy a country or damage a continent. For 4 CP you get a gun that could shatter the moon, a device to freeze all of the Earth's oceans, a tower that could suck the atmosphere from alternate Earths and fire it at visiting Entities, or other weapon that could destroy an entire planetary civilization.

[2-4 CP] AI Core: For 2 CP you get a storage device containing multiple V.I.s and dumb A.I.s, each capable of doing a given job very well but incapable of growing beyond that. For 4 CP your data storage also contains an A.I. seed that could quickly grow and become the equal of Dragon given the right hardware. It is meant to emulate the personality of a human, with the starting beliefs, values, and traits of your choice. It comes with the restrictions and "shackles" of your choice, and while it won't have any powers to begin with, it is capable of triggering

under the right circumstances. You may give it powers of your choice instead, with enough power-related drawbacks to pay for them.

[5 CP] Garden of Flesh: Perhaps Eden's body shattered on impact, perhaps it's something Zion shed in his grief, or maybe it has no explanation whatsoever. In any case, you have found a permanent portal leading to a garden of flesh in an alternate Earth that nobody else has discovered yet. With the right tools, skill, and luck, you could harvest countless power formulas from it just as Cauldron did, and unless given a strong and immediate reason not to, beings of godlike power will turn away from this place in disgust or sorrow at the proof that even those of their power can die. In future jumps this still provides the same benefits, and powers granted through it come with Shards and all the associated metaphysics.

[5 CP] Come the Conqueror: There are more alternate dimensions in the Wormverse than there are atoms in a single universe, and you have exploited this fact to get to an alternate version of Earth to your liking. Maybe it's a medieval theocracy that would see capes as gods. Maybe it's a post-apocalyptic wasteland. Maybe it's a more advanced society untouched by parahumans where drones and smartphones aren't tinkertech. Maybe humans or even intelligent life never evolved at all. As long as it's limited to Wormverse metaphysics, is Earth-sized, and isn't advanced enough to pose a threat to Zion, you now have access to it via a secret portal you found. But that's not all: if you manage to conquer this Earth by the end of your jump, get enough control of it to be declared its king, it will follow you to any future jumps as either a warehouse attachment or an alternate dimension of your starting planet.

COMPANIONS

You really want to bring other people in the horror that is the Wormverse? Or perhaps there is someone here you'd like to take with you in future jumps? However horrible it might be, this world offers great opportunities for recruitment.

[1 CP] The Usual Suspects: with this, you may bring up to eight (8) of your original companions into this Gauntlet. They get the same origin options and mandatory drawbacks you do, and may take any personal drawbacks for extra CP for powers and personal items only. They may not get non-personal items or world drawbacks.

[1 CP] New Recruits: with this, you may recruit anyone from Earth Bet that doesn't already have a power, to the maximum of 8 active companions. They must agree to work with you willingly. They may take personal drawbacks for powers only. If they match a canon origin, they also get the benefits of that origin.

[1-2 CP] Sidekick: for 1 CP you may recruit any canon cape, hero or villain up to Alexandria's level. For 2 CP you may recruit S-Class humans like the Faerie Queen, Eidolon, Contessa, Panacea, Echidna and the like. They must agree to work with you willingly.

[5 CP] With Friends Like These: playing with fire, are you? At the end of your jump, you can take any one Endbringer or Titan you've personally defeated as a companion. They get the ability to shift in a humanoid alt-form that retains all their abilities.

[20 CP] Death Denied: as long as you survive Golden Morning and destroy Zion, you may take both Zion and Eden as companions after this jump ends. They are just their avatars and no longer have their Entity bodies or the ability to grant powers, but come with the full powers of those avatars and all the knowledge from hundreds of Cycles.

DRAWBACKS

The Wormverse is a dangerous place, and to get power in this gauntlet you'll have to deal with its grimderpness to amuse your Benefactor. But you don't really have to be more powerful than the average cape, do you?

[mandatory] Gauntlet Blues: in addition to no starting CP, you lose all powers, items, benefits, and warehouses from prior jumps for the duration of this jump except for your bodymod.

Dying means you get to try again from the beginning. What's this, you got acute supplement syndrome? No worries! This drawback grants a penalty equal and opposite to everything you got other than a normal bodymod and things bought in this document.

[mandatory] In the Grimderpness of the Third Millennium: beyond any changes you introduce you are in canon Worm, and have to deal with canon Worm characters and problems. When in doubt, use the least helpful interpretation.

[1 CP] Making a Splash: your unusual abilities will be noted by at least a few people in the first day of your jump. With effort you could retain a secret identity, but you won't be able to prepare for months with nobody knowing you exist.

[1 CP] Worst Day Ever: you start the jump only with your bodymod. During your first week in Worm you will survive through an experience that qualifies as a Trigger Event and gain any powers and/or equipment you bought here during it.

[1 CP] In Media Res: your jump does not start one day after Taylor triggers. Instead it starts the day after the Lung fight, giving you less time and opportunity to prepare for the coming disasters. It still lasts ten years.

[1+ CP] Sequel Blues: your jump does not end in ten years; each purchase of this adds another decade. You still have to deal with Zion in the first ten years, and the aftermath from there. Stay too long, and other Entities might turn up!

[2 CP] Local Powers: for the duration of this jump any powers you have function as if they were shard-based, with all the inherent weaknesses and vulnerabilities. Watch out for Trumps.

[2 CP] Obstructive Authority: this is canon Worm, where no authority ever did its job right. Authorities tend to act against you more than they would in a reasonable world, and when they would help you their incompetence intensifies.

[2 CP] You Can Always Fail: in Worm, things go wrong. You may want to test your powers on an easy target, and stumble onto Lung. You may want to be a hero, and be seen as a villain. You may try to infiltrate a villain group, and their strategist will immediately know what you're doing. You may try to surrender and deescalate, and be "forced" to murder a Protectorate and PRT leader. You may try to beat an Endbringer, and cause two more to go active. The first time you attempt each overall goal you will fail: you will either have to try multiple times, or have your plans diverted in directions you did not expect.

[2 CP] Always a Simurgh Plot: a lot of key events were orchestrated by Thinkers moving people like pawns. Now you have been included in one such plot and you will be manipulated into doing something you did not want to. Yes, even if you have an immunity to Thinker powers - you think you're the first blind spot high end Thinkers have worked with?

[2 CP] Over 9000: no matter what you do, the Slaughterhouse 9 will survive for at least two years and become at least as powerful as they became in canon, and you will be involved in the final fight against them.

[1-5 CP] Shard Influence: your powers influence your emotions and thoughts. For 1 CP it's a minor conflict drive. For 3 CP you're as influenced as Taylor or Jack Slash. For 5 CP you have to struggle for control, like Echidna. Choose only one.

[1-5 CP] Enemy: your actions will make you enemies no matter what you do. From minor annoyances like the Merchants for 1 CP, to being target of Endbringers for 5 CP. If you defeat an enemy another of the same power level takes its place eventually, notoriety and past actions drawing more opponents to you. You get CP only for the strongest level of enemy.

[1-5 CP] Case-53: gaining powers has made you noticeably nonhuman. From a minor feature like Canary's feathers for 1 CP, up to Echidna's hideous monstrous body for 5 CP. You get CP only for the worst level of this drawback.

[2+ CP] Clone Blues: someone, somehow, has cloned you Jumper. Six months after your arrival, a clone of yours with all your memories and knowledge up to that point in time, and all your powers from this jump will show up and do everything in their power to ruin your life and all you value. They might have a different, more monstrous appearance than yours and a personality twisted to better accomplish their destructive goals. Fortunately, they will appear without any items or resources, and without any physical modifications/improvements you may have granted yourself. For each extra 1 CP bonus, you get an additional clone; they work together to bring about your downfall. For an extra 2 CP bonus, each of your clones is now merged with the clone of a canon A-list cape, twisting their bodies into a true monster and their powers just enough to surprise you in your first fight.

[5 CP] Golden Morning: through a series of unlikely events and Thinker manipulations, Zion will start his rampage no later than he did in canon. You no longer have a whole decade to prepare against him and no action you take other than permanently dealing with him will delay events.

[5 CP] Titanic Troubles (requires Golden Morning): remember when you thought beating Zion would save the world? Turns out that if you do, some of his shards will go crazy and given the slightest opportunity they'll start turning their hosts into Endbringer-like avatars in a bid to merge and create a new Entity. But this isn't what this drawback is about; that is what would normally happen in canon. By taking this drawback you not only guarantee many Zion shards will start going crazy a couple of years after Golden Morning, but you also guarantee any solutions to the problem before your last year in the jump will fail to work. Expect having to fight shard-avatars at least once a month, with a big battle with several of them at once causing lots of dimensional damage at least once a year. Avoiding the fights for too long or losing too many in a row will result in a new Entity-avatar being made and having to fight Golden Morning again.