# Worm: Entity Jump

*Stop me if you've heard this before. Two entities are travelling among the stars, when something goes wrong. One of them dies, and the other is left behind, bereft of guidance on how to proceed with The Cycle.*

*Welcome to the Wormverse. Except this time, the story isn't Khepri's. It's yours.*

# HERE IS 1000 CP FOR YOUR NEW ADVENTURE

**Originally made by Phaoro**

"It began at a planet that rotated around a star that was simultaneously binary and solitary because of a tear in space that cut through it, transforming it into a double image. The planet traveled a path that, twice per revolution, intersected a hole in space. When that planet intersected the hole, the writhing species that lived on it could move between. Those that could travel could access other layers of that same world. Other possibilities. Food was abundant, and so was breeding. Those that could see and interact with the tears when they passed by had the advantage.

After a thousand thousand such revolutions, a thousand contests, some began to be able to create and work with their own tears, keeping the subatomic particles with them. "
- by Wilbow, Last 20.e1 from Ward

Eventually, as their world crumbled under them, the creatures left their worlds, racing across the cosmos in search of other worlds. They found new worlds and multiplied, using the species they found as test subjects to develop their abilities. As dimensional travel was eventually joined by gravitational, spatial and temporal manipulations, strings of shattered planets were left in the wake of these Entities. It is a bleak universe, where the law of the strongest reign supreme. And there is no one stronger than the Entities.
But on a small blue planet, an unthinkable event shall happen where this Cycle will be broken.

## The Path:

**The Warrior:**

*You were built for combat, a warrior and general to your people. You allow others to lead behind the scenes, your home is in battle and that is shown in your shards. The majority of your abilities are geared more toward direct confrontation and pure power for your hosts than quick thinking such as a Thinker's.*

**The Thinker:**

*You are more a scholar and hidden hand than outright fighter. Preferring manipulation to combat, steering the course of an Earth's society with just a few well-placed Endbringers and 2 warring factions. Planning and plotting are your bread and butter, you can plan a century in advance with numerous contingencies. Sure, give it a moment, but remember not even you can plan for everything. After all, the last Thinker crashed into an Earth.*

**The Loner:**

*You evolved through a completely separate line of evolution than your peers; they evolved to rely on each other to continue and finish their cycle, to only rely on constant refinement and growth via hosts and buds. You evolved to rely on only yourself, needing and wanting no one else. But you have also learned to consume and absorb, adding the shards and abilities of others of your kind to yourself, increasing in size and mass dramatically.*

## Race:

**Entity (Free/Mandatory):** You are not a human or anything close to true organic life. You are an entity, a multi-dimensional being of incomprehensible size. In your natural form you can navigate between alternate versions of the same world and if you grow large enough your natural form could stretch between multiple worlds at the same time and that is just a parlour trick compared to your true capability. Instead of food your kind absorb energy from suns and worlds in order to power themselves and their abilities, the source of which are your Shards, structures which resemble crystals and which Entities are made up of, numbering in their trillions upon trillions. Each of which possesses different functions to the others', though shards with similar functions do exist and when creating an ability or 'superpower' all the pieces of you necessary to form that power are sent off as a group  You and your kind have only one goal: to survive the heat death of the universe. Your kind disseminates pieces of yourselves across alternate versions of the same world in a process called The Cycle. Each shard of you is distinctly conscious, capable of retaining information, learning and maturing. Through the cycle The Entities acquires knowledge from different species, knowledge that can then be passed on. Once a shard is disseminated it finds a host, and once done it sequesters itself to a barren Earth safe from damage. These pieces of you can be altered and modified to an extent, either to prevent damage to the host or potentially to yourself, and all this is just the beginning for you. You possess every power common for an Entity. The more specialised powers depend on your path.

After the Jump, you can use things like magic, chakra, etc… to fuel your shards, potentially making them eternal

You can choose to be a loner such as Abaddon or Apollyon, or at the Companion section create yourself a partner: A Warrior to your Thinker, or vice versa. By the way, the Paths are just names to give you an idea on what's available.

## General Perks:

**Avatar (Free):** Entities are able to create artificial avatars in the likeness of different species allowing them to walk among the species one example was the Avatar of the Warrior Entity, a gold skinned man called Zion. Obviously, as a member of the species you too possess this ability allowing you to create an Avatar in whatever likeness you desire it can be the embodiment of the mundane or so fantastical it would be at home in a comic-book.

**Shardspace (Free/200):** The Shardspace is a dimension created at the beginning of The Cycle that serves as a physical representation of the shard connections. This space showcases the connections of all of your shards and how exactly it manifests is all dependent on you, islands atop a sea of darkness go ahead, gorgeous crystalline towers sure how these connections and the dimension looks is all up to you. For 200 CP your Shardspace security is increased to the point that even if reality itself was to break your dimension would remain untouched beyond injury, not even the might of your entire race could penetrate it.

**Travel (Free):** Surviving in the depths of space is what your body and shards were built for, you can survive freely, easily and comfortably within its cold embrace. While you aren't the fastest or most energy-efficient entity by conventional methods of travel, you almost effortlessly bend space-time around yourself to travel between the stars at superluminal speeds.

**It's Vital (100/400/600 CP):** Only through experimentation and ingenuity do Entities grow both physically and in terms of power both as a way to survive others of their kind and the harsh reality of this multiverse. For 100 CP you start in terms of powers and shards not as a new Entity but one who has already begun their journey, your shards are now home to the abilities you have seen and the technologies or 'tinker tech' you have witnessed and taken throughout your life. For 400 CP that has further increased your power including FTL and AI creation technology, administrating shards with infinite multitasking, creation of a projection thats unmovable and capable of projecting unstoppable force, to near instantaneous adaptation, ability to slowly grow in power over days and that is just the beginning. For 600 CP, you now possess abilities on the level of the Thinker and Warrior entities. The ability to negate any wavelength, to accurately predict the Possibility of any and every event, to see the future, to create a path of victory for every wish you desire, the ability to steal the shards of other entities, to manipulating time itself and access to repositories of knowledge from hundreds of thousands of advanced civilizations as well as the ability to manipulate and even create wavelengths of opposite frequency.

**Compression (200 CP):** Every shard is a piece of you, a tiny portion of your vast intelligence. It would be a true shame if you were limited to you normal level when outside of this form. With this perk, when using other forms, you have gained the ability to transform part of your body into Shards. Damages done to your body damage the Shards until healed. Example: with It's Vital 3, every cells of your body could be a different Shard, while with It's Vital 1, it would be your organs and bones.

**Jumper the Builder (300 CP):** What a waste, isn't it? All those dead and damaged shards, all those unique abilities and valuable data unusable to the Cycle, disconnected from the network. But what if that was no longer the case? With this perk you gain the ability to repair and re-integrate dead and damaged shards into your network, repairing them back to how they once were. Now before you get too excited, the repair time is proportional to the damage of the shard. The greater the damage is, the greater the repair needed.

**Sorry, Don't Try Again (300 CP):** When shards bond to their hosts they sequester themselves in barren dimensions. Now, as secure as this may seem, there are always possibilities of them being found and destroyed. However, with this perk, you have the ability to lock down dimensions, sealing them off from all others and preventing any and all attempts to enter or view the location or locations. (*Dimensional locks are a basic cycle ability that should be covered by 'It's Vital'. Maybe include stuff in this perk that emphasizes how it is fiat-backed to work against ocp stuff in other settings.)

**Titans (300 CP):** It stinks, doesn't it? When ants challenge a God and win using the powers they gained from him, as David once did to Goliath. Well, luckily for you, you have a failsafe in case of destruction. If you are destroyed, for whatever reason, your failsafe activates and every host of your shards will undergo a metamorphosis into a variety of different forms, the only consistency among them being they will be several stories in height minimum and furthermore, as the myriad pieces of you begin to take control of their hosts they will begin assimilating their minds, bodies, and personalities until all that's left are the shards. Unlike hosts the titans are free to utilize the full power of their shards abilities. Normally this wouldn't be the case, but as you are paying CP for this, the shards will possess another ability besides Titan formation, so as long as a single shard still exists your soul, presence, intelligence whatever you call it will still survive preventing chain failure. If at the end of a jump or every ten years as long as a single shard still remains your shards will automatically reform into a full entity. Also, if the vast majority of shards are brought together, it will be possible for you to return to life. The rest can then simply be reclaimed, but if by the end of the Jump this hasn't happened, you will have failed.

**Creation (400 CP):** Before you get too excited, this isn't the ability to create anything. The power this has granted to you has given you the ability to consolidate any ability you have studied or have access to into brand new shards. Even abilities from previous jumps can be copied into shards or transformed into them which is your choice. For future jumps, through connecting a shard to an individual you can create copies of their abilities for you to use or distribute to another or if you so desire you can steal their powers instead. You can even distribute access to magic systems you have (the magic power will come from you, though), or create powers that simulate them. For advanced technology, by simply observing the technology with time you could learn to replicate those effects and create a shard for the technologies available.

**Limitless (400 CP):** No matter the constant refinement of Shards after a while certain shards in a way Cap Out in their potential no more refinement, no more power boosts or new ways to use them. But not for you, your potential knows no bounds, you have the capacity for limitless growth, breaking every barrier inside you; mind, body, soul, superpowers. With enough training you will bypass your limits again and again. While others cap out after a while you will still be going on. Furthermore no matter what you learn, you will always remember it. You go a thousand years dormant and wake up exactly the same: no reduction in skills, muscle memory, reflexes, etc. Your ability to master other skills remains unaffected. You may use otherwise incompatible powers.

**The Warrior:**

**Warrior (100 CP):** To be a warrior seems pretty simple, doesn't it? Well surprise surprise, it isn't. To be a warrior means to automatically canvas the area around you, to see everything not as objects but as weapons, to be as deadly with literally everything you can possibly be with. With this perk, you have gained the ability to weaponize every single one of your abilities and perks towards offensive purposes. You also have gained the ability to hard-wire each of your perks with a highetened combat drive far beyond others of your kind, who's modifications can be fought against. You can turn even the most die-hard pacifist into a rampant, sociopathic murderer.

**Must Go On (200 CP):** It's those times when we are laid low, when we are at the bottom that we realize who we are, that we find the strength to go on. To pick ourselves up and dust ourselves off. This sadly isn't for everyone. Some laid low stay like that, others broken remain unfixed. You, however? You aren't like them, for you know that from every disaster there comes a remedy. From now till the end of time itself, you will remain utterly unbroken. When all hope seems lost, you will be the one to continue looking. You are the entity who will wait a thousand years if they have to. If not obvious, this perks enhances your will to the point that you could stand being tortured for thousands of years and remain unbroken, no matter what.

**Blindspot (400 CP):** Information gathering is a vital ability when traversing the stars and dimensions whether through glimpsing the future, creating hypotheses based on the smallest pieces of information or splitting reality into different simulated timelines and then collapsing them when you have the information you require or searching possible futures for the Path to Victory. However, while these abilities are useful they are also difficult when you are trying to go unnoticed whether to other Entities or something else entirely. How can you plan against others when they can see you coming or close simulated timelines when you succeed? Thanks to this perk, you are a blindspot to all forms of precognition, clairvoyance, or otherwise predicting your actions. Simulating timelines? You don't appear in them. Using Path to Victory? You're a blindspot.

**Let's Play (600 CP)**: Sometimes, people like to play with their prey, to toy with it, to show it how hopeless it is to resist. They may forget to use their precog abilities, trusting their impenetrable defense. And sometimes, this is enough for the prey to turn the tables and become the predator. Now, you know exactly who can threaten your playtime and how. You are also immune to psychological warfare, always keeping the desire to win, no matter the despair you might feel.

**The Thinker:**

**Thinker (100 CP):** Opposite to the Warrior, you're not a front-line combatant. You are the planner, the ultimate strategist that would manage the Cycle. Your perks and abilities can be modified to be used in a more versatile way than the Warrior. While your perks and abilities won't become significantly more combat-effective (that's the Warrior's job), you'll find that your perks and abilities can now be used in a greater variety of situations in and outside of combat Furthermore, when you give out your perks and abilities to hosts, you also gain a minor backdoor to their minds: just enough to subtly implant certain suggestions or opinions on a societal level, but not individually nor performing complete mind control. Think Sublime from Marvel. Pit different countries and social groups against each other to your heart's content.

**Auto-pilot (200 CP)**: Interstellar travels require constant attention, a lack of attention at the wrong moment can cause enormous damages. This power allows you take your attention off the travels and let you take care of other matters. It will also warn you when nearing another Entity or a planet. At any moment, you can take back control of your movements.

**Subversion (400 CP):** Shards, as they are called by Entities, are the source of an Entity's powers. They are also the closest thing to a weakness for them, their hosts, the only beings able to interact and strike at the Entities. No more, every hosts of your shards is now enslaved to you. It can be total, moving them like extensions of yourself, or like brainwashing, manipulating them into being loyal to you, or any other form of mind control.
This gives you an army, or a third column, of empowered beings ready to strike at those who oppose you.

**Path to Survival (600 CP)**: No matter how injured, weakened or unconscious, you will always get a chance to survive and heal, in stasis. As long as you do not try to regenerate or heal, you will stay undetected. Every precog powers will see you as a trapped corpse, ensuring no desperate humans or curious Entity will loot your corpse nor try to double tap. For the duration of this jump, time spent in stasis will not count for the end of the jump.

**The Loner:**

**Cosmic Predator** (100 CP): You are a lifeform specialized in slaying and devouring others of your kind. Therefore, you will need to be able to slay your chosen prey to fulfil your role. This perk grants you a solid grasp on Entity-vs-Entity combat, as well as the skills and knowledge needed to track down your meal and choose the best time to strike. Note that this perk does not grant any increase in power, so it would be unwise to pick on the Warrior as a newborn Entity, but the skills and know-how granted by this option will make a clash with an otherwise-equal opponent a child's play, as well as making you able to survive the encounter with a significantly but not overwhelmingly stronger Entity or strike it down from the shadows. After this jump this perk provides a massive boost to all skills pertaining to tracking and assassination.

**Team Wrecker** (200 CP): In an ideal world, a predator's prey is always alone, isolated and weakened, and thus is an easy picking for a hungry carnivore like you. Sadly, you don't live in an ideal world, and thus your prey of choice often possesses numerous allies to team up with it against any perceived adversary and cover it in its moment of weakness. Fortunately, you have this option to remedy that. While this perk does not make your opponent's allies vanish into thin air, it gives you something even better: the ability to make them meaningless. You are now supremely skilled at fighting groups of foes and disrupting their teamwork, and, with sufficiently effective tactics, can turn the presence of your chosen prey's allies into a hindrance for it instead of a boon. With training and practice, this perk grows even more powerful, eventually turning into the ability to slaughter even armies of opponents of a similar power level to you just by relying on your tactical excellence and the skill to make your enemies hinder each other's performance instead of assisting each other. Be wary, though, that this perk alone will take you only so far, and truly overwhelming difference in power will mean your defeat regardless of any clever tricks you may employ.

**Trojan Horse** (400 CP): You are a master of poisoned gifts. Anything you can transform even the key of your enemies' victory into the key of their defeat. You can trap a shard given to another Entity, ensuring its new bearer will lose control of critical shards when it needs them the most. You could give an Host a Path to Victory shard that would spread as much chaos and conflict as possible without disobeying the Host's commands. This isn't limited to shards, but also to all scientific (or in later jumps magical) gifts originating from you. An AI's update to avoid hacking could slowly convince her to turn on Mankind. A vaccin to Cancer would slowly augment the conflict drive of the injected. With the least knowledge of Discord, you could trap the One Ring to banish Sauron from Middle Earth.

**Consumption** (600 CP): You would think that cannibalizing your prey's corpse for its shards would leave you with dead or damaged shards, unable to recharge nor gain new knowledge. But instead you are able to gain an exact copy of your victim's abilities. In this jump, it means you are

able to gain every shards of your prey, and even to upgrade yours with the knowledge its shards held. In future jumps, cannibalism allows you to gain all the powers and knowledge of your victims.

**Companions:**

**Partner (200 CP):** You have a partner. Your opposite in everything, the pacifist to your soldier, the thinker to your warrior. Your partner gains 1000 CP and access to discounts on one path.

**Test Subjects (100 CP):** An entire population of potential hosts, ready to be inserted into any environment. Their race and other characteristics can be modified to your desires.

**~~Items:~~**

**~~Core World (300 CP):~~** ~~A planet and its near infinite alternate versions, full of ressources and energy. Can be destroyed to feed the Shards. It will regenerate at the end of each jump.~~

**~~Cycle Simulator (400 CP):~~** ~~You would be hunted to the edges of known reality by the other Entities if they knew you had this. In your possession is a Cycle Simulator. By simply entering the desired parameters, this simulator can simulate an entire Cycle from beginning to end, allowing you to gain all the knowledge you would normally gain in an ordinary Cycle without the mass destruction and unneeded loss of life the normal cycle would cause. You can set parameters for cycles not normally feasible for example, ever wonder what a cycle would look like if you were to send your own vital shards off or if you were to your guinea pigs in your true form or what would occur if your guinea pigs were to have you as a common enemy not unlike a certain warrior, would it help them grow, forcing them to grow stronger for their survival or would it hamper them. With this device you can create simulations based on any variable you desire. These simulations last either until the cycle in your simulation is complete, is no longer able to continue or you simply desire it to end.~~

**~~Endbringers (Free with It's Vital 3/200 CP):~~** ~~A set of 20 super-weapons, more or less sapient, on the level of those seen in canon. With the third level of It's Vital, you gain 3 Endbringers for 0 CP. For 200 CP with the third level of It's Vital, you gain the 20 Endbringers but each is extremly powerful, intelligent and able to cross dimensions, hunting your enemies no matter where they hide.~~

## Shards

**Drawbacks:**

**Infinite Earths (+0 CP):** As the Entities are dimension travellers, you can visit other dimensions, although you will expose them to the rest of your kind.

- The Touch of the Void (+200 CP): You are in the Warcraft Universe, and you are the most powerful creature in existence, with only the Titans and the Void Lords as near equals. Unless you have anti-corruption perks, you have no defenses against Fel and Void corruption. If taken with Hated, the Void Lords and the Burning Legion are actively hunting you. An Old God could burrow into you fast enough to corrupt several shards while the Burning Legion has respawnable troops, near infinite resources and a network of portals spanning the entire universe. All alternate dimensions are barren.
- The Touch of the Warp (+300 CP): You are in the Warhammer Universe. Necrons and C'tans can heavily damage you if given the chance to prepare, while the Chaos Gods can corrupt you if you are in the same location as a warpstorm, even if you are not connected to the main 40k reality. If taken with Hunted, your pursuer are a Warrior Entity empowered by Chaos and a Thinker Entity that has studied Necron technology.
- In Strange Aeons (+600 CP): Welcome in the Cthulhu Mythos, with all the horrors that came with it. You are the first Entity Nyarlathotep has ever encountered. Your existence is an irritation for Yog-Sothoth. Most eldritch beings are immune to precog. Only the Outer Gods and their most powerful servants (such as Cthulhu) can hurt you without prior access to a shard.
- Puella Magi Madoka Magica: ????

**Continuing Your Journey (+100 CP):** For every purchase of this, you have to stay 300 years in this jump. Can be taken 5 times

**How to Drive for Dummies (+100 CP):** You can't move your multidimensional ass to save yourself. Any attempts to leave or land on a planet will risk the destruction of either you or the planet, depending on your size and landing strategy.

**Darwin's Law (+200 CP):** For every purchase of this, you have to stay another 150 years in this jump. However, for the remainder of your time here every 2 years you will be attacked by an Entity. This Entity will always be as strong as you (without out of jump perks) and will destroy itself rather than let you take its Shards.

**The Warrior (+200 CP):** Scion believes that you killed Eden and will do his best to end you the moment the jump begin.

**Golden Idiot (+300 CP):** Seems like you and Zion have more in common than species; you too have no real intelligence relying too heavily on your ability to do the thinking for you. Your vast size has made thinking creatively impossible, for the remainder of this jump you will have to rely on the host species for creative input and ideas

**Hated (+300 CP):** You start in this world hated by the Entities for the crime of endangering the cycle, a crime you either didn't commit or simply do not remember committing. The section of the universe you live in is patrolled by titanic Entities hunting you, beings dwarfing you, Zion, Eden and Abaddon combined, supported by their younger kin. Once one has found you, the risks of other, older Entities finding you climb exponantially. You can hide in the trail of other Entities, the fresher, the better. If you hide on Earth, your hunters will not find you as long as Scion lives. But they will arrive a year after his death. Scion doesn't care about you.

**The Cycle (+400 CP, only for Warrior or Thinker)**: You must accomplish the Cycle as Zion and Eden and their ancestors have done since time immemorial. You must find an inhabited planet, seed it with Shards and cultivate their growth until a new generation of Entities can be born.

**In the beginning... (+600/+900 CP)**: You are an Entity without any ability except to move through dimensions. You are stuck on their homeworld until you have consumed every other Entities on the planet. The timer until the end of the jump will only starts after you leave the planet. You have access to your out of jump perks, unless you take the 900 CP version.

**Hunted (+600/900 CP):** You are hunted by a pair of Entities. They are a Thinker and a Warrior on the level of Eden and Scion. You will never lose them for more than a year, the Thinker always tracking you down. If not taken with Hated, you can ally with other Entities against these two. For 900 CP, it is a pair of Apex Entities, better than you in every Entity-related matters and able to counter all of your in-jump abilities.

**Holy Grail (+1500 CP):** The Entities are convinced that you have solved the problem they have been tackling with for 3000 cycles. Your galaxy is overrun with Entities; no matter where you are or go, you will always have an Entity at least a few hours away from your position. If you do have Negentropy, you can negotiate with some Entities, but many will desire to keep the secret for themselves. Cannot be taken with Infinite Earths

**Scenario: This is the End**

What happened on the homeworld is happening all across the universe, the Entities have multiplied to the point that they have consumed most resources across all timelines. Planets have been shattered and suns have been drained. Only a few scattered spots in some forgotten corners of the universes are left and they have become charnel houses as the Entities butcher each others to last a bit longer against the inevitable.

The path of the Devourer and the lone Warrior is to fight your brethren until you are the last creature in this empty corner of this universe. But once the massacre is over, you will face another problem, your resources are still limited and eventually, they will be drained. You face a choice: immediately drain all resources before going to hunt the other resources -rich areas, each defended by a well-fed Entity that was able to defeat all previous challengers and take their Shards. Be careful, for each new area will yelds less resources than the last and each travel will requires  more resources. Or, conserve your resources, fortify your spot and defend yourself against invading Entities. Each will be more powerful than the last, possessing more Shards and having optimized them against countless other Entities. Every fight will consume more and more resources and the last Entity will arrive a century after your last planet and sun have been drained.

The path of the Warrior and Thinker pair is cooperation. Convince at least 50 Entities of a size equal or superior to Zion and Eden to fuse their Shards with yours, forming a new bigger Entity. You must then use all of your resources to crack the secret of Negentropy while carefully managing them to last as long as possible. Your size will protect you from other Entities, some might even join you, but it will require far more resources. Should the solution not be found a millenia after the fusion, Shards will start to cannibalize each others.

If you survive this race against oblivion, you will either be the last living creature in this dead multiverse or its savior.

The lone path will reward you with the ability to go on undiminished, no matter the hunger, the thirst or the injuries you are suffering from, you will find that you become even more dangerous the more hungry, tired and desperate you are. Your ressources will be produced faster than you consume them,

As for the path of cooperation, you have learnt to fuse with other beings and the secrets of Negentropy. You can now create energy from nothing

**End of the Jump**

Your time in this bleak universe is coming to an end. Even if you have hunted every Entities you could find over 1500 years, there are still many more, for the universe is vast and you aren't omnipotent (yet). With you gone, the Entities will continue as they have for aeons, until they discover Negentropy, this universe die or some greater predator discover them.

Go home: End your chain and go home

Until the heat death: Stay here, and maybe try to save the universe from the Entities, or wander the stars, seeking unlimited energy

The Cycle Continue: Jump into the next world, grow your Shards with new, exotic knowledge.

**Notes:**

It's Vital:
(0 Cp): Sting, Dimensional Shifting, Dimensional Sight,
(100 CP): Manipulation of reality (pyrokinesis, telekinesis, light, gravity, etc…)
(200 CP): Time and space manipulation, high-level dimensional shifting, very precise reality manipulations
(300 CP): Endbringers, Path to Victory and other OP precog, Stilling