WARD

Go to Ward, stay ten years, take these +1000 choice points.

Origins
Unfortunate Soul That Got Sent To Ward: You are in Ward. Deal with it. Can be a Drop-In.

Perks
Just Kidding [1000]: You do not have to go to Ward. Jump is over, choose your next Jump.

Power [100]: Pick a Parahuman from Worm or Ward. You have their powers, but they are not shard-based. This cannot be taken multiple times.

Items
Lightsaber [Free]: A real one, your choice of color and any special features seen in Star Wars. Indestructible, with unlimited charge for the power source. Cannot cut you.

X-Wing [Free]: A real one. Unlimited fuel and ammunition, repairs itself perfectly in five minutes. Comes with a manual that will instantly teach the reader to operate X-Wings to a competent level.

Money [100, First purchase is Free]: This provides 1 million dollars or the local equivalent each day. It can be stockpiled. This can be taken multiple times.

Companions
None

Drawbacks
Fanfiction Toggle [+0]: You can instead go to any fanfiction of Ward or any post-Golden Morning fanfiction of Worm.

Everyone Is Sexy [+0]: Everyone you encounter is at least +2 levels higher on the 1-10 hotness scale.

Steel-Toed Vengeance [+100]: Just before you leave this Jump, someone is going to kick you in a very sensitive spot while wearing steel-toed boots.

Final Choices
Go Home, Stay Here or Move On.

Notes
Yes, This is a Joke. Do not use this as a Jump and DO NOT ASK ME QUESTIONS ABOUT IT!

Change Log

Version 1.0: Created the document.
Version 1.1: Changed Power, added Money.