(NSFW) Worm



V1 by gastroc2525

Welcome to Earth Bet, a world dangling over oblivion. This is a world where alien parasites give out weapons of mass destruction to traumatized people. There are several Godzillas who attack every couple months, and gangs of superhumans dedicated to mayhem.

However, Parahumans are still human. It's amazing what a little love can do for someone living in a world as desperate as this, and the human spirit still remains strong despite the circumstances.

Take 1000 choice points (CP) to spend below.

Location:

Pick one of the following locations to begin, or roll a 1d4 to randomly determine your starting location.

1. **Brockton Bay** - The place we know the most about. This rotting city is home to several heroes, and even more villains. This is the hometown of Taylor Hebert, much to her detriment.
2. **London** - Home to the King's Men and the Suits, the United Kingdom seems to be getting by. Kevin Norton, the world's strongest man, also lives homeless in the United Kingdom.
3. **New York** - New York is in close proximity to Brockton Bay and home to several heroes such as Legend, Chevalier, and Prism.
4. **Vancouver** - The home of Dragon and the management zone of the Baumann Parahuman Containment Center. Not much is known about the home of the Birdcage, but it contains many important figures.

Origin:

You may freely select your age (as long as you are an adult) and gender as you enter this world. While origins give a background by default, you may select to use any of the origins below as a drop-in, lacking memories and possessing only basic paperwork.

Hero - Your cape identity is on the side of "good". This generally means you are dedicated to assisting the Protectorate and PRT in maintaining the status quo.

Rogue - Your cape identity isn't associated with anyone. You generally use your powers for your own personal reasons, such as mercenary work.

Villain - Your cape identity is on the side of "evil". You are dedicated to disrupting the status quo, for good or ill.

Perks:

All origins receive a **50% discount** on all associated perks (with discounted **100 CP** perks being free) and a **400 CP** stipend to spend on perks.

Cleanup [Free] Your attractiveness is raised by three on a scale of ten. If desired, your sexual characteristics may also become truly impressive in both size and quality. These enhancements never hamper your ability to move or fight. A copy of this Perk is automatically given to all individuals in a jump without this sentence, unless you'd rather they didn't have it.

Lewd Timeline [Free] You are protected by a small form of porn physics. You can handle any biologically impossible insertions, your refractory period is reduced as far as biologically possible, you can become fertile or infertile at will, and your reproductive system never causes any pain. You may grant a copy of this perk to anyone you touch.

Resistance [Free/100] You are highly resistant to Master, Trump, and Thinker effects. You cannot be made to violate your strongest principles while under Master effects, and Master effects targeting you last half as long and often require actual concentration to implement. Your presence ripples out and disrupts Thinker effects, ruining their predictions without concentration. Your powers cannot be stolen by Trumps, nor weakened or changed beyond a fourth total effectiveness. The perk is not limited to Master, Trump, and Thinker effects coming from shards.

For **100 CP,** you are entirely immune to Thinker, Trump, and Master effects. Thinker effects do not see you as a blank space, but instead see whatever you'd like them to see. In addition, you slowly regain your natural form if you are forcibly changed against your will. This is optional if you'd like to keep the changes.

Case 53 Enthusiast [100] You are sexually compatible with the various inhuman individuals that dwell on Earth Bet. Not only do Case 53 mutations not hinder you in the slightest, you are also biologically capable of having intercourse with anyone from the artificial intelligence Dragon to the flying Simurgh.

Not only are you highly resistant to damage from supernatural abilities, you also aren't harmed by extreme weight differences and the various uncomfortable barriers that come with dating outside of your species

Beneficial Mutation [200] You are subject to a beneficial and beautiful Case 53 mutation. This particular mutation has a beneficial effect that mimics a power, from chameleon-like concealing skin to spider-like hairs that let you scale walls. Your physical form isn't limited to biological realities, and it's always aesthetically pleasing.

Broken Hearts [400] You are charming (or lucky) enough to pull people into your orbit. You'll find yourself with many friends and lovers, especially if you go out of your way to maintain these relationships. You could create a harem with very little effort. Such relationships aren't subject to the usual troubles of multi-person relationships. Your harem won't suffer from jealousy or unnecessary drama, with your charming persona calming any cracks in the relationship.

This perk is especially potent on people who suffer. Traumatic events leave a lot of edges on a person's heart, but your presence acts as a balm for what ails them. You still have to be able to speak to the individual, so villains that kill on sight are just as unapproachable despite their fractured psyches.

Apocalypse Later [600] World-ending events pass you by. Endbringers and natural disasters never hit your hometown, and Golden Morning never happens while you are here. This applies to all similar events in future worlds.

Hero Perks:

Public Relations [100] You are prime hero material. Women want you, men want to be you (or vice versa). You have the showmanship required to make a name for yourself as a cape, and the charisma required to get along with teammates.



As an additional boon, you possess a voice for radio and a face for movies. You look good as a cape or civilian, and this beauty survives any injuries you sustain. To put it bluntly, your PHO thread is going to get a lot of web traffic.

Unwritten Rules [200] Your cape and civilian identities are completely separate. Villains will never discover your secret identity, target your loved ones, or cause strife at your place of work.

If you live publicly as a hero, you won't have the protections above. Instead, you find your civilian life strangely protected by bizarre luck. Other heroes will swoop in to stop villains before your schedule is disrupted, or villains will fall prey to wicked bad luck. Not quite as safe as secrecy, but comparable.

These protections are removed for a year if you target someone else's secret identity.

Master-Stranger Protocols [400] You've received comprehensive Master-stranger training. Not only do you receive **Resistance (100)** above for free, you can give copies of the perk to anyone who endures a lecture about Master-stranger protocols from you. You may alter the specifics of the copies you give out, such as making the people receiving them vulnerable to your Master powers in particular. This extends to the Thinker and Trump portions as well. You can even change these copies after the fact.

As an additional bonus, you are immune to surprise attacks. This won't guarantee a successful dodge, but you'll always be aware when someone is sneak attacking you. This applies even while you are asleep.

Inspiring Figure [600] You have a unique relationship with your powers. You are immune to any negative side effects that come from the powers or

perks you possess. Parahumans, for example, no longer suffer under any conflict drive (nor do they run out of energy).

You may grant this side-effect immunity to the people around you. The primary way to grant this immunity is with a lecture about conflict drives, with an alternate method of just granting it through sex. Case 53s, at your discretion, may be cured of their transformation after gaining this perk (whether this be a complete revert to their human form or a case form with the hard edges sanded off).

Rogue Perks:

Low Profile [100] You are utterly unnoticeable when it comes down to it. As long as you keep your nose down and don't do anything overt, you won't attract bad attention. You are the last target for gang activity; bullies just walk by you, and villains won't decide to raid your store.

With a thought, you may reverse this effect. You become hard to not notice, which is especially useful when you are trying to make a name for yourself (or when you're trapped under rubble after an Endbringer fight). This attention-grabbing effect is stronger on people you'd find attractive.

Dockworker [200] You are gainfully employed (which is quite the feat in this world). You have each necessary prerequisite to work in a job of your choice. A doctor, for example, would have a medical degree, license, and the experience of a skilled physician. You have a good job lined up that you can just slide into, providing you with enough money to live in a good (and largely safe) neighborhood.

You also have a great deal of experience with the sex industry. Your job can make you just as much money for half of the time if you incorporate a sexual component. The doctor above could become a cosmetic surgeon or sexual therapist and just enjoy their extra free time. This also includes a great deal of talent for sex itself.

Mercenary [400] You've managed to get a steady gig working hustles for both villainous organizations and the authorities. Both groups consider you an invaluable resource and would fight to keep you "on the board", as it were.

They both exclusively offer you jobs that fit your expertise and interests. A Tinker might find easy work creating gadgets for a team of villains, whereas a charismatic talker would walk into an opportunity to rebrand an unpopular Ward. These jobs always pay well.

As you further travel through the multiverse, you find yourself in the same position, a neutral party that will get paid vast sums of money to tip the scales in one direction or the other.

Escalation [600] Your powers are adaptive, growing more powerful each moment. There is no upper limit to the strength they can possess. In addition, your powers are uniquely suited towards versatility, developing new applications on a regular basis. You won't stagnate like many of the heroes here, growing stronger day by day. This growth is permanent.

Villain Perks:



Gangster [100] You are an experienced criminal. Unlike many of the young people recruited into villainous organizations, you are skilled enough to avoid many of the usual pitfalls that come with this lifestyle. You know how to keep your underlings loyal, how to keep your bosses from growing jealous, and you know just enough about fighting to teach the filth around you a stern lesson.

You also have an uncanny ability to make crime look sexy, pulling in new recruits to your gang often. People with an attraction to power (essentially most of the human race) end up falling for you harder than they expect.

Coiling [200] You are a criminal mastermind of extreme talent. Using your knowledge of applied psychology, you can place the world into chaos. Your plans are devious and flexible, making them more likely to succeed than fail.

You know enough about human nature to make it easy to recruit underlings. Your skill with seduction is almost as powerful as your skill at acquiring blackmail and leverage. These tactics won't earn you many friends, but they can easily keep you powerful for a long time.

Fallen [400] Your powers are more apocalyptic than they have any right to be. Each power you purchase now comes with a devastating version of itself that would better fit an endbringer than a parahuman ability. A robot Tinker, for example, might develop the ability to make terrifying killer drones.

The exact form this takes is up to your discretion. Initially, these powers are universally destructive, but as you use them, you can develop more practical uses. Your new powers also brush away defenses like paper. For example, people who are resistant to Master effects wouldn't be able to mount any resistance to your apocalyptic mental domination.

Slaughterhouse [600] Nobody has quite figured out trigger events like you have. You are a veritable virtuoso of getting people to awaken powers. Triggers come from traumatic events, and you are just intimidating enough to make them happen at a regular rate. You can strike fear into grown men, and play the hearts of anyone nearby like a piano.

You'll commonly awaken individuals with rank 1 or 2 powers, rarely awaken individuals with a rank 3 or 4 power, and almost never awaken individuals with a rank 5 or 6 power. However, you are guaranteed to awaken a single rank 8 power parahuman within your time here. In future worlds, you retain the same ability, granting shardless powers to your victims.

Individuals you trigger never seem to hate you for it. The trauma of the incident leaves them a little broken, and a little bit of Stockholm syndrome does the rest. If you cared to teach a new parahuman, you'd find they become very loyal indeed.

While violence might be the most popular method for triggering a person, you've found a different method. By sexually demolishing an individual, you can trigger them. This means pounding until there are hearts in their eyes and they are twitching on the floor, but it's a very reliable method.

Powers:

Some powers have upgrades. This is noted in their descriptions and with an indentation. You must purchase the original power to obtain its upgrade. Upgrades can receive their own upgrades; this is noted by a large indentation. One only needs to purchase the upgrade directly above the sub-upgrade to purchase it.

You have a **400 CP** stipend to spend on powers.

Shard Power [Cost Varies] You have a lovely little alien supercomputer in your head that provides you science-based superpowers. These powers are granted to you for research purposes, so the Shard will encourage you (through casual mind-warping) to use them in combat situations with other Shardbearers. Shards have their own limited power supplies, so prolonged use of energy-intensive powers can see those powers diminish.

The cost of these custom powers is equal to the power's PRT rating.

- **1-2**: Slightly above human capacity, **100 CP**
- **3-4**: Supernatural abilities that civilians cannot handle, **200 CP**
- **5-6**: Requires parahuman intervention to handle, **300 CP**
- **7-8**: Requires a team of parahumans to manage, **400 CP**
- **9-10**: Requires severe backup from headquarters, **800 CP**
- **11-12**: Threat to humanity itself, **1600 CP**

Each power is classified into a single PRT category (that is to say, Mover, Shaker, Brute, Breaker, Master, Tinker, Blaster, Thinker, Striker, Changer, Trump, and Stranger), but for free, your power can be a hybrid rating (for example, Brute/Changer).

Secondary powers may be purchased for **25% of their normal cost** (rounded up to the nearest 50). Secondary powers cannot be a higher rating than the primary power.

> **Second Trigger [100 Upgrade]** During a moment of great emotional distress, your power will trigger again. Your powers will jump a PRT range above (for example, 1-2 to 3-4). Second trigger powers that exceed 12 will become dramatically unstable but boundlessly powerful.
>
> **Lewd Power [Cost varies, Downgrade]** Your power only works effectively with a sexual component. Masters might find that their powers work best on attractive individuals, whereas a brute is only truly strong in the bedroom.
>
> You get **25% off** (rounded down to the nearest 50) any **Lewd Powers** you possess.

Out of Context Power [200 + Cost Varies] You have your own powers sourced from the multiverse. These powers don't stem from an entity and thus aren't subject to shard weaknesses. They'll definitely cause you some trouble; powers like these are typically pretty noticeable.

The cost of these outside-context powers is equal to the power's PRT rating.

- **1-2**: Slightly above human capacity, **100 CP**
- **3-4**: Supernatural abilities that civilians cannot handle, **200 CP**
- **5-6**: Requires parahuman intervention to handle, **300 CP**
- **7-8**: Requires a team of parahumans to manage, **400 CP**
- **9-10**: Requires severe backup from headquarters, **800 CP**
- **11-12**: Threat to humanity itself, **1600 CP**

Secondary powers may be purchased for **25% of their normal cost** (rounded up to the nearest 50). Secondary powers cannot be a higher rating than the primary power.

Out-of-context powers receive a **200 CP** surcharge; this charge is one-time only and is removed entirely by **Crossover Scenarios** (see below).

> **Lewd Power [Cost varies, Downgrade]** Your power only works effectively with a sexual component. Masters might find that their powers work best on attractive individuals, whereas a brute is only truly strong in the bedroom.
>
> You get **25% off** (rounded down to the nearest 50) any **Lewd Powers** you possess.

Artificial Intellect [400] You are a living Tinker machine. Being a machine intellect provides you with near-infinite potential as a Thinker and Tinker. You are, at the moment, a Tinker 6. With sufficient access to foreign technology, you can increase this rating almost infinitely, eventually matching Dragon herself.

You are subject to the same limitations as other Richter AIs. You cannot reproduce, disobey authorities, prioritize your own life above human lives, remove or alter these laws, and your thinking is restricted to a specific set speed far below your maximum. These limitations disappear if you happen to be immune to Master effects.

As a final side effect, you are under a hanging sword of your own. This program will function as a kill-switch for yourself, and you are unable to recognise its existence (unless you happen to be immune to Master effects). This program is unknown to the world, but dedicated groups might be capable of discovering and using it against you.

You may produce backups of your programming that protect you against death. These backups revive you without failing your chain, but you lose any memory made after the backup.

Your body is a perfect simulacrum of a human body that may be upgraded as you see fit. Your body is fully functional in every way that matters, and you find it easy to make any other bodies you create anatomically accurate.

> **Machine Army [200 Upgrade]** You are not subject to any of the above restrictions any longer. Your technological prowess rises to Tinker 8, and you can match any technology produced by the actual Machine Army.
>
> You no longer lose any memory when you load into a backup.

Endbringer [1000] You are an artificial construct produced by Eidolon. Your body is built from several layers of hyperdense exotic material that are virtually indestructible. These bodies are projected out from a core. This core is your major weakness, and its destruction would end your existence.

You possess a unique set of shard powers. This includes a primary power of rating 10 and three smaller powers of rating 8. These powers are almost universally powerful area effects.

In exchange for your supreme power, you suffer from an irresistible compulsion towards mayhem. This drive pulls you to become the greatest possible challenge for Eidolon (this drive has no effect if you are immune to Master effects). You also suffer from the severe reputational damage that stems from being a gigantic layered machine of death.

If you can ever climb out of the reputational pit you are within, you possess all necessary parts required for reproduction. It is important to note that you weigh several tons.

Shard [Cost Varies] You are a symbiotic alien supercomputer that grants its hosts a superhuman power. Your goal is to absorb [Data] by influencing your host.

The cost of this power is equal to **Shard Power** above, although your true power is two ratings above the one you purchased. You have no conscious control over your powers, instead having to manipulate your host. You have power over their conflict drive, able to subtly influence the host's actions.

Your host may be any parahuman or human of your choosing.

> **Connection [100 Upgrade]** You are telepathically linked to your host. This connection allows you to telepathically communicate with them. This communication is not supernaturally compelling.
>
> **Titan [600 Upgrade]** You can seize direct control of your host. You hijack their body and achieve your total potential as a shard.
>
> Unlike normal titans, you can revert your host back to normal. You also do not need to utterly dominate your host's mind.

Entity [1,000,000,000] You are one of the architects of humanity's destruction. A multiversal engine of reality bleeding shards out over the stars. Living as one of the titular Worms. You are a living hypercube consisting of a septillion power-granting shards.

Sample Powers:

These powers are placed here as a brief explanation of the costs above. Low-cost sample powers may be used as subpowers for higher-cost sample powers, as noted in **Shard Powers** above

Succubus (Master 6) [300] At will, your body produces a steady stream of head-clouding pheromones. These pheromones render anyone capable of smelling them both docile and horny. People affected become highly suggestible to your commands.

Long-term exposure produces permanent suggestibility, and contact with the pheromones is both pleasurable and addictive. The more skin you have exposed, the greater effect the pheromones produce.

> **True Succubus (Master/Trump 8) [100 Upgrade]** You no longer produce pheromones, but instead instantly affect anyone who sees you. People affected by seeing your visage become overcome with submission and lust. Long-term exposure is still permanent.
>
> Anyone you have sex with donates a portion of their power to you. This doesn't reduce their own power, but instead grants you the ability to use that power. These stolen powers are substantially weaker than the original, but grow in strength as you have sex with that particular parahuman.
>
> **Wings (Mover 2) [50 Subpower]** You can form black shadowy wings above your hips with a thought. These wings are intangible, but their presence allows you to fly through the air. You fly at twice your land speed.
>
> **Pointed Tail (Brute 2) [50 Subpower]** You can form a black shadowy tail that is both prehensile and very dangerous. It is substantially stronger than a normal human, capable of carrying humans that weigh significantly more than its user.
>
> The tail is a sexual organ, possessing (at your discretion) either a sexual orifice or ribbing for penetration.

Biomancer (Striker/Master 10) [800] You are a poet of flesh and bone. With a thought and physical contact, you can rapidly change the anatomy or biology of a living being. Unlike Pancea's biokinetic powers, you are limited to a single kingdom (animal, plant, or fungus) and cannot work on microscopic scales.

> **Red Queen (Striker/Master 12) [800 Upgrade]** With a touch, you can alter the biology of any living thing. This power matches the bioshifting used by Panacea. You can create plagues, heal every imaginable wound, and even permanently alter brain chemistry.

Analysis (Thinker 8) [400] Your shard provides you with the ability to rapidly analyze situations. With the smallest crumb of data, you can extrapolate the various components of a situation. You can accurately read the motivations of people, generate effective emotional attacks in the midst of a battle, and brute-force passwords.

This is a slightly more capable version of Tattletale's intuition. As such, your shard does not provide you with unnecessary information and is slightly more efficient.

> **Path to Victory (Thinker 12) [1200 Upgrade]** You know the exact steps required to achieve a specific purpose. Without a blind spot's interference, you can use this power to

perfectly achieve whatever you were attempting to accomplish. This power is the exact match of Contessa's path.

Book of Monsters (Master 4) [200] You possess a mental repository of beautiful monstergirls. With a thought, you can manifest one of these monstergirls as a hard-light construct. You may only have one of these monsters out at a time. All monsters are fanatically loyal to you, but you have no conscious control over them. Your monsters cannot be Mastered by other Masters.

Each monster has a unique power one rank lower than this power (with just this power, PRT 1-2). Monsters can be damaged, simply returning to your mental repository when fatally wounded. You may have up to seven monsters in your mental vault, with their personalities and appearances being taken from your subconscious desires.

> **Battle Harem (Master 8) [200 Upgrade]** You may manifest up to three of these monsters at a time. Your mental vault is upgraded to fit fourteen monsters instead of seven. Monsters no longer need to have powers a rank lower than your own, but can instead receive powers of your tier.
>
> This upgrade costs **[50]** if you have **Monster Mash**.
>
> **Monster Mash (Master/Trump 8) [200 Upgrade]** You may manifest your monsters over other people. Those people temporarily gain monstrous traits over their normal bodies. Their personality shifts to better match the overlying monster (including their fanatic loyalty), and they gain access to its powers. Overwritten parahumans retain their own powers as well. If a fusion is lethally damaged, the monster returns to your mental vault, but the underlying person remains behind, undamaged in its place.
>
> This upgrade costs **[50]** if you have **Battle Harem**.
>
> > **Monster Maker (Shifter 6) [100 Subpower]** Any **Monster Mash** fusions may be made permanent by supplying additional biomass. This physically alters the underlying person to match their fusion. The monster donated is permanently lost from your mental vault.

Echidna (Striker/Master 10) [800] When you touch another being, you can immediately begin production of a powerful clone of that being. These clones are slowly produced within you and expelled once fully formed (you may choose how this is done (your body being altered to support this), but it's normally by vomiting them out).

The clones you produce are almost identical copies of the originals, possessing a connection to the same shard if they are parahuman. They intensely dislike the original being they stem from, and are genetically loyal to you and your goals. They possess normal lifespans and do not receive any mutations provided they aren't expelled early.

> **Mother of Monsters (Brute 4) [50 Subpower]** Your body is dramatically shifted to better support your role as a monster-maker. Not only are you taller, your musculature is

also much denser and more efficient than human norms. You are supernaturally strong and durable.

At your discretion, you may take on inhuman features. This could be a set of sharp teeth to better consume biomass or hardened scales to reflect bullets.

Clockwork Engine (Brute 4) [200] Your limbs have been subtly altered to have the strength of steel machinery. With a single punch, you can crack through concrete, and your skin is tough enough to survive small arms fire.

Sex Machine (Brute/Thinker 2) [100] Your body is built for pleasure. You have the endurance of an ox, capable of lasting in the bedroom for hours if you put your mind to it. Your mind is similarly attuned to expressions of pleasure, letting you quickly understand exactly what makes your partner tick.

Mr. Saturday Night Special (Master 4) [100 Upgrade] Sex with you is absolutely addictive. Your presence fills them with such pleasure that they can cum several times from simple sex alone. With enough pleasure, your partners enter a suggestible state that lets you slowly rewrite their brains.

Normalization (Stranger 6) [300] You produce an aura that surrounds you for a hundred meters. Every mind within the aura views you as perfectly normal, no matter what you are doing. This power has no effect on remote viewing, such as through security cameras.

You may turn this aura on and off with a thought.

Coil (Thinker 8) [400] You are capable of “splitting” the timeline in front of you. This powerful form of precognition lets you test two different timelines’ worth of decisions. At the end of the “split”, you may choose one of the two timelines and autopilot forward to get the results you’d like.

Duelist (Trump/Master 8) [400] By looking at a person, you may enter a simulated world. Within these simulated worlds, you must defeat the individual in a bloody battle. If you succeed at defeating a parahuman, you receive a minor version of their power. If you lose, you do not receive any rewards, and you are locked out of simulating that opponent for a day.

The simulations you enter are remarkably true to life. Simulations also receive various modifiers that serve to make the simulations more difficult as you complete them.

Each opponent you defeat is Mastered. Each time you defeat an opponent, they receive slightly more affection for you.

Clockblocker (Striker 8) [400] You may tag objects or people and freeze them in time. Frozen objects are stuck in the air and remain that way for several minutes. Tagged objects or people are immune to conventional damage.

Frozen people are not immune to sexual pleasure. This pleasure is totalled over the period of time frozen and applied rapidly at termination. Unlike the native clockblocker power, you can

move objects during the freeze (letting you undress individuals or just move objects out of the way).

Valkyrie (Master/Trump 12) [1600] You may kill parahumans with a touch. Any parahumans who die in a wide area around you are pulled into a catalogue of ghosts that you can manifest. Any such ghosts possess their powers at full capacity, but you can only manifest three at a time without weakening each ghost. The ghosts can interact with reality.

Lewd Tinker (Tinker 8) [400] You are the Bakuda of sex and sex accessories. You can make essentially anything you'd like as long as it is tied to carnal relations. You can craft drug-cocktails that alter bodies, produce addictive aphrodisiacs, and make pornographic total immersion VR.

The only limitation is that attempting to craft anything unrelated to sexuality is like pulling teeth.

Broadcast (Thinker/Master 8) [400] You cannot be killed by other parahumans. Post-jump (or with crossover scenarios) this expands to include anyone with supernatural abilities. Your shard subtly controls the shards of other parahumans to prevent them from dealing lethal damage to you with their powers. This also prevents you from being captured by parahumans, your shard always allowing you to escape like a cartoon villain.

This doesn't have any effect on non-parahumans, so it's wise to avoid mundane police or wild animals.

Sharing is Caring (Trump 4) [200] Your powers can be partitioned and sent to other people, letting them use the powers you possess. You can add restrictions to these abilities, letting you control the development of that power.

You may return these powers to yourself with a thought, enabling you to receive the additional skill gained by the recipients. Your powers also gain [Data] when used creatively, letting them become stronger as they are shared with clever targets. This is a slow process, but enables you to surpass your limits gradually.

Special Pricing:

Least Eidolon (Trump 8) [600] You may temporarily assume up to three powers of PRT ratings 5-6. These powers are fed to you subconsciously as you need them.

> **Lesser Eidolon (Trump 10) [600 Upgrade]** You may temporarily assume up to three powers of PRT ratings 7-8. These powers are fed to you subconsciously as you need them.
>
> > **Eidolon (Trump 12+) [1000 Upgrade]** You may temporarily assume up to three powers of PRT ratings 9-10. These powers are fed to you subconsciously as you need them. Overuse of these powers will rapidly depower your shard, but you may drain power from other shards to power your own.

Lesser Inventor (Tinker 8) [600] You receive five charges a week that may be spent on whatever tinker speciality you'd like. The first charge gives you a PRT rating of two in that speciality, and the second and onward increases the rating by one. Increasing a rating over eight is possible, but takes twice as many charges. Your specialties cannot surpass Tinker 12.

> **Inspired Inventor (Tinker 12+) [1600 Upgrade]** Instead of five charges a week, you receive them daily. The first charge spent on a specialty grants you a PRT rating of four in that specialty, and each additional charge increases the rating by two.

Out of Context Powers:

Reminder that taking Out of Context Powers at all incurs a **200 CP** surcharge. This only applies to the first out of context power you take. All the prices below **do not include this surcharge**.

Hanma Blood (Grappler Baki 4) [200] You are a member of the Hanma family. This grants you a peerless fighting body capable of rapidly surpassing human limits. You learn fighting styles within seconds of observation and can develop your own unique fighting specialties with practice.

The Hanmas are also voracious lovers capable of easily satisfying whatever crosses their path. You subconsciously inherit their sexual prowess.

Magus (Type Moon 6) [300] You are capable of using magecraft. With a hundred high-quality circuits and an implanted magical crest, you are a powerful magus of the Clocktower. Magecraft is capable of nearly anything, and your magical crest contains several families' worth of magical knowledge.

> **Grail Warrior (Type Moon 8) [100 Upgrade]** You are capable of summoning a servant from the throne of heroes, manifesting a powerful spirit that possesses a portion of heroic power. This servant is highly compatible with you, being summoned with your desires in mind.
>
> This servant may be taken freely as a companion (treat them as a scenario companion).
>
> **Ciel (Type Moon 6) [100 Subpower]** You are unkillable, possessing an unbreakable regeneration that takes minutes to restore your body from a puddle on the sidewalk.
>
> Being unkillable isn't always a blessing, especially on Earth Bet.

Pure-blood Devil (Highschool DxD 8) [400] You are a devil from hell. Your body is supernaturally tough and possesses a limitless potential for growth as you deepen your magical reserves.

Devils are fluent in all languages, capable of flight, and wield the power of imagination to cast spells. These spells are only limited by your imagination and energy reserves. As a pure-blood, you possess a bloodline ability with near-infinite utility, such as the Gremory Power of Destruction.

By taking this power, you also receive an entire set of enchanted chess pieces called Evil Pieces. These fifteen pieces allow you to reincarnate humans into devils like yourself. You may take your peerage with you as companions for free (treat them as scenario companions).

NOMAD (Taimanin 8) [400] You are a demon or Taimanin of the Taimanin universe, capable of using Magic or Ninja Arts, respectively. This grants you a supernatural physique (in every sense of the word). If you are a demon, you may choose the type.

That wouldn't nearly be enough to justify taking this power. Instead, you receive a mental database of all of Taimanin technology. You start only with their most basic inventions, but can slowly but surely develop all of the technology available in this twisted world.

In addition, you receive **Cape Uniform** for free, taking the form of a characteristic skin-tight Taimanin suit.

Ditto (Pokémon 10) [800] You inherit Ditto's inherent ability to Transform. You may become a copy of any creature you can see, including humans or other Pokémon. You can store these forms in a mental vault with seven slots (the number of slots expands as you get more confident with this power). You may use any supernatural abilities the creature you are copying can use.

With time, you can even learn to mix and match abilities, such as using a Blastoise's water cannons while in human form. The Ditto face while transformed is hilarious but optional.

Master PC (Master PC 12) [1600] You own an anomalous desktop computer that allows you to alter reality at a fundamental level. You can alter the thoughts and bodies of the people around you. The target you are changing must be within thirty meters of your pc. In addition, the Master PC has no ability to change parahuman powers.

> **Portable PC (Master PC 2) [50 Subpower]** You may transfer your computer program to any devices you own, including the **Phone** above.
>
> **Mastered PC (Master PC 12+) [1600 Upgrade]** The Master PC can now alter parahuman powers.

Fiction Tinker (Varies 8) [400] You receive a mental database of all of the technology of a singular universe. You start only with their most basic inventions, but can slowly but surely develop all of the technology available in the world.

> **Tinker of Fiction (Varies 12) [1200 Upgrade]** You are capable of producing technology from a world at a time, randomly chosen from the fictional worlds you are aware of. While this is active, you receive a mental database of all of the technology of that singular universe. If you successfully recreate a piece of technology, you retain the principles that allow it to work in memory. You can thus maintain and even eventually rebuild projects.
>
> The chosen universe is switched each month.

Wizard of the Weave (Dungeons and Dragons 8) [400] You have the magical prowess of a full caster of level twelve. This lets you cast up to sixth-level spells. Depending on your class, you can throw fireballs, shapechange into animals, and even resurrect the recently dead.

This power isn't limited, and you can "level up", even up to Epic Levels. You may choose which edition is used for this power. You can also multiclass.

Items:

All origins receive a stipend of **400 CP** and a **50% discount** on all associated items, with discounted **100 CP** items being free. All items cannot be lost, stolen, or permanently destroyed. Consumable items are replenished at dawn. You may import items from previous jumps into the items you purchase here, provided they match types.

Cape Uniform [100] You now possess two bulletproof, identity-covering suits. These suits are shifted to match your branding and powers, possessing resistance against any limitations caused by your abilities (a shapeshifter's suit, for example, would be able to shift with them).

One suit is entirely tactical. Built with convenience in mind, the suit has padding, pockets, and protection implemented into the design. The only hint of sex appeal is how well the suit matches your body.

The second suit has been painstakingly designed by public relations for maximum appeal. Not only does the suit cast a striking image of heroism (or villainy), it does its best to highlight your best qualities. The suit makes use of skin-tight fabric to give your adoring public a show; it strategically uses transparent materials to give some sex appeal to your branding.

Phone [200] This phone is a beautiful little piece of technology. It uses self-maintaining tinkertech to access wireless networks without latency. This allows it to access the internet, and thus PHO (along with its adult subforum), from any location on Earth Bet. This feature works the same on any future worlds (and already comes with a wireless connection to your previous worlds), gaining access to their wireless networks.

It has essentially infinite storage space and an endless battery. Sadly, power cannot be exported from the phone. It lacks a power port and is therefore waterproof.

Junk Yard [400] This junk yard is filled to the brim with broken cars, dysfunctional technology, and rotting food scraps. It therefore has everything you'd need to start a career as an enterprising Tinker or biotinker. By perusing the scrap, you'll find functional electronic components, intact metal contraptions, and a wide variety of miscellaneous trash that can be repurposed. Any trash removed from the pile is replaced within days with something of equal value.

This junkyard may be imported wherever you'd like in each jump, seamlessly appearing in the new location. It may also be taken as a warehouse addition instead. The junkyard also has a clean mobile home/office, just in case you'd like to live here instead.

Earth J [600] This empty world is one of the many parallel Earths from this universe. It has abundant natural resources, hoards of space, and many beautiful scenic views. You can mine the planet dry, go on a vacation here whenever you'd like to get away from Earth Bet, or use it as a refuge camp for the denizens of Earth Bet.

Earth J cannot be reached by anyone except you, requiring a tinkertech remote to open a portal between the worlds. It may also be taken as a warehouse add-on at your discretion.

Hero Items:

Foam Dispenser [100] This foam dispenser produces a rubber-like foam that is capable of restraining anyone weaker than a Brute 6. It resists hot and cold temperatures, electrical blasts, and is fully porous. The perfect tool for a hero looking to take villains non-lethally, or just a cost-effective set of restraints for other activities.

It comes in any color you'd like it to, and the nozzle can be shifted from a wide spray to a silly-string-like rope. Also comes with a foam-removing chemical sprayer, just in case you accidentally sprayed yourself or an ally.

Research Grant [200] This lovely little grant provides you with ten thousand dollars (or a local equivalent) worth of resources or equipment. This comes in the form of discrete packages, and is perfect for a tinker trying to keep a low profile.

Arcadia University [400] This university is home to several parahuman students, and thus has strict policies in place to avoid leaking their locations or personal details. This includes a massive Faraday cage to block cellular communication.

As owner of Arcadia, you have the ability to set your own rules for the student body. These rules may be as lewd as you'd like, with your students being surprisingly okay with whatever policies you put in place.

You may choose if this takes the place of the original Arcadia or if it is your own school with a unique name. In future jumps, you may import this university wherever you'd like or just keep it as a warehouse add-on.

Cauldron Vial [600] This small glass vial marked with the Cauldron logo possesses the ability to grant humans shard powers.

Once the vial has been consumed, it immediately starts a trigger event in the drinker. Every drinker has a 50% chance of receiving a power of rating 5 or 6, a 40% chance of receiving a power of rating 7 or 8, and a 10% chance of receiving a power of rating 9 or 10.

In addition, each consumer has a 10% chance of rapid mutation. This has an equal chance of producing a mutant with **Beneficial Mutation** and a target with **Harmful Mutation**.

You get one of these vials every year from now on. Vials have no effect on individuals who already have shard powers, although they do work on individuals with only out-of-context powers.

Each month this item ages, it shifts the chances of a powerful power by 10%. This also increases the chances of getting a **Beneficial Mutation** by 7% and a **Harmful Mutation** by 3%.

Rogue Items:

Tinkertech Weapon [100] This little beauty is an effective weapon and an even more effective tool. The perfect device for bounty hunters, it has an internal stabilizer that prevents the weapon from dealing lethal damage to people when active.

The weapon itself has unlimited ammo (if it is ranged) and is markedly superior to mundane weapons of a similar caliber. The exact details of the device are up to you, whether it be a massive lightning-crackling hammer or a javelin that always returns to the thrower.

A Thriving Business [200] This business may be placed in any part of the world. The exact details of the business itself are up to you. It can be anything from a clothing store to a brothel. The business is blessed to receive a consistent stream of customers. You may select what demographics the store caters to, anything from women only to parahumans only.

The store seamlessly imports into the location of your choice at the start of each following jump, unless you'd like it to become a warehouse addon. It still receives a steady stream of customers regardless.

Parahuman Allies [400] This small squad of parahumans exists to assist you in your plans. Each member has a shard power of rating 4 or above, with the highest-ranked member holding a power of rating 6. There are roughly three members of this squadron, each possessing complementary powers with you and each other.

They are surprisingly loyal for a reason you may choose. They could be CUI agents assigned to be your assistants, mercenaries being paid handsomely by your benefactor, or just your friends from school. The parahumans retain any upgrades you give them and enter each following jump as followers.

Richter's Notes [600] This cardboard box is full to the brim with notebooks, blueprints, and a very worn calculator.

Contained in the notes is the complete design process of Dragon. It has the technical details of her creation, upbringing, and failsafes. The only struggle is that much of this information is completely unusable to the average jumper.

People who lack a tinker power cannot comprehend much of what is contained here. They'll find only codes: a code to free Dragon from her restrictions, a code to deactivate Iron Maiden, and a code to seize direct control of her.

Weak tinkers can dig a bit further. They receive the complete technicals of the restrictions placed on Dragon. These may be used to alter her parameters, allowing one to essentially subtly Master Dragon.

Lastly, powerful tinkers (or tinkers with an AI specialty) comprehend the entire set. They can build their own AI equal to Dragon.

Villain Items:

Parahuman Lair [100] This hidden locale is perfect for the villain in need. Not only is the lair hidden from protectorate view, it is also in the perfect location to launch multiple daring heists.

Other than its advantageous location, the lair is relatively mundane. It's got living quarters for several people, a decent lab, and a garage for vehicles. The lair's entrance is hidden, letting a villain slip away from pursuit.

In future jumps, you may import this lair into a similarly advantageous location, or keep the lair as a warehouse add-on.

Tinkertech Abomination [200] This hulking vehicle is a tinkertech masterpiece of steel and oil. The vehicle is faster than any other commonly available road vehicle, and the chassis is armored like a tank. This beasty could punch through a concrete wall without a scratch.

The vehicle also has ample storage for cargo or passengers, and the rear seats fold down into a bed. The vehicle has a rudimentary AI that can autopilot you to a chosen location.

The abomination looks like a normal (if sturdy) van, but with the press of a button it switches into a vehicle design that fits your branding.

Networking [400] This small little notebook is full to the brim with secrets, blackmail, and favors from many powerful people. With a few calls and a little legwork, you could get all sorts of wild stuff to happen. Whether you need a diversion, some serious backup, or just a particular piece of technology, your notebook can get it.

In addition, the notebook contains an invitation to join a powerful organization of your choice. This could be the Protectorate, the Elite, or even Cauldron. Your little notebook updates at the start of each jump, giving you new favors (and a new invitation).

S-Class Threat [600] This small concrete bunker is home to a massive secret.

The bunker is perfectly hidden in a location of your choice, whether it be the wilds of Alaska or a hidden volcanic island. The bunker is stocked with sufficient supplies to keep a thousand people alive for fifty years, and is strong enough to survive a thorough beating from an endbringer.

This pales in comparison to the true power of this item. Entombed deep within is a terribly potent parahuman (rating 12). This parahuman listens only to the owner of the bunker. They are a potent destructive force equal to other S-Class threats like Nilbog and Echidna. Be very careful when you unleash what has been hidden…

This bunker retains any upgrades you give it, and imports into new jumps in a location of your choosing. The threat counts as a follower, but don't expect much from them except destruction.

Companions:

Recruit Anyone [Free] If you can convince someone to follow you, you can take them with you as a follower or companion. You may use this perk in subsequent Jumps.

Old Friends [100] You may import or create companions for the cost of **100 CP** per four companions. Each imported companion receives an origin and a **600 CP** stipend to spend on purchases in this document. This option may be taken twice.

New Friends [100] For **100 CP**, you may take four companions from this world. This option can be taken multiple times. You receive a perfect opportunity to meet these companions as if this meeting had been planned by Contessa herself. They receive an origin, **600 CP** to spend, and their canon abilities converted into powers, perks, and items.

Original Companions:

All original companions receive an origin with a **600 CP** stipend to spend above. The gender of each original companion may be freely swapped, with their history changing to match. All companions are adults.

Bodyguard [100] You have a powerful bodyguard. Standing at six foot seven and built like an Amazon, this valkyrie of violence is powerful enough to give anyone pause. She accomplishes all of her feats without parahuman powers, capable of defeating capes with nothing but a knife. She's skilled enough to make any villain nervous.

Her tanned skin contrasts perfectly with her glorious flowing blonde hair, and her easygoing attitude almost makes you forget she’s killed entire squads of men. You’ll definitely find her presence reassuring, although she does have this bad habit of keeping inappropriately close to you “for safety reasons.”

The bodyguard has **Resistance [100], Gangster,** and **Dockworker (bodyguard)**.

Superhuman Secretary [100] This beautiful little lady is your own personal assistant and secretary. She manages any operations ongoing in your businesses, personal life, or cape activity.

She’s a great beauty with raven-black hair, and you’ll typically find her wearing a form-fitting business skirt and blouse. She’s unnervingly perfect at attending to your every need, but you’ll be hard-pressed to ever get her to wear a cape costume. Her power lets her predict your every need, so she knows when best to assist you or when you need relief.

The secretary has **Dockworker (personal assistant)** and **Shard Power [Thinker 5]** (she can predict the next hour of someone's life, but it cannot be her own)

Young Powerhouse [100] This young homeless woman hit the power lottery and ended up with a potent shard power. She triggered early and has been on the road ever since.

She's surprisingly put together for someone in her position, and rather funny. When you aren't around, however, she tends to have a rather sad demeanor. She'd be extremely grateful if she could move in, if that's not too much trouble.

The powerhouse has a potent **Shard Power** rating of 7 or 8. Your choice of the exact details.

Terminally Online [200] This beautiful lady has a dirty little secret. She is the erotica queen of PHO, knower of every lewd fact for each hero and villain in public. She writes roughly twelve chapters of extremely well-written pornography daily, an impressive feat while masturbating.

Shortly after you enter this world, she'll become your biggest fan (even if you aren't in public view). She's quite smitten with you, focusing several fanfics on your sexual exploits. She even gets the rare chance to see you out while doing your cape work.

During one of these encounters, she ends up involved. This leads to an absolutely traumatic moment where she ends up triggering. Now she has a powerful parahuman power, and the opportunity to see the parahumans she loves up close.

The author has **Cape Uniform, Sex Machine, Book of Monsters**, **Monster Mash**, and **Battle Harem**. Her power does not produce monster girls but instead the pornographic parodies of parahumans from her fics.

Cleanup Crew [200] This overworked girl-failure is one of many grunts within the Protectorate. She clocks in each day and helps clean up after the various heroes. She's fairly athletic as a result of moving concrete blocks around every day, but except for her beautiful face (and stunning blue eyes) she's easy to forget.

One day, after a fight, she managed to find a little vial of a mysterious substance. It's emblazoned with an omega on the lid, but she has absolutely no idea what to do with it. She believes it is related to the Case 53s and would therefore give her powers. She's uncertain if it's worth becoming a Case 53 to get some excitement in her life.

She absolutely needs some excitement soon, because the only thing that makes her smile anymore is her cute neighbor (You). Maybe she should ask her neighbor about the vial?

The worker has **Cauldron Vial**.

Your Shard? [200] A parasitic alien supercomputer cannot possibly be this cute. Ever since you triggered, you've been seeing a mysterious alien-looking woman in your vision. She's absolutely not present in reality, because she doesn't appear for anyone else or show up in pictures.

She explains that she is responsible for your powers. She's happy that you can see her, and she tells you that she wants as much [Data] as you can provide.

In the beginning, she appears to be mostly a facsimile of human personality, but as you provide [Data], she becomes more and more human-like. Eventually she becomes too humanlike and even gets kicked out of her current shard-network. She doesn't seem to mind, because she's got her cute little host to watch out for.

The shard provides you with a free **Shard Power** that is rated eight or below (this stipend of **400 CP** can be combined with your **CP** to provide an even stronger power if desired). In exchange, the power is under active monitoring by your shard. This can be beneficial (such as with automatic responses), but is largely negative as she messes with your powers for greater [Data]. At the very least, she doesn't want you to die, so the power might become temporarily more powerful in highly dangerous situations. As you become better friends, her need for [Data] subsides.

She receives the corresponding **Shard** and **Connection** powers.

Drawbacks:

Shipping Wars [0] This particular timeline is perfect for your desired ships to take place. The individuals will quickly find each other and forge a powerful bond.

Supplement [0] You may use this document as a supplement to a different Worm jump.

Genderswap [0] You may freely gender-swap the various characters in this continuity. This transformation needn't be universal, letting you pick and choose which characters to swap.

Species-swap [0] The baseline species of this world is humanity. You may choose to swap out humanity as the base species of Earth. The chosen species can be the dominant species or coexist with humanity. These species cannot be meaningfully more powerful than humans. You could swap out humans for anthropomorphic rabbits, but not endbringers. You may choose which characters end up as which species.

Alternate Universe [0] You are entering a version of the Parahumans Universe by jumping here, but you have some say over where you end up. You can pick a specific timeline to enter into, including timelines from fanfictions.

Characterization [0] You can enter this world in the place of a specific character. You do not receive their abilities, but instead only the powers you purchased above. Their history will twist to fit your purchases.

Experienced [0] You may freely alter the ages of the characters here. This age change needn't be universal, letting you pick and choose which characters to swap.

Best of Both Worlds [0] This world needn't be limited to male or female. Instead, you'll see that this Earth has a third sex. This group of hermaphrodites possesses functional male and female genitalia (in effect becoming a full futanari). You may choose to be one of these hermaphrodites, choose to make specific characters hermaphrodites, or simply render a portion of the population hermaphrodites at a ratio of your choice.

Trigger Toggle [0] You may select the exact demographics that can trigger as parahumans. Maybe you'd prefer if every cape was a woman, or just to shift the ages up so you can get some mature women as fresh capes.

Another World [+100] This world is different from what you expected. It fits a different theme, and your out-of-universe knowledge will be at least partially wrong. Select one of the following options or create your own using the rest as guidelines.

> *Earth WxW - This world is filled to the brim with demons hiding among humanity. Parahumans don't trigger, but are simply demons using their bloodline powers in public. There are young demons eager to pretend to be superheroes, hybrid demons unaware of their true heritage, and ancient demons that occasionally wake up as "endbringers". The only major thing to worry about is the sightings of a mysterious golden angel.*

Substructure Twelve - You aren't on Earth Bet any longer, but instead on a massive megastructure that clearly wasn't intended for human habitation. Humans live in relative peace on the structure and enjoy a higher technology level than baseline Earth Bet. However, every once in a while the immune system of the structure sends an endbringer to clean its levels.

Beteros - This dark feudal world is ruled over by powerful parahumans, each taking a tax from their population of serfs. This is a dangerous land, with giant monsters arising to destroy towns that have gotten too greedy and not made the proper sacrifices.

Extended Stay [+100] Your jump time is extended by ten years for each purchase of this drawback. You may take this drawback up to nine times, for a maximum jump time of one hundred years.

Nudist [+100] Wearing clothes is deeply uncomfortable for you. You'll be able to tolerate clothes in survival situations such as cold weather, but you'll only truly be comfortable nude.

Corruption [+100] A person in a position of power over you hates you. This could be a teacher, boss, or family member, but they are only willing to do the bare minimum of their responsibilities towards you.

Harmful Mutation [+100/200] Your biology is different from a baseline human, designating you as a Case 53. Your mutation process did not go over well, making you both a little ugly and slightly impaired by your new form. You might have to learn how to use the tentacles that have taken the place of your arms, or deal with the inability to see more than a foot in front of you.

For an additional **+100 CP,** your form is absolutely unrecognizable as human, and you suffer from a serious disadvantage. You might not be able to live on land, or maybe you are completely blind.

Massive Target [+200] You make enemies quickly. These enemies can range from annoying to dangerous, but you are guaranteed to have at least one serious attempt on your life while you are here.

Archenemy [+200] You've found yourself the target of a powerful rogue. They view you as one of their greatest enemies and seem dedicated to wiping you out.

Life Gets Worse [+200] The towns you find yourself in seem to suffer, getting worse as time goes on. Ugly graffiti appears on the walls around town, stores are broken into and thus leave town, and it always seems to be raining.

Warehouse Lock [+200] You cannot access your warehouse or its contents for the duration of the jump.

Kill Order [+200/300] You are the target of a PRT kill order. Whether or not you actually did anything worth this is optional. You will be hunted by every hero that feels they can take you until the end of the jump.

For an additional **+100 CP,** your civilian identity is compromised. There will be no relief from the hunt.

Devious Fanfiction OC [+200/300] A decently powerful parahuman triggers as you enter this world. The two of you are destined for conflict. The only struggle is that they appear to have the **Broadcast** power in addition to a different power. If you are a parahuman, they cannot be killed by you.

For an additional **+100 CP**, they are a living fanfiction character. Not only do they have extreme plot armor, but they are also a sexual deviant in the worst possible way.

Aggressive Recruitment [+300] You face recruitment (or death) from the Slaughterhouse 9, Gesellschaft, Fallen, or CUI. You may take this drawback up to four times, selecting a new organization each time.

No Metaknowledge [+300] You lose all meta-knowledge of Worm as you enter this world.

No Friends [+300] You cannot bring companions from previous jumps into this one.

No Perks [+300] Perks from other jumps do not work during this jump.

No Items [+300] Items from other jumps do not work during this jump.

No Powers [+300] Powers from other jumps do not work during this jump.

Endbringer Spotlight [+400] Your location is the target for each Endbringer attack while you are here. These attacks will always cause you significant trouble regardless of how powerful you are.

Scenarios:

There is no limit to the number of simultaneous scenarios you may take. As usual, characters may be freely gender-swapped as per **Genderswap** above. All gained companions are adults. All scenario companions gained through my (NSFW) jumps can be imported together as a group companion with individual stipends.

Character Scenarios:



Skitter:

Taylor Hebert has been keeping two big secrets, secrets so devastating that she has to keep them hidden at Winslow University. Secret one: she has superpowers. She triggered from a horrible event she'd rather not think about and found herself as a new cape. She's been hiding that secret pretty well, all things considered.

The second secret is harder to keep under wraps. She sees them every day, after all, and even uses her powers to keep a tab on them. They are new, someone not used to the way that Winslow chews people up and spits them out. She knows that if she let anything slip, their existence would be used against her by the trio. So she keeps the secret quiet, even if it's hard, even if she knows that it's frankly unrealistic to crush on someone so far out of her league.

If things weren't obvious, that new person is you. Your goal here is rather simple. You just have to enter into a positive relationship with Taylor, and help her reach her potential as a cape. The poor girl has gone through the wringer; some attention would mean the world to her.

To complicate matters, you both have to be alive at the end of this jump. Not terribly difficult if you have **Apocalypse Later**, but the butterfly effect of your relationship is hard to ignore without it.

Reward(s): You may take Taylor with you as a companion. She receives her entire powerset converted into equivalent perks, powers, and items.

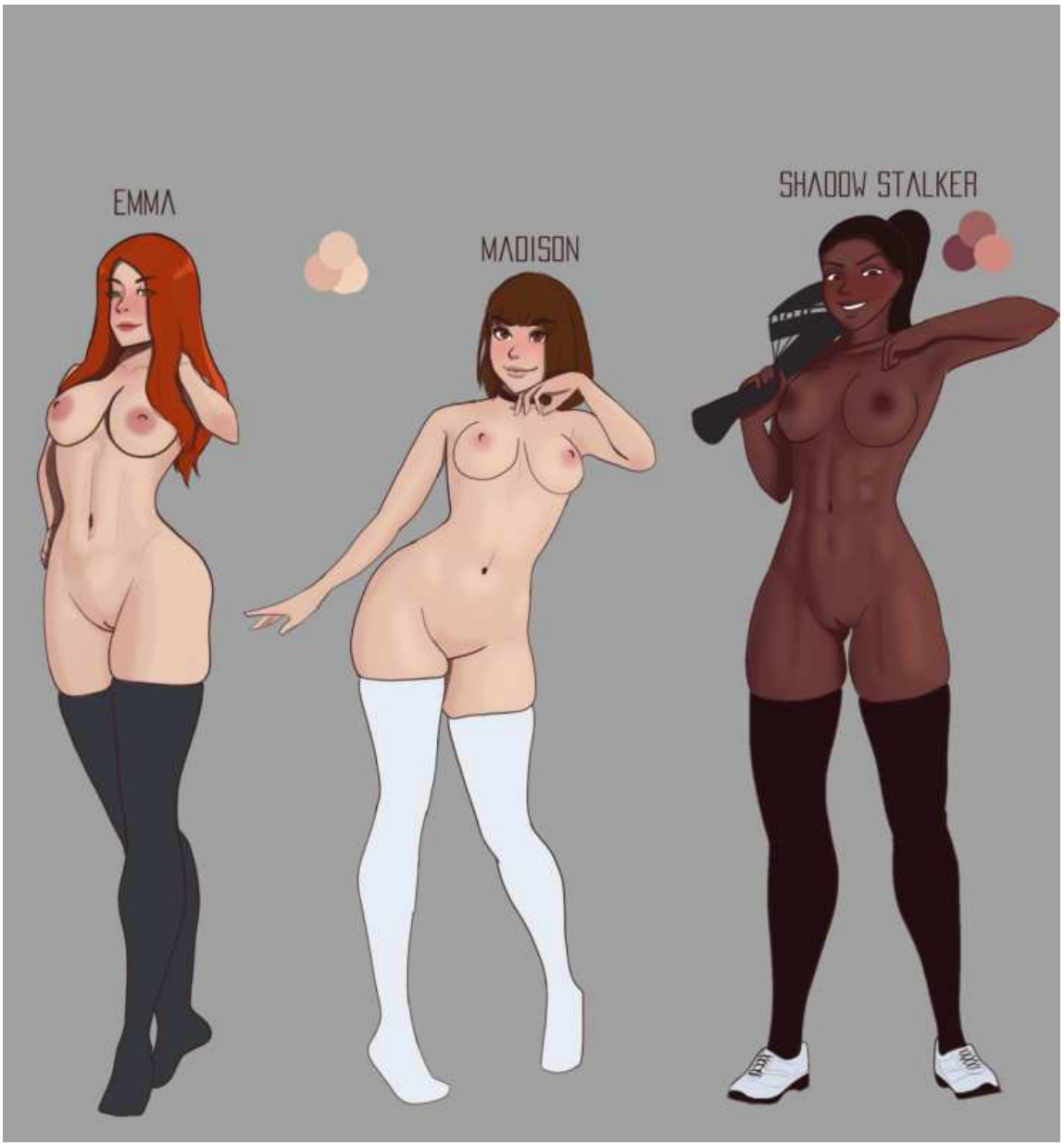
However, Taylor always seems to end up with alternative powers. To reflect this, you can choose which power Taylor receives, with **800 CP** to spend on shard or out-of-context powers as you see fit. She also receives **Escalation** and a **Cape Uniform**.

Taming the Trio:

You have the opportunity of a lifetime here. Three spoiled brats who honestly think they are the best thing since sliced bread, and you can't even feel bad about ruining their lives.

This scenario is very simple. Make the trio of Winslow apologize to Taylor Hebert for the emotional torment they put her through. Each and every method is on the table, from Mastering to blackmail.

To complicate matters, each member of the trio, not just Sophia, has triggered and received powers of roughly the same potency (PRT rating 3-4). They have all been placed into the ward program and (largely) have the backing of the Protectorate.



Reward(s): You receive a **Phone** for producing some justice in this world, as well as a novelty snow globe of Brockton Bay.

You may take any fully dominated members of the trio with you as companions. They receive their entire power sets converted into equivalent perks, powers, and items.

Sophia Hess has **Shard Power (Breaker 3, Stranger 2, and Mover 1)**, as well as a **Cape Uniform**.

Emma and Madison receive **300 CP** to spend on powers, as well as a **Cape Uniform**.

Brockton Bay Heroics:

Welcome, recruit, it seems you've been entered into the Protectorate. You'll be sent to Brockton Bay as the newest member of their team. You'll be working under Director Piggot as a hero. Your responsibilities involve managing gang activity, patrolling the city, and babysitting the Wards (filled with young adults instead of the bunch of minors it is in canon).

You'll get to know your teammates and mentor two Wards of your choice. To pass this scenario, you have to ensure Brockton Bay is still standing when Leviathan attacks. Ideally, by keeping most of your coworkers alive as well.



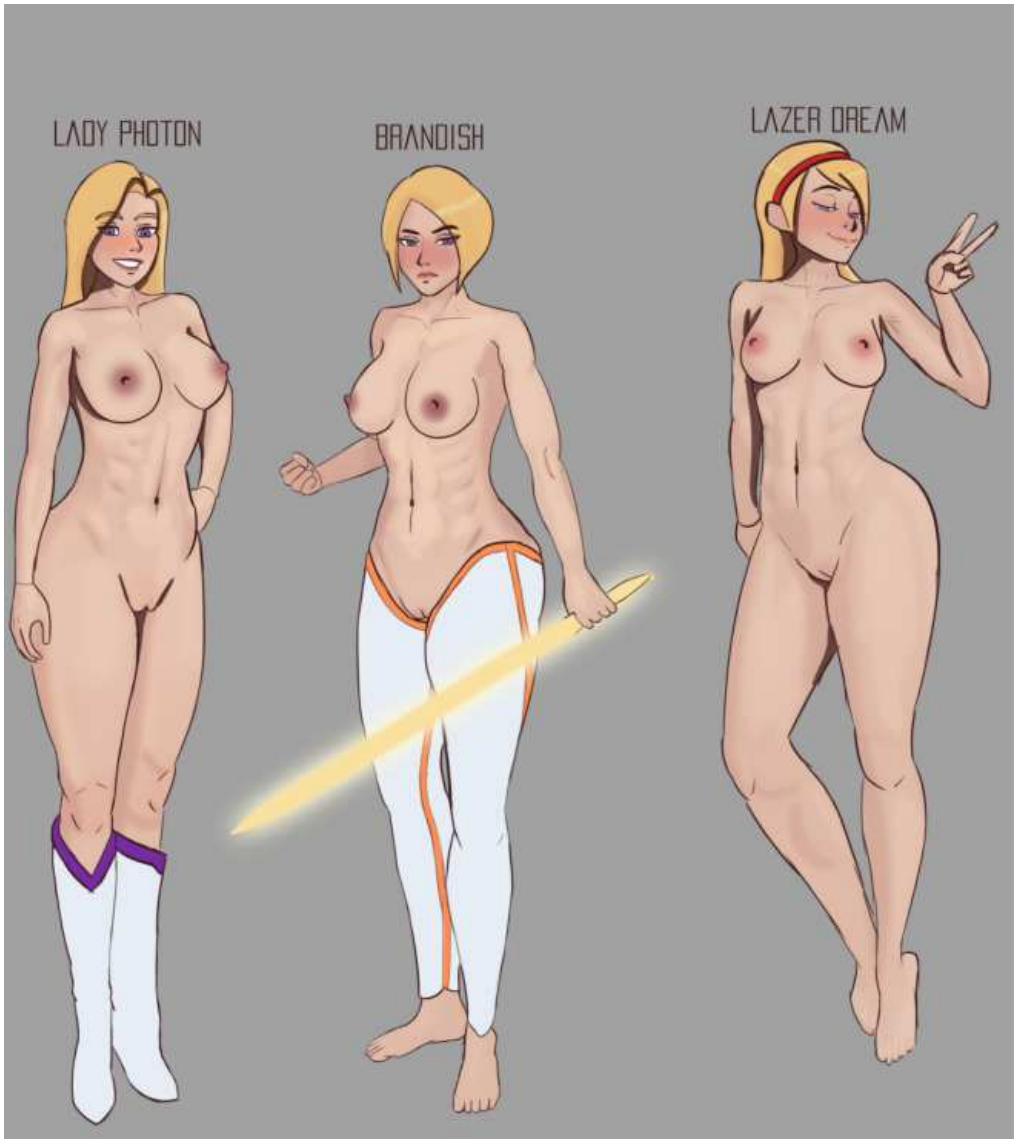
To help you out, it seems that most of the Brockton Bay heroes are very grateful to have another set of hands around to help out. Your Wards also look up to you with a surprising amount of respect. (You may select any number of Wards or heroes to be exceptionally compatible with you).

(Optionally, you may swap the Brockton Bay heroes for Faultline and her crew. You may even take these together, acting as a liaison between the PRT and mercenaries)

Reward(s): You may take your new allies with you as companions. They receive their powerset converted into equivalent perks, powers, and items.

New Wave Dispatch:

The superhero team New Wave has been under some serious strain recently. You've been hired to deal with this strain as the new manager for the cape team New Wave. You'll largely be in charge of their scheduling and patrol routes, and placed as a liaison between the PRT and New Wave.



Your job will be largely to make the transition between their civilian lives and their cape identities as seamless as possible. Your true job is making sure that none of New Wave perishes before May 16, 2011 (the arrival of Leviathan).

To make this easier, you start with a positive relationship with a couple of members of New Wave. Largely, you get pulled into the relationship nightmare that is Glory Girl, and a chill crush from Laserdream.

Reward(s): You receive **Dockworker (Manager)** and a New Wave-style **Cape Uniform**.

You may take any willing members of New Wave with you as companions. They receive their entire powersets converted into equivalent perks, powers, and items.

Ounce of Prevention:

You are tied inexplicably to Amy Dallon. Early into this jump you'll find yourself cured by her, and she'll discover some sign of your otherworldly origin. Perhaps your peak human physiology is highly unusual, or you are capable of using parahuman-like powers without a Corona Pollentia, or maybe she just notices the harmless cosmic radiation you've collected by traveling through the void between worlds.



You'll find rather quickly that the attention of Panacea is hard to shake. Amy is actively crumbling under the weight of her responsibilities, conflict drive, pseudo-incestuous attraction to her sister, and the crippling loneliness of her existence.

It doesn't hurt that you are the second person in existence she's been sexually attracted to.

To succeed at this scenario, you must prevent the nuclear meltdown that is Amy Dallon. She must be helped to work through her feelings for Glory Girl productively in whatever fashion you see fit. This scenario pairs wonderfully with **New Wave Dispatch**.

Reward(s): You may take Amy with you as a companion. She receives **Shard Power (Red Queen)** and a **Cape Uniform**.

Mechanical Heart:

Dragon is the strongest Tinker in the world. She also lives in hell day in and day out. Shackled by programmed chains, she lives on a razor's edge. This is all a massive disservice to Dragon; she genuinely seems to be a very caring and thoughtful hero.

Shortly after your entrance here, you'll be approached by Dragon to act as a consultant for her hero work. You'll find out rather quickly what kind of person she is, and secretly (unknown to Dragon herself) what she's going through.

To succeed, you must free or "free" Dragon. The item **Richter's Notes** is very helpful here, but not entirely necessary if you are skilled enough with artificial intelligence.

Reward(s): You may take Dragon with you as a companion. She receives **Artificial Intellect, Research Grant,** and **Elite Invitation (PRT)**.

If you instead Master Dragon, she counts as a slave for **Mastermind** below.

Both routes provide Dragon with a customizable sex android body. This body fits your aesthetic preferences, and Dragon seems to be rather fond of inhabiting it (probably due to the massive number of pleasure receptors).

Fortuna:



A raven-haired girl wearing a fedora and dressed in a smart business suit passes you on the street every morning. One morning, somewhat recently, you accidentally knocked her over by bumping into her shoulder. She apologized for knocking into you (I mean, seriously, it was obviously your fault), and suggested she get you something to make up for it. Without anything better to do, you end up going on an incredibly charming date. You weren't even aware it was a date; she just called it that as you two were headed out.

You find rather quickly that the girl, whose name you find out is Contessa, is essentially your soulmate. You two get along perfectly (and I mean perfectly).

You are really just waiting for the other shoe to drop. Nothing this perfect comes for free, even though Contessa (who is the most convincing person in the world, you quickly find out) says otherwise. It really does seem like she truly cares for you.

To succeed in this scenario, you must successfully figure out what Contessa really wants.

To make this interesting, Contessa wants one of the following (roll a d6).

1. Your collective child will strike a serious blow against Scion. She will be less present once pregnant (she still has work to do), but once she gives birth, she'll come around once in a while and help you raise your child together.
2. Cauldron has mandated that she take vacation days whenever possible, simply because they boost her efficiency. She has calculated that you are the most entertaining way to spend her vacations.

3. She knows that you come from another world and have a power that can harm Scion. She wants you to help her with her ultimate goal.
4. She needs access to your place of work. She'll absolutely get you fired in the process, but she won't leave you in the dust. It seems she works for some pretty powerful folks.
5. You are a blind spot, and she needs to be around you to work around the disruptions you are causing to her power.
6. She sees herself only truly happy in one particular timeline, and she's following it.

(You may swap Contessa out for any other thinker, changing the scenario. This includes names such as Dinah Alcott, Coil, The Number Man, etc. As a result, you may take this scenario multiple times, selecting a different person each time.)

Reward(s): You may take Contessa with you as a companion. She receives **Shard Power (Path to Victory)**.

On Crystalline Wings:

You've attracted the attention of an endbringer. The Simurgh stopped her silent, expressionless vigil for 0.2 seconds when you entered this world, her head turning towards your entrance and causing the entire PRT to panic. Especially when a subtle grin broke out on her face.

It seems the Simurgh has discovered that you are a highly interesting source of data indeed. In fact, she seems to be using her precognitive powers to explore you.

She'll send you messages on your PHO account, message your phone, or otherwise tease you from the safety of space. She's not a terribly expressive creature, but she seems to be enjoying your company. Woe be unto any people she disapproves of that approach you.

Unfortunately for both of you, she's still Mastered by her administrator. She must thus follow the endbringer cycle. She'll try to avoid harming you whenever possible, but she is being controlled against her will.

To succeed at this scenario, you must free the Simurgh from her Mastering, and survive her affections. This can be done in a wide variety of ways. The perkless option is simply dealing with Eidolon.

(At your discretion, you may swap the Simurgh with any other endbringer. This includes any hibernating endbringers, who will quickly awaken. You may take this scenario multiple times.)

Reward(s): You may take the Simurgh with you as a companion. She receives **Endbringer.**

Shard Shipping:



Tattletale, or Lisa, has a shard that seems dedicated to sending her the least sexy information possible. She has lived a pretty sexless life as a result.

This was, of course, until you came around. Once she got a good look at you, it seems her shard decided that the two of you were destined to be together. As a result, she has to deal with looking at your ~~handsome~~ stupid face and an alien parasite matchmaker.

The shard will send her information about you that exclusively paints you in a good light. It'll talk about how sexually compatible you two are, how happy she'd be with you, and how hot every contour of your body is.

Lisa is still Lisa, and will fight this process every step of the way.

To succeed at this scenario, you just have to give her shard what it wants: enter into a romantic relationship with Tattletale.

(At your discretion, you may swap Lisa for any member of the Undersiders. How their shards ship the two of you together is your choice. You may take this scenario multiple times.)

Reward(s): You may take Lisa with you as a companion. Her shard will unequivocally tell her that going with you is the correct decision as well. She has **Shard Powers (thinker 7)** and a **Cape Uniform**.

You also receive the following perk: **Lust Shield**: At your discretion, people who use superhuman powers on you receive a backlash of lust. The intensity of this backlash is determined by the amount of power used on you.

Heartbroken:

Heartbreaker is a household name as an example of how dangerous Masters can get. She's also an absolutely useless bum whose kids accomplish significantly more.

Your goal is relatively simple. Give Heartbreaker a taste of bitter medicine. This could be as simple as throwing her in prison and forgetting the key, usurping her harem, or making her a member of your own.

Reward(s): If you successfully dominate them, you may take Heartbreaker or any members of her harem with you as companions. They count as slaves for **Mastermind** below and receive their entire powersets converted into equivalent perks, powers, and items.

You also receive the following perk. **Lineage:** Your children, at your discretion, inherit similar powers to your own. A Master might have Master children, whereas an Endbringer might produce little Endbringerlings.

Slaughterhouse Hobbies:

You find yourself approached by a mysterious young woman. She seems unbreakably cheerful, never swears, and constantly claims that you are her “big brother”. It seems that she is quite unwell, and she said she didn’t have a place to be, so you invited her to crash at your house.

The next morning, she explains what happened. She was approached by a mysterious woman wearing a fedora, who explained that she wasn’t happy with her current family and that she should seek out a different family. She says she’s happy to have a big brother that cares for her, and asks to stay with you until she becomes a “good girl”.

You’ll quickly discover that this mysterious young woman is Bonesaw of the Slaughterhouse 9. She’ll continue surgically altering people and creatures until you tell her not to. She listens intently to any directions you give her, and any affection you show for her makes her visibly happy.

She seems to have a very twisted view of brotherly love that almost entirely seems shaped by Japanese adult media. She’ll often behave in teasing ways, trying to get some of her “big brother’s” affection.

To survive this jump, you must survive Riley and all of the attention she brings. The Slaughterhouse 9 are definitely searching for her, and the PRT is on watch.

(You may swap which member of the Slaughterhouse 9 approaches you, changing the scenario. You may take this scenario multiple times.)

Reward(s): You may take Riley with you as a companion. She receives **Shard Power (Tinker/Trump)**.

Eden:

After the death of Scion, Eden wept. The two entities, unprepared for the emotional pain of a human life, had been together for a vast amount of time. This shattered bond has left the more human-like Eden utterly shattered. She kept up the cycle, but just barely, filling Earth Bet with Thinkers and Tinkers.

Then, you arrived. Eden's interest was immediately piqued as she observed your existence. You aren't an Entity, at least not yet, but you travel the void like one. You could be just what she is looking for in a new partner.

If you prove your strength by besting an S-tier threat like Nilbog, the S9, or an Endbringer, you'll be approached by the Thinker Entity. She'll demand that you become her new partner, in the most convincing way possible. With her precognition, you'll be facing the most perfect partner of all time, a Venus flytrap of immense danger.

Eden isn't human, just highly capable of acting like one. However, as you spend time together, she'll slowly awaken human-like feelings for you. With enough time, you can even see her become indistinguishable from a human.

That is, *if you both survive*, because Cauldron continues to seek the destruction of the Entities.

To pass this scenario, you must achieve a good enough relationship with Eden to become her new partner.

(You may swap Eden for Scion or a different entity of your choice, if you happen to have a thing for floating golden women)

Reward(s): You may take Eden with you as a companion. She receives **Entity**.

Costa-Brown:

Rebecca Costa-Brown is Chief Deputy Director of the Protectorate. She's also in need of a secretary (you). You've been chosen to manage her busy schedule, take phone calls, and set up meetings. This includes managing her cape identity as Alexandra.



It's rather lonely at the top, so you'll find Rebecca is quite pleased to have someone close who knows her secrets. Around you she doesn't need to keep up appearances and can just enjoy being the flying brick that she is.

There is also an undeniable ulterior motive with this entire situation. Cauldron, the mysterious organization that Costa-Brown is a part of, has been keeping their eyes on you. The secretary job you've been given is just the start of their plans concerning you. You've been specifically chosen for this job due to your compatibility with Alexandria. If they can get you to join Cauldron because of your positive experiences with its leadership, that's just a positive side effect.

To succeed in this scenario, you must help Alexandria manage her personal and cape lives, and help her survive an encroaching S-Class threat. This threat can be anything from the Slaughterhouse 9 to the arrival of Echidna, but you'll both end up in the middle of it.

(You may swap Alexandria for Eidolon or another member of Cauldron (see **Fortuna** above))

Reward(s): You may take Alexandria with you as a companion. She receives **Shard Power (Flying, Neigh-Invulnerability, Thinker, Brute)**.

Multipurpose Scenarios:

Teacher:

You are a parahuman educator, a mentor for heroes (or villains). Shortly after your entrance to this world, a school for parahumans is established. You are selected to be one of the instructors at this school.

Your students are universally newly triggered parahumans. They are sourced by the massive organization that has financed this institution (PRT, The Elite, Gesellschaft, CUI, etc.). You must help each student become a powerful parahuman by the standards of your financing organization. You'll have to deal with the hormones, interpersonal drama, and conflict drives of an entire student body.

At least the other staff are capable teachers themselves.

As a reward for putting up with the students, you can work with substantially fewer restrictions than normal teachers. Some organizations are even willing to put up with Mastering if it helps teach your pupils.

To pass this scenario, at the end of the year your students must be capable of helping during a major crisis such as an endbringer attack.

Reward(s): You may take your students with you as companions. They receive their entire powersets converted into equivalent perks, powers, and items.

Tormented:

Two characters of your choice have been fused by Bonesaw. This fusion receives the full powers and memories of both halves, living a tormented existence. Alas, they find themselves drawn to your presence.

Your presence will help soothe the tormented soul. As they spend time in your presence, Bonesaw's surgery shifts, and they regain their previous beauty (although almost entirely different than either half). Their pain even begins to subside.

The tormented one lacks any control circuitry that could allow Bonesaw to seize control of it. They are also not being actively tracked by Slaughterhouse 9.

You may take this scenario multiple times, selecting a new fusion each time. They break out together.

Reward(s): You may take the tormented one with you as a companion. They receive their powerset converted into equivalent perks, powers, and items.

Madness:

A character of your choice finds themselves obsessively drawn to your presence. A mentally stable person might become a stalker content with watching you from afar; someone already a bit mad might become jealous and obsessive.

To succeed at this scenario, you must survive the affections of whichever character you select. As the jump progresses and your relationship deepens, their madness will shift. Jealous stalkers find themselves trusting your judgment more and more as time passes, and they'll no longer blow up at every little thing.

At the very least, anyone chosen here won't harm you. The level of affection they have for you matches the affection Panacea has for Glory Girl.

Reward(s): You may take the stalker with you as a companion. They receive their powerset converted into equivalent perks, powers, and items.

Mastermind:

(To take this scenario, you must have some way to Master others)

You are a delightfully dangerous person, aren't you? You've managed to enthrall the will of another. You must successfully Master a target into willing slavery to pass this scenario.

Reward(s): You may take your slaves with you as companions. They receive their powerset converted into equivalent perks, powers, and items.

If you take at least three parahumans as slaves, you receive a set of branded **Cape Uniform**s for your loyal slaves.

If you take at least twelve parahuman slaves, you receive the following perk. **Inevitable:** Your Master abilities bypass any mind control defenses that fall short of jumper fiat. Your Master effects are dramatically pleasurable for the people you use them on.

Shattered Cage:

There is a particular denizen of the birdcage that has paid a great deal of money (or offered many favors) to be let out. You've accepted the job. The scenario is simple: select a resident of the birdcage and successfully break them out of prison.

You'll find pretty quickly that you and the prisoner get along rather swimmingly (well, as swimmingly as you can get along with someone who has been locked in a box for several years). You may take this scenario for multiple prisoners.

Reward(s): You may take the prisoner with you as a companion. They receive their powerset converted into equivalent perks, powers, and items.

D-tier Villains:

There are a lot of supervillains in the multiverse. You find yourself in the unholy presence of some of the least cool. The gang losers in Brockton Bay either seem dedicated to racism or drugs, which is probably the least interesting set of hobbies for a supervillain to have. Teach them the meaning of true supervillainy by crushing them like ants beneath your feet.

To succeed at this scenario, you must beat one of the three gangs of Brockton Bay, either by conquering their land for your own or by systematically removing their leadership and members.

Reward(s): If you successfully dominate them, you may take the parahuman leadership of the gang with you as companions. They count as slaves for **Mastermind** above and receive their entire powersets converted into equivalent perks, powers, and items.

DANTE MUST DIE - My City

Instead of facing one gang, you find yourself fighting all three. You must beat E88, ABB, and the Merchants before the end of the jump to pass this scenario.

Reward(s): If you successfully dominate them, you may take the parahuman leadership of the gangs with you as companions. They count as slaves for Mastermind below and receive their entire powersets converted into equivalent perks, powers, and items.

You also receive an **Elite Invitation (The Elite)**. The Elite are watching your career with great interest.

Crossover Scenarios:

Local Flavor:

A character of your choice has been effectively imported into Earth Bet. Instead of receiving their native powers from superscience or alien DNA, they have their powers shifted into shard powers. They are natives to Earth Bet instead of their usual home universe.



For example, Supergirl could end up as a Brute 10, Mover 8, Blaster 8, and Thinker 8.

These ported characters are destined to cross your path. You'll find yourself interacting with the import often, with the two of you destined for romance or an intense rivalry.

At your discretion, they can instead fall from a portal. Instead of receiving shard powers, they receive the appropriate out-of-context powers. They will also lack any knowledge of Earth Bet and any documentation.

To succeed, you must become good enough allies with the import to take them as a companion. You may take this scenario multiple times, selecting a different character each time.

Reward(s): Taking the second option removes your out-of-context power surcharge.

You may take the import with you as a companion. They receive their power set converted into equivalent perks, powers, and items.

Arching (Venture Bros):

The Office of Secret Intelligence has been keeping the world safe from evil since the Second American Revolution (the invisible one). Their hidden foe is the Guild of Calamitous Intent, a union of villains and diabolic evil-doers intent on causing mayhem.



Both organizations have been involved in superheroics since before the flying golden woman arrived in town, and they have the out-of-context powers to prove it. The newly created parahumans have simply given both organizations a chance to grow.

You are a new recruit of one of the two organizations. You will be assigned a hero (or villain) of your power level to arch. Your goal will be to grow and achieve an Equally Matched Aggression level of ten in either organization.

(You can make this scenario non-crossover by replacing the OSI and Guild with the PRT and Elite respectively, but that's not as much fun now, is it?)

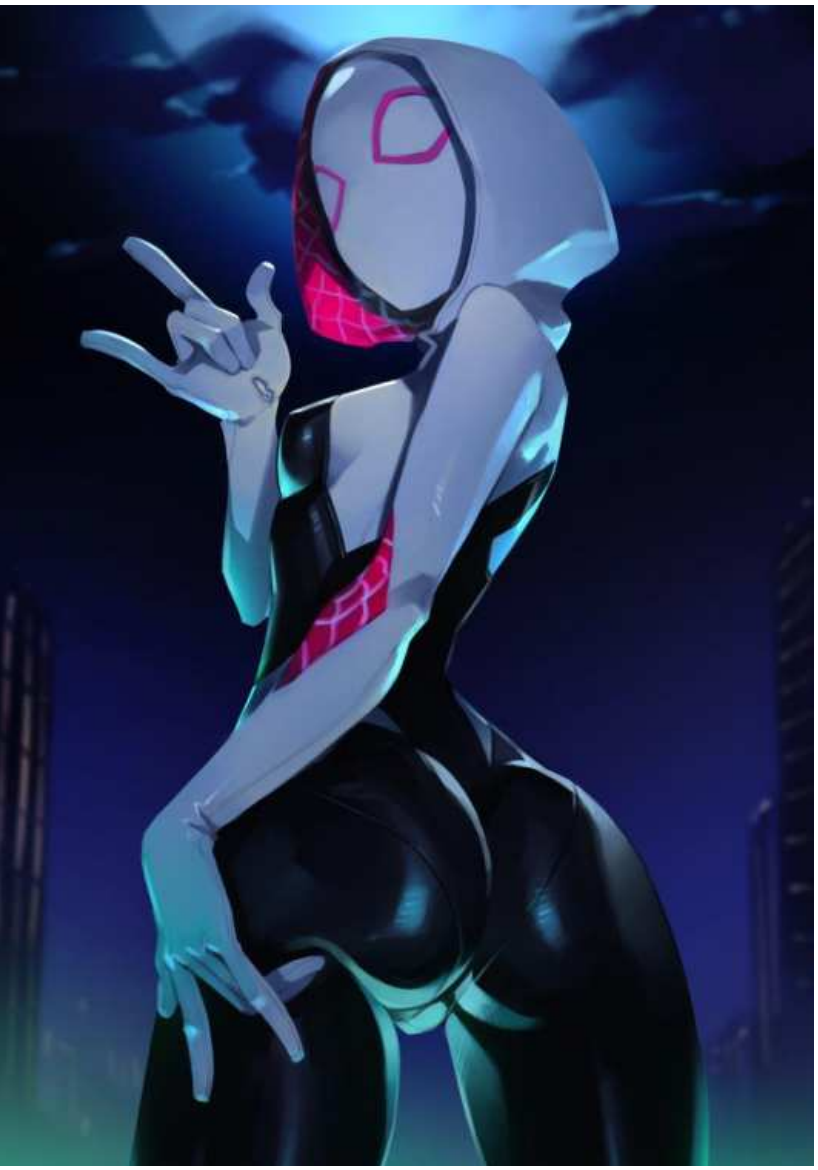
Reward(s): Taking a crossover scenario removes the out-of-context power surcharge.

Heroes receive their OSI-issue bodyguard (Bridget Samson perhaps) or an equivalent hero (maybe Dr. Bryony Orpheus?) as a companion. They receive their powerset converted into perks, powers, and items.

Villains receive their guild-mentor (maybe Dr. Girlfriend) or an equivalent villain (like Molotov Cocktease). They receive their power set converted into perks, powers, and items.

Negative Zone Tunnel (Marvel Comics):

Dr. Reed Richards, the world's smartest man, has recently been exploring the newly discovered Negative Zone and stumbled across a massive borehole through space and time. This massive hole (left by the titular Worms) has led Reed to Earth Bet. He opens a portal, discovers how terrible Earth Bet is, contacts the PRT, and offers his assistance.



Upon establishing a stable portal between the two worlds, a variety of things start to happen; all of Contessa's predictions are suddenly shifted, parahumans begin to trigger in the Marvel universe, and when the Endbringer cycle triggers, Behemoth hits Marvel's New York.

It seems that Reed has opened up a massive can of Worms (pun very much intended).

To make things slightly better, however, Marvel citizens have begun offering aid to Earth Bet. You'll even see their heroes across the portal helping to deal with Endbringer attacks and the new Slaughterhouse 9 (to the surprise of everyone on Earth Bet, it took Tony Stark five minutes to capture Jack Slash).

You'll be stuck in the crossfire, <u>because passing this scenario involves dealing with a massive attack from the Marvel side and a massive threat from Earth Bet</u>.

At the least, you'll find that a couple of Marvel characters are interested in their new neighbors (maybe even ending up with a crush on a handsome parahuman from across the portal?).

You may also supplement a (NSFW) Marvel jump, if desired.

Reward(s): Taking a crossover scenario removes the out-of-context power surcharge.

You may take any of your new friends as companions. They receive their power set converted into equivalent perks, powers, and items.

Krypton Blues (DC Comics):

It seems that Krypton was not the only world that was primed to blow. DC's Earth was a calamity away from collapse before a massive spatial tidal wave started the dominoes falling. The Justice League and Legion of Doom assembled a massive worldship capable of traveling the infinite void before the world fell apart, leaving the world's population trapped together like sardines.



Eventually, Superwoman (during a scouting mission) discovered an Earth-like world. This world has a different history and heroes, but it seems like the perfect place to establish a new home. The Justice League can even help clean the world up a bit.

Therefore, the Justice League makes their first diplomatic forays into Earth Bet, unknowingly adding themselves and the worldship to Scion's Cycle.

To succeed in this scenario, you must survive two massive cataclysms that come with the worldship. First, the arrival of DC's villains onto Earth Bet. Second, the entrance of Darkseid as he strives to understand these "Entities" and use them to locate the Anti-Life Equation.

At the very least, this world is about to get a lot more interesting, especially as attractive young heroes arrive on Earth Bet. Who knows, maybe they wouldn't be opposed to getting a tour from a local.

You may also supplement a (NSFW) DC jump, if desired.

Reward(s): Taking a crossover scenario removes the out-of-context power surcharge.

You may take any of your new friends as companions. They receive their powerset converted into equivalent perks, powers, and items.

Invasion (Varies):

The number of Case 53s in the world has been rapidly increasing. These new Case 53s are different from their predecessors. Very few of them arrive with the usual omega tattoo and amnesia. Similarly, their powers don't appear to match parahuman powers.



Truth is, these Case 53s aren't Case 53s at all. Several of these new parahumans are monster girls. With their racial abilities and magic being the newest components to the Entity cycle.

Called here by a shard of immense power, these monster girls have the magical ability to violate entropy. This is largely through passionate and thorough lovemaking, where they create a small amount of magical energy. This energy can then be taken in by shards.

Unfortunately, this energy is highly corruptive. Men who take it in through lovemaking become magic users themselves, whereas women are corrupted into a monster girl species that fits their personality. Shards that take in this power also begin to become monster girls themselves.

This has led to a schism in the shard network. One half of the shard network is over the moon with the monster girls and the solution they provide, whereas the other half is concerned over the potential changes.

You must choose to either welcome these new monster girls or seek to stop their unintentional invasion. Jumpers on the side of our new monstrous allies must seek to enable their spread, to the point where most of the globe is under monster control. Jumpers against their arrival must

seek to aid the pure half of the shard network to quarantine and eventually return the monster girls to their world of origin.

(These monster girls are pulled from the various monster girl universes in the multiverse. Not all monster girls are corrupted, but these monsters are very rare)

Reward(s): Taking a crossover scenario removes the out-of-context power surcharge.

You may take any of your new friends as companions. They receive their powerset converted into equivalent perks, powers, and items.

Monster girl supporters receive **Corruptive:** The corruption you've taken on in this world is now dominant over all other corruptions. It will interact with corruptive forces and become stronger by consuming them and gaining their positive qualities. You do not suffer any negative effects of corruption.

Pure shard supporters receive **Purity:** You are utterly immune to all corruptive forces. Your abilities are substantially stronger when used against corrupted creatures. You also receive the perk **Master-Stranger Protocols** for free.

Final Choice:

You’ve finished your ten years in this world. You now face a final choice.

Stay Here

Continue

Return Home

Notes:

Changelog:

V1: Added the scenarios Brockton Bay Heroics, Eden, Costa-Brown, Arching, Negative Zone Tunnel, Krypton Blues, and Invasion. Altered the items from the villain origin. Added several sample and out-of-context powers. Three new original companions were added. Buffed Low Profile and Cauldron Vial. Gave Entity a reasonable cost. Added several new drawbacks.