

Worm: Parahumans

By Pokebrat_J

It was the worst day of your life. Perhaps you were trapped in a burning building, with no hope for survival. Perhaps your life was crumbling around you, and nothing you did could help. Perhaps you were the victim of a bullying campaign that lasted years. All these and more have been catalysts for something otherworldly, a trigger for something that granted you superhuman abilities, though often at a price.

You are now counted amongst their numbers, and must figure out what you shall do with them. Perhaps you'll become a hero and try to make sure that no one else has to go through what you did, or maybe you use your trauma as an excuse to act on all of your whims. You could even attempt to walk away from this world of capes and robbers, and find alternative means to live your life alongside your powers.

You receive **1000 cp** to help you survive this conflicted world.

Origins:

Age and gender may be chosen freely. Any origin may count as a **Drop-In**.

Hero: You are widely seen as one of the vaunted heroes, people with spectacular powers who use them to help others. Perhaps you're a member of the Protectorate, an organization of parahuman law enforcements, or you're a member of an independent team. Either way, you see it as your duty to make the world a better place.

Rogue: It seems as though every parahuman uses their powers to push others in the face, creating a cycle of violence that just won't end. You're different, be it due to your pacifistic nature or that you see your abilities as a way to acquire vast amounts of wealth.

Vigilante: If you think those wannabe cops are actually going to help, then you're either naive or stupid. You know that there are monsters out in the world, and it's up to you to stop them. Though they may call your methods extreme or illegal, no one can argue with the results.

Villain: What has life ever given you besides pain? Why would you want to help people that have done nothing but ignore and mock you? They may call you a villain, but you consider yourself a realist, and use your powers however you see fit. And if that means you'll hurt a few people, then so what?



Locations:

You can freely choose where you start, or roll a 1d10 and gain **[100]**. *You can start at any point between May 20th, 1982 and April 11th, 2011.*

1) Brockton Bay: A city found by the coast, it has one of the largest ratios of parahumans in America, despite its economic downward spiral. Unfortunately, this does mean that its near overrun with criminal organizations and gangs, where the heroes are outnumbered nearly three to one.

2) Boston: A large city on the east coast, it is relatively more peaceful thanks to the efforts of the PRT as well as the criminal organization known as The Ambassadors. It isn't without its problems, though, as it is regularly plagued by the Teeth after having been run out of Brockton Bay.

3) New York: Having been rebuilt after Behemoth's first appearance in 1992, it has almost fully recovered from that terrible day. Being home to a member of the Triumvirate, the parahumans here who can successfully face off against Legend are few, but can often tear down entire buildings on their own.

4) Los Angeles: The city that Alexandria protects is one where those against the law have very little to work with, due to the teams under her command putting a stop to the most open of criminal activities. Should one wish to thrive in this environment, like the Elite, they need to be either very careful, or not spend a lot of time here at all.

5) Houston: The home of the most powerful hero in the world, it wouldn't be wise to mess around here unless you want to run into Eidolon. Due to the relatively save environment, the local PRT and Protectorate forces are focused mostly on training.

6) Europe: A large collection of various countries, very few of them could compete with the Protectorate or Yàngbǎn in terms of parahuman forces individually. It may not be as safe as other places, due to various blasphemous creations and the Gesellschaft, among other things, but it's better than others.

7) Africa: With the rise of parahumans, the entire continent may as well be a warzone, with dozens of various warlords seeking to dominate and tear down their rivals. They may not have the sheer numbers that other countries can call upon, but the parahumans here are some of the most capable warriors around.

8) Chinese Union-Imperial: The successor government to the People's Republic of China, it is known for many things, not a lot of which is good. The Yàngbǎn in particular, their military equivalent of the PRT and Protectorate, where all members are simultaneously prisoners and guards.

9) Earth Aleph: You are not a native of Earth Bet at all, instead being in an alternate world altogether. Not much is known of the various parahumans in this world, but it is known to be extremely similar to the Earth you may be more familiar with.

10) Free Choice: You can choose to begin your time here anywhere.



General Perks:

Parahuman [Free]: All parahumans experience something known as their Trigger Event, where they are pushed to the edge, and in that moment of trauma their powers manifest. Though most don't get to choose the exact nature of their powers, you are different. You can fully customize everything about your parahuman ability, granting you access to the **[Powers]** section.

Comic Book Pretty [50]: Despite what many would think, not all, or even most, heroes are equal to movie stars when it comes to appearances, but you seem to be the exception that proves the rule. Your form is very easy on the eyes, as though you were the sculpted work of a true master. Even the most extensive scars you may gain will develop to become aesthetically pleasing, working instead to accentuate your form.

Lurking Insanity [50]: It is most unfortunate that a majority of parahumans are not counted amongst the most mentally stable, though some have learned to mimic such an appearance well. You appear to be a well adjusted person to all, capable of burying your insanity and neurosis deep underneath this mundane facade until you absolutely can't hold it back any longer.

Double Life [100]: Most heroes and villains wear masks to protect their identities, either to protect them and their loved ones or to escape the consequences of their actions. It is a delicate song and dance, one that you're an expert at. You are simply excellent at keeping your identity a secret, as well as those of others. You don't accidentally give any hints, and can manage your time and activities quite well.

Trained Operative [100]: Not every parahuman is capable of actually throwing a punch, nor is even any good in a fight. You aren't one of them, either due to your past or because you've trained to supplement your powers with actual skill. Either way, you've got the same training as a member of the Navy SEALs, an expert in CQC, firearms, and a whole host of other useful skills.

Evading Observation [200]: This may very well count as a Stranger power to some, but you can't deny the effectiveness of being able to walk around like a normal person. When you aren't actively using any unusual abilities, you will appear indistinguishable to all forms of observations. Things like MRI scans won't pick up your Corona Pollentia, and Thinkers won't find anything off about you. Even if you show your abilities off, investigation won't go much deeper beyond what you give.

Super Psychologist [200]: It is an unfortunate fact that the vast majority of parahumans are, to some extent, broken. With any number of traumas and neurosis and other various quirks, it can be tough for them to return to normal society. Thankfully, you're a fully trained psychiatrist that can help even the most shattered of minds become whole once more, as functional members of society. Of course, some may take some more work than others, but at the end of the day, helping anyone overcome their demons is more than worth it.

Outside Context Problem [400]: The intelligence behind powers are often on the lookout for any interesting data, both utilizing the resources it already has available and anything new. It would not be an understatement in the least to say that you potentially have some abilities or powers that would greatly interest them, eager to learn the exact functions and limits of what they're capable of. Not anymore, as all of your supernatural capabilities are not only horrendously difficult to study, even for those behind parahuman powers, but are exceedingly difficult to adapt to.

Legacy of Richter [600]: You are not actually a human, instead being a creature of ones and zeroes, of digital data. You are an Artificial Intelligence. Despite that, though, your mind was close enough that you managed to Trigger anyway, granting you your parahuman abilities on top of what you already possess. Not only can you process information thousands of times faster than a human, it can be massively improved depending on the hardware you have access to. Capable of spitting off and merging with forks, you can temporarily create multiple instances of your consciousness that are, at the most fundamental and philosophical level, still you, though only one can retain access to your power at a time. During your time here, you will be placed under a number of limitations, similar to that of Richter's other digital child, but do not contain a kill switch.



Hero Perks:

Discounts for Hero are 50% off, with the [100] perks being free.

Bright Smile [100]: As a hero, you're the one with the spotlight on you at all times, and as such need to present yourself in a way befitting of such. Thankfully, you're a natural PR darling, knowing just how to carry yourself that keeps your reputation sparkly clean and any potential scandals to a minimum. Though, this is only information, and you're fully capable of ignoring all this if you've felt a change of heart.

Law Enforcement [100]: Heroes may occasionally hold themselves as people high above everyone else, but they are effectively high-powered and specialized members of a policing force, enforcing law and order wherever they can. In order to make sure there's no unfortunate accidents or misunderstandings on that front, you possess an almost encyclopedic knowledge of the law, allowing you to determine what is and is not illegal, and what you would need to act on.

Non-Lethal Takedown [200]: You are not the judge, jury, or executioner, so why would you not take measures to ensure that you don't have any accidents in the middle of a superpowered brawl. Unless you really mean to, you never seem to kill your opponents, regardless of how hard you actually hit them or what you strike them with. Sure, some of them may *wish* they had died, but it won't happen on your watch.

Problem Solver [200]: Conflict is inevitable in your line of work, which makes it so much more impactful when interactions lead towards peaceful resolutions. Such a skillset is highly valuable, which means that it only makes sense for you to have something similar. You are amazing at deescalating nearly any kind of situation, from a bank robbery involving hostages to negotiating a temporary ceasefire between rival factions.

Heart of a Hero [400]: When you chose to become a hero, you did it because you wanted to make the world a better place, but as they say, the path to hell is paved with good intentions. Yet it is that very path that you will never touch, your sense of right and wrong as immutable as reality itself. Such is your willpower that no amount of trauma or pain can sway you, to such an extent that you are naturally resistant to Master effects that would see you commit an action that you would never do. Even if you were reduced to a mindless beast, nothing could diminish that heroic need to do good within you.

Team Leader [400]: No person is an island, even for someone like you. You are a part of a team filled with incredible and capable people, so why not make the most of it? There aren't many who can inspire cooperation and proper teamwork in a group of people than you, with a near sixth sense for how best to utilize their skills and abilities with a group. Should you spend enough time working with them, then the teamwork displayed between all of you would be something close to perfection, capable of achieving results far beyond what any one of you could do alone.

Defender of Man [600]: It is the heroes that are called in to defend the people from threats that they couldn't possibly face themselves. You are the pinnacle of this philosophy, a protector without peer. Be it a person, an item, or even a location, you seem to know just what to do to keep it safe, or at the very least ensure that collateral damage is kept to a minimum. Should you leverage your full capabilities towards being the defender you were born to be, you could single handedly hold off an Endbringer for a time, possibly even driving it off if you're powerful enough.

Pillar of Hope [600]: You stand as the Paragon of what all heroes are meant to be, symbols of goodness and virtue that all should strive to emulate. The actions you take to better the lives of those around you ripple out, leaving a much greater impact than what you could have hoped for, all the while any negative effects that could have occurred are kept to a minimum. Simply being in your presence is enough to brighten one's life, filling them with a sense of hope and inspiring them to be better people. When you help someone, you help everyone.



Rogue Perks:

Discounts for Rogue are 50% off, with the [100] perks being free.

Financial Opportunity [100]: Why go out and punch random thugs on the streets when there's money to be had? Though some would see your materialistic use of your abilities as selfish, at the very least you know just how to leverage all of your skills and powers towards non-violent and constructive means, especially if it involves being able to earn a respectable income.

Mind for Numbers [100]: It is said that there is one subject amongst all others being taught in schools that should count as torture; math. However, you were never one of them, with a natural proficiency for numbers and equations. When it comes to performing mental calculations, your brain may as well be one of those calculators given out in high school.

Corporate VIP [200]: No matter who you are or where you go, it's an undeniable fact that parahumans will receive just as much favoritism as they do restrictions. You are no different, only in that the powers that be seem to like you a lot. In all of your business dealings and writing out contracts, you will be shown some serious favoritism. It gets to the point where most of your deals will only be beneficial towards you.

Quiet Life [200]: You don't really see the need to make a big name, content in the niche that you've managed to carve out for yourself. In fact, you've quite the skill when it comes to staying out of the public eye almost entirely, them regarding you as just another part of the cape scene, though one to be largely ignored. Even other big groups of parahumans tend to look over you in favor of other, more interesting targets.

Always Find A Way [400]: Sadly, there are times when conflict is necessary, an unavoidable speedbump of the road of life. You are well equipped for it, of course, possessing a mind well equipped for coming up with all manner of plans and schemes to get what you want. This could range from anything, from making sure your business is the best in town to taking down that dreadful parahuman threatening you in as short a time as possible. They aren't rigidly defined either, as you can change and alter these plans on the fly as easily as you breathe.

Financial Backer [400]: No matter where you go, there are people willing to buy anything, especially the strange and unusual. Though some may attempt to keep your business as small as possible, they'll soon learn that it's a wasted effort. Anywhere you go, there will always be at least one person who is willing to fund you and your works, with more being eager to throw their money at you the more unique your business. Be it selling tinkertech or reversing their aging, you'll soon be living the good life.

Cauldron Conspirator [600]: There is more to you than first appears, as you have peeked behind the proverbial curtain to see how the world truly works. With such insight, it is only natural that you know how to prick and tug at the strings to get whatever it is you want, as you are an unparalleled master at manipulating the political landscape and the players within with such efficiency that some would mistake you for a Thinker. They are incorrect of course, but that would require them to even be aware of your influence in the first place, and you are nothing if not skilled at hiding your tracks.

Pillar of Pacifism [600]: The state of the world is deplorable, where costumed maniacs walk around picking fights with each other whenever it's possible, and causing untold havoc and damage that the ordinary people need to clean up afterwards. You will not stand for it any more, and the world is forced to acknowledge this. When around you, good sense and logical reason will prevail above all other primal emotions, with the added benefit of people becoming increasingly less likely to turn towards violence the longer they are within your presence.



Vigilante Perks:

Discounts for Vigilante are 50% off, with the [100] perks being free.

Homemade Arsenal [100]: Without the seemingly infinite funding of the government, you've been forced to scavenge for all of your gear by yourself. Thankfully for you, you may as well be a modern MacGuyver, capable of jury rigging effective equipment for yourself out of cheap materials and possibly random trash. It may not make you a Tinker outright, but it's certainly better than nothing.

Rooftop Running [100]: Without any of the fancy vehicles that the PRT carries its troops within, you're left with the tried and true method of just running around the city on your bare feet. Thankfully, you are a master of freerunning and parkour, capable of reaching the roof of a building in just a handful of seconds and leaping onto another as though it were a stroll through the park.

Hero We Need [200]: People may look upon the heroes that the Protectorate shows off as the ideals of what parahumans should be, but they're so restricted by red tape that they hardly accomplish anything important. You aren't hindered by those laws, and everyone seems to acknowledge that. So long as you don't get caught doing anything too drastic, your activities will be ignored by law enforcement and the government alike.

Private Investigator [200]: When justice goes unserved, be it due to negligence or law enforcement honestly being stumped, they will inevitably turn to you in order to solve the case. You may as well have been a professional detective, capable of finding evidence in a crime scene that most would overlook, leading you towards the conclusions needed to bag the bad guy.

Guilty Conscience [400]: Nobody is perfect, not even you. Even the best of investigators can arrest the wrong culprit, but they aren't you. You simply know by sight whether someone is innocent or guilty of any given crime, as well as how severe what they are guilty of actually is. This also gives you a decent sense for how much you can actually trust someone, determining how likely it is that they'll betray or stab you in the back.

In The Shadows [400]: Though there are some advantages for working out in the open, you would much prefer your work kept in the dark. You are a master when it comes to stealth, capable of breaking into a decently protected building and making it to your target without raising any alarms. This will also grant you with the skills needed to knock out a person within just a few seconds, as though you were playing in one of those spy movies.

Pillar of Vengeance [600]: This world has wronged you, and so you have found a way to strike back at the inherent unfairness of it all. You will find yourself growing more capable the worst that your enemies have done to you and those you care for, your skills becoming sharper while your strikes hit with more force than ever before. This will scale with how much they have done, and will slowly fade away after you have delivered your justice.

The Hero We Deserve [600]: Those in charge may not see you as the hero this city needs, but that is simply because you are not beholden to their laws and control. Everywhere else, you will find no shortage of people willing to assist you in your crusade. Disgruntled and repentant criminals are almost eager to spy on their former employers and get you valuable information. Hackers with a grudge are willing to assist your cause so long as they have an internet connection. Sympathetic cops are always willing to turn a blind eye. It is a community willing to support the one.



Villain Perks:

Discounts for Villain are 50% off, with the [100] perks being free.

Common Thug [100]: You may not be considered one of the generic mooks running around any longer, but perhaps you've learned a thing or two from them. You know how to be intimidating, capable of striking fear into the hearts of others when you actually bother to try. Some of the lines that come out of your mouth may be corny in hindsight, but it's sure to make the common man piss himself in the moment.

Street Merchant [100]: One of the easiest ways for gangs to make money is through the manufacturing and selling of drugs. It's nasty work, but it's a market that will always have returning customers. You've got quite the knack for making such substances, especially when it comes to utilizing various things found around the house. It may be cheap, but everyone's gotta start somewhere.

Call to Arms [200]: Some people may look at Alexandria or Eidolon as prime examples of strength, but you know that powers aren't the only kind of strength there is. There is a strength in numbers, which you will mercilessly abuse. When it comes to recruiting and training new blood, you're one of the best, capable of bringing a strung-out nobody to be on par with PRT troopers with just a few weeks of work.

Making An Example [200]: Some think that they're strong enough to ignore you, or at least dumb enough to believe it. Their rebelliousness can be a threat to you and your organization, so it's best to nip that kind of nonsense before anyone else gets any ideas. Once you make an example out of someone, either violently or subtly, those under you will quickly learn their lesson, and do their best to avoid such behavior.

Always Come Back [400]: It's only natural that people would gravitate towards the protagonist, but everyone just loves a recurring villain. Thankfully, you're there to fill such a niche, in that you are damn near impossible to just kill. Be it surviving a mortal wound long enough to receive help or by weaseling your way out of danger at the last second, you always manage to find a way to cheat certain death.

I Can Take Them [400]: When the odds aren't in your favor, some may cry out to the heavens at the unfairness of it all. You just shrug your shoulders, confident you can take it. Through skill, grit, timely inspiration, and sheer dumb luck, you find that you have quite the proficiency for punching well above your weight-class. Taking on proverbial titans and world powers may not always be advisable, but eventually you'll manage to find a way to achieve victory, even if it means that you'll probably be regretting all the pain it took to get there.

Lord of the Streets [600]: Everyone wants to carve out a little slice of hell on earth just for themselves, a place where they can feel like a king. You just so happen to be seriously good at that. You've got the smarts and charisma needed to manage a city-wide gang, and ensure that its influence is so rooted that it would be impossible to remove without outright destroying the city itself. Given the right opportunities and resources, you could easily give yourself an actual crown.

Pillar of Terror [600]: You are a true villain, a terror upon the world without peer. With such a reputation, it is only reasonable to assume that you possess a few benefits. In fact, the more widespread your name, the more that people know of your infamy, you will find others are simply too afraid and hesitant to act against you. They'll blow you up as a monster in their minds, one that is best left alone unless they wish to wake the beast. They may lash out if you force their hand, but I'm sure you'll be able to take it.



Powers:

No two powers are exactly the same, and you are no exception. You will receive [**600]** **Shard Points** to help you decide what exactly your powers are. You can convert **CP** to **SP** at a rate of 1:2.

Classification:

What is the general premise of your power?

Blaster: A long-ranged, offensive ability.

Breaker: An ability that allows a cape to shift into another state.

Brute: An ability that grants a cape enhanced strength or durability.

Changer: An ability that allows a cape to alter their form or appearance.

Master: An ability that allows a cape to control others or create minions.

Mover: An ability that grants a cape enhanced speed or mobility.

Shaker: An ability with an area of effect.

Stranger: An ability that focuses on stealth and/or infiltration.

Striker: A melee and/or touch-based ability.

Thinker: An ability that focuses on information gathering.

Tinker: An ability that allows a cape to create or alter devices with futuristic technology.

Trump: An ability that allows a cape to manipulate powers in some capacity.

Power Rating:

A combination of how potent your power is, and what it would take to bring you down.

Class 1 [Free]: Poses a threat only just above human norms, an unexceptional individual may be able to cope with the ability or walk away unharmed from an altercation where the abilities in question were leveraged. The ability should be assumed to be a non-threat and need not be identified if other matters prove more pressing.

Class 2 [50]: An alert, exceptional, well-equipped, or trained individual should be able to answer or address the ability in question, but it can still prove problematic. Team members are reminded of standard countermeasures and should put these measures in effect when there are no pressing other matters.

Class 3 [100]: Civilians, even alert or fit civilians, will not be able to handle the ability (or abilities) in question. Several trained individuals may be required to deal with the situation. Care should be taken to remove civilians from the area and discourage them from participating.

Class 4 [150]: One full squad of trained operatives should be able to deal with this situation alone, but exceptional circumstance, context and environment may bias things one way or the other.

Class 5 [200]: A typical parahuman or one parahuman assisting a squad of operatives should be able to deal with the power in question. Operatives can engage until assistance arrives.

Class 6 [250]: A typical trained parahuman or one parahuman assisting a squad of operatives should be able to deal with the power in question. Operatives should postpone engagement. Parahumans and operatives should assume that traditional actions are going to be met by a complication. Acquiring further intel is recommended where possible, but not mandated

Class 7 [300]: Parahumans should engage in pairs or trios at a minimum, two fully equipped squads should be deployed. Acquiring further intel is mandated, all acting parties should shift to the defensive or delay until intel can be acquired.

Class 8 [400]: Evacuation of civilians should take priority for all squad members. Engaging should be avoided outside of specific missions and tasks. Parahumans should engage only when supported by their team to ensure a minimum of complications or danger.

Class 9 [500]: Assume extreme complications, with standard tactics not applying, or the power in question having an additional factor that exaggerates its effect. Parahumans and PRT should evacuate where possible, and should only engage when a specific mission and strategy has been outlined. Major countermeasures should take effect.

Class 10 [600]: In the event of a serious confrontation, additional teams or specific high-rated individuals should be called in to manage the crisis.

Class 12+ [1000]: A potential threat to all of humanity, it is highly advised for as many high-rated individuals to be called in as possible in order to manage or deter the threat.



Miscellaneous:

Power Aesthetics [Free]: The exact manifestation of your powers is up for you to decide. Whether it's a neon pink laser beam or your body is covered in cosmetic marks when activated, you are free to customize how your powers look.

Budding Powers [50]: It is a known phenomenon that the children of parahumans often gain similar powers themselves, albeit with much less stress than their parents required. You will find all of your children will be able to Trigger, gaining powers of their own that are similar in nature and function to your own.

Noctis Cape [50]: There are a small selection of parahumans who don't require sleep or rest at all, capable of going the rest of their lives without a hint of slumber with no ill side effects. They can still do so, obviously, and can still be forcibly put to sleep with any number of chemicals or powers. Still, it's a handy ability, and one you're sure to benefit from.

Extra Classification [100]: Some powers are not so limited as to only have one classification, indeed there are hundreds of examples of different effects that combine to mix two or three, possibly even more. With each purchase of this option, you may either add an additional property to your parahuman ability, or possess another power altogether.

Second Trigger [100]: A relatively rare phenomena, in times of serious crisis one's parahumans power is capable of evolving even further, becoming more potent as well as gaining new abilities all together. Though this will not automatically affect you, your power will be capable of undergoing such a transformation if needed.

Man of Mystery [200]: Some of the most prized powers are Thinkers, especially those who can see into the future or other precognitive effects. Should you wish to avoid their gaze, this may be essential. Much like Eidolon and the Endbringers, you do not register for any precognitive powers, regardless of the source. Some clever enough may figure out how to model you or perceive some of the consequences of those around you, but you yourself are imperceivable to them.

Special Snowflake [200]: Some of the most dangerous parahumans are those who are categorized as Trumps, who can often manipulate the powers of others. Should you fear their abilities, then perhaps you may be comforted by taking this. From now on, any and all of your powers cannot be copied, suppressed, or stolen, no matter who they are or the method they use to do so.

Negentropy [400]: The power you wield is unlike any others. Perhaps it's an experiment by the intelligence behind the parahuman phenomenon, or perhaps it's an interaction with your nascent Spark. Either way, the end result is the same. Your power will never run out of energy, capable of maintaining its maximum output indefinitely, or at least until you decide otherwise. This will also affect any pools of energy you already possess. Are you the answer to the Cycle?

Shard Interface [400]: It seems as though you and your powers are more closely intertwined than before. You are in perfect harmony with the bring responsible for your powers, which allows for a number of benefits. Not only can you draw more power from your abilities than before and use them with more ease, but the alien consciousness allows you to navigate what is known as shardspace and similar eldritch spaces with ease.



Items:

All Origins receive an additional **[300]** *to spend in this section only. You may discount one item from each price tier, with discounted* **[50]** *and* **[100]** *items becoming free. You may freely import any related items you own at your discretion.*

Costume [Free/50/100/200]: Ever since Vikare, the vast majority of parahumans have adopted some form of costume, and you're no different. This outfit is completely up to you to design, and fits you like a second skin. For **[Free]**, it's just a standard costume made out of cloth or spandex. For **[50]**, though, this will provide you with some actual armor, enough to protect most of your vital organs at least. For **[100]**, you'll be receiving full body protection, just enough to render small arms fire ineffective. And finally, for **[200]** you will have your own set of tinker-tec power armor on par with Armsmaster.

Financial Resources [50]: Life in the modern world can be difficult, especially if you can't find a reliable source of income. You're in luck, though, as that is a worry you'll seldom have to think about again. You will receive a weekly stipend of $5,000 a week, which can be converted into any currency you require.

Internet Forum [50]: The internet can be just as enlightening as it is horrifying, the anonymity of being behind a screen allowing people to show off their worst sides. This is important to remember while you are on this website you can access from any kind of computer or terminal or smartphone. There are numerous forums about all kinds of things, from national events of your current setting to raunchy fanfics to everything in between. The mods make sure that it doesn't get too bad, but you know how some people can be.

Protectorate Merchandise [50]: The Protectorate tries its best to promote itself as both law enforcement and modern celebrities, so is it any wonder that they decided to make some merchandise to promote their heroes? Well, not for you, seeing as you've got a whole bunch of merchandise from it, ranging from children's toys to posters to lunchboxes to clothing, everything that they've ever had for sale is now sitting comfortably within your Warehouse.

Reading Material [50]: Everybody needs a little downtime, and one of the best ways to do it is with a nice book. Two of them, as a matter of fact. These books are called Worm and Ward, written by John C. "Wildbow" McCrae, as well as a collection of all WoG statements. They tell the story of a world filled with superhumans under threat of an alien entity, as well as massive creatures that are slowly destroying their world. Seems a bit familiar, now that I think about it…

Simple Weapon [50]: Some people may not think that a baseball bat or knife is as useful as a tinker-tech laser rifle, and they may be right, but it's the best you've got. By taking this, you will receive one mundane handheld weapon of your choosing, ranging from a pistol to a crossbow to a crowbar to even brass knuckles. They may not be very fancy, but they get the job done.

Anomalous Materials [100]: There are all kinds of wondrous creations that can come about thanks to various powers, and you just so happen to be sitting on a stockpile of the stuff. Measuring around a metric ton, the exact properties of this material is up in the air for you to decide, even if it's biological or metallic in nature. This will replenish monthly, ensuring that you won't ever run out.

Criminal Database [100]: If you want to be knowledgeable about the local criminal elements, this would certainly be worth the cost. This is an updating catalog of all local criminals within a given area, giving you a list of what their crimes are, their affiliations, and a description on any powers they may have access to. This will update with each city you visit, even in future worlds you may end up visiting.

False Identification [100]: Though it may be rare, there is a precedent for people showing up out of nowhere. You may be the same, in which case you're missing some paperwork that is sadly very important in this day and age. Well, you would be, had it not been for this. You now have all the paperwork needed to make you appear as a native citizen for almost any country in the entire world.

Home Sweet Home [100]: Everybody needs a place to rest their heads, and you are no different. You are now the proud owner of a two story house, one that comes with a basement and garage. Though the layout is ultimately up to you, you won't have to ever pay any bills for the utilities or electricity. With your own little slice of Suburbia, it would be a great place to raise a family.

Lie Detector [100]: A program created by one of the greatest Tinkers in the modern day, it is invaluable for a hopefully obvious reason. With this, you can have your very own portable lie detector installed into your own helmet or similar gear. Granted, this is far from perfect, as it will become less accurate the more inhuman their features and mannerisms.

Cauldron Vials [200]: A briefcase emblazoned with a stylistic C, or perhaps an Omega symbol, within you will find ten vials filled with a strange concoction. Should one drink from one of these, they will find themselves having gained a random parahuman ability, though typically among the upper-middle tier of power. These ones are special, as they are unconnected to the same sources as natural powers. Should any be used or destroyed, you will receive replacements once every ten years.

Tinker Weapon [200]: Whether it’s a creation of your own or something you paid for, you’ve got your very own tinkertech weapon. Having been pulled straight out of a sci-fi movie, these are enough to match many of the weaker powers, though it often comes at the cost of being unable to be replicated by normal people and require some pretty serious maintenance. Whether you possess a laser rifle or a lightsaber, yours will require no maintenance or refueling. The only limitation to this item is that it must be capable of being utilized by an ordinary person.

Upgraded Vehicle [200]: There has to be an easier way to traversing a city than just running everywhere, and you have most certainly found one. This is no ordinary car, but instead a vehicle made utilizing tinkertech, granting it quite a few interesting properties. Perhaps it’s a flying motorcycle, or a truck that can ride up vertical services and turn invisible, or it’s a skateboard with a bunch of hidden tools. Whatever it is, it can, at most, carry up to six people.

Alien Mass [400]: A strange type of crystalline substance, there is nothing else like it in the world, and perhaps beyond. Having been seemingly refined over countless lifetimes, it was made to maximize energy efficiency, as well as possessing an innumerable number of alternate properties. For someone like you, you can probably find more than a few uses for such a material. You will receive a metric ton of this material, which will replenish weekly if used or destroyed.

Predictive Software [400]: An interesting bit of software that you can upload to either your suit or other kinds of hardware, it is fiendishly complex, all towards a single end goal. With it, one is capable of anticipating the next and most likely moves from all opponents within a certain area. When leveraged right, it would even allow someone to face off against an Endbringer for a time, perhaps even more than that should they have the power to back it up.

Tinker Workshop [400]: Every scientist and mechanic needs a place to do their work, where they can make the most of their skills. This complex is just the place, being a tinker's version of heaven. Filled to the brim with advanced technology, it's got all the tools a tinker would ever need, and some they never realized existed. Be they mechanical or biological, there are areas everywhere for them to bring their specializations to new heights. It even has a large collection of materials, from the mundane to rare to exotic to the outright bizarre.

Underground Shelter [400]: Though they may not be as effective as some people want, there's at least one Endbringer Shelter within each major city in America. Whether this is one of them or something of your own creation, you've got your very own base beneath the surface of the earth. Not only is it filled with all manner of amenities and enough space to comfortably hold a few hundred people, but it is fully capable of taking a nuclear blast and remain standing.

Birdcage [600]: The most infamous prison for parahumans, you have been made the warden of a facility similar to the Birdcage. Capable of holding onto all but the most powerful parahumans, the chances of anyone escaping once you place them within is miniscule, though nothing is stopping you from opening the doors wide open. The prisoners will be taken care of, with supplying food and water never having to be a concern of yours, though keeping the inmates from killing each other is another story.

Interdimensional Gateway [600]: The perfected variant of a device created by the villain Professor Haywire, this circular gate is the key to accessing the multiverse. Once activated, one can create portals to alternate versions of Earth, up to fifty of them. For now, it is limited, but when your journey is at its end, and you have received your Spark, then this limit will be removed entirely. Should you find yourself on planets other than Earth, then you can access fifty differing versions of that planet instead. Strangely enough, though you may find different versions of yourself, none will hold the role of a Jumper.

Jumper Corporation [600]: Power comes in many forms, but one of the most lasting is power through monetary means. Though many things are up in the air about it, from aesthetics to what it is your corporation actually does and produces, it can easily stand alongside such businesses as Medhall and others in terms of productivity and influence. Even without the staggering passive income you will receive from this, arguably its most important attribute is that it can quickly adapt to new markets, meeting whatever demands you may encounter in any new worlds you may encounter.

Tinker Archive [600]: A highly advanced computer that you will find within your Warehouse, this may be the proverbial Holy Grail of all Tinkers. This contains a catalog of all Tinker creations made up until the end of Victoria Dallon's journey, from the scrappy creations of Trainwreck to the works of Bonesaw to the legendary creations of Hero and String Theory. Though the schematics within would be amazing for anyone with a technological focused power, the truly great thing is that all of this is capable of being built by mundane humans.

Alternate Earth [1000, No Discount]: There are countless alternate versions of Earth, and you are lucky enough to have claimed one of them as your very own. Though it may be limited to the size of Earth, everything else is up to you to decide, from geography to demographics to more. It could be a nuclear wasteland that left few survivors, a primal jungle where dinosaurs never went extinct, or it could be absolutely covered in strange, otherworldly crystals. It even comes with its own celestial satellite, similar to the Moon you may be familiar with.



Companions:

Parahuman Squad [50/100/200]: Every parahuman ability is different, and can cover up the weaknesses of others should they work together. As such, you may import or create 1, 4, or 8 companions respectively. Each companion receives 800 cp to spend on perks and items, as well as 600 Shard Points to create their own powers. This could alternatively be used to ensure that canon characters join you.

Parahuman Team [300]: For as powerful as you may be, it's difficult for one to be everywhere all at once, or even be available at all times. As such, you may import as many companions as you want. Each companion receives 800 cp to spend on perks and items, as well as 600 Shard Points to create their own powers.

Paramilitary Organization [Free]: Though it is the parahumans who shine out above all others, there are countless others who do not bear any powers themselves. Should you so desire, you may import as many of your followers into this world as you want, gaining a history and background of their own. Though they may not be superpowered themselves, a few may have the potential to change that.

Queen of Escalation [Optionally Free]: A tall, dark haired girl who is willing to do whatever it takes to win, Taylor Hebert holds dreams of becoming a hero, though is unsure how to go about it at first, what with her power being bug control. Through some strange coincidences, she will come to believe that being by your side is in her best interests. She has been through quite a lot, so please be kind to her.

Invincible Hero [50, Free Hero]: A stereotypical Alexandria package, this young man has dreamed his whole life of being a hero like his father. Though he may stumble and mess up, and has some anger issues he needs to work on, it is his indomitable spirit that shines out above all else, as well as the endless empathy he has for those around him.

Bizarre Author [50, Free Rogue]: Preferring to spend all day creating new works of fiction and literature, this strange man sees you as a prime source of inspiration. His power allows him to quite literally read others like a book, amongst other possible uses, but prefers to stay away from all the conflict that comes with cape life. That isn't to say that he's completely defenseless, however.

Red Hood [50, Free Vigilante]: Once the sidekick to an independent hero, he was murdered at a surprisingly young age. Thankfully, his resurrective powers kicked in, and now hunts down the one who killed him. He has years of martial arts and stealth training under him, and often goes into battle with twin tinkertech pistols.

Black Cat [50, Free Villain]: A professional thief and cat burglar, this white haired woman certainly knows how to play touch to get and enjoys every minute of it. Though she doesn't possess the most flashy of powers, only enhanced physicality and kinesthetic senses, she uses them to great effect when it comes to pilfering goods that don't belong to her.

Monster Mash [100]: Those known as Case 53s are a relatively rare lot, so you'd be hard-pressed to find a group that fits a theme as well as this group. One resembles a werewolf, capable of unleashing waves of destructive sounds, while another is a living mass of bandages and wraps. One looks like a modified corpse, capable of manipulating electricity and their own magnetic field, while the final member can become invisible and intangible.

The Undersiders [100]: A young group of hit and run specialists, they have made a name for themselves as effective thieves, though they're still small time as of now. There is Grue, who can cover an entire area in shadows. Tattletale, a powerful thinker. Regent, who can cause involuntary movements in the bodies of others. Imp, who can render herself so unnoticeable that people forget she was ever there. And finally there's Bitch, who can transform her three dogs into gigantic monsters.

Slaughterhouse 9 [200]: A band of murderers that wander America, they have decided that you are the perfect addition to their little family. Jack Slash is the mastermind, capable of projecting any blade he uses, amongst other things. The Siberian is an immovable object and unstoppable force. Bonesaw is possibly the greatest bio-tinker in the world. Crawler constantly adapts to anything that manages to harm or hinder him. Mannequin is a Tinker of considerable skill, whose specialization is centered around sustaining life. Shatterbird can control all silicon through high-frequency sounds. Hatchet Face, a brute that nullifies any powers that get too close to him. And finally there's Cherish, a Master that can detect and control emotions.

Triumvirate [200]: The greatest heroes of the Protectorate, they are some of the most powerful parahumans in the entire world, possessing years of experience facing down all manner of threats. Alexandria, the original flying brick, a woman that's indestructible. Legend, capable of firing many types of lasers that can just as easily freeze as burn, among other effects. And finally there's Eidolon, who can possess three different powers at a time, and can exchange them for others.

Scenarios:

To Become More Than Human

[Requires Shard Interface]

No one on Earth knows of how the beings called Endbringers come about, with as many theories as they have destroyed cities. Perhaps, though, you have a hint of how such a thing comes to be, all thanks to the unique connection you have to your power. Should you desire even more power than what you already possess, then your Shard will lead you towards a potential solution, one not typically possible during an ordinary Cycle. This is not a typical Cycle, though, and as such it has been given more freedom than should be permitted. Your goal here is to become one with your Shard, for the two of you to become one singular being. There are countless ways to go about this, but many will only end in painful failure, or worse. Success, though, will be worth it and more.

Rewards:

Through the fusion and ascension of both you and your Shard, you have become something more, the raw power of the alien entity and the mind of a human. You have become a **Titan**, a being that can stand against and potentially even surpass the Endbringers. Not only does your form change to match those destructive beings, crystalline of flesh and of a design of your choosing, but your parahuman powers have become vastly enhanced beyond what you could have possessed as a mere human. It will be elevated to become the frightening Class 15, which is capable of affecting the entire planet. Truly, you have become a being of apocalyptic power.



Drawbacks:

Alternate Universe [+0]: Perhaps the prediction of future events was off, those chronicled by Wildbow not what you wish to experience? In that case, this option should be perfect for you. Instead of entering the standard setting of Worm that you are familiar with, you are instead going to a very different version of it. Maybe Taylor possesses an ever-changing projection, a clone of the Butcher ends up living with a biotinker, perhaps the golden man quietly killed himself, or perhaps something stranger?

Self-Insert [+0]: Everyone is the hero of their own story, yet some wish to take on the roles of others. Perhaps you are one of them, or you believe yourself better suited than they ever were. You may now take over the life of one of these parahumans, starting from the point in which they originally gained their powers.

Supplement Mode [+0]: The Entities are not just limited to the single multiverse cluster you are familiar with, but so many more beyond our ability to comprehend. With this option, you may combine this jump with another, either by blending elements of the two together, or bringing only you and your purchases into that world.

Case 53 [+100]: Though some may see their powers as a good thing, to some it is something that changes them forever. Much like those labeled as Monstrous Capes, you too are far from looking human. Whether you resemble some fantasy race or appear as a misshapen caricature of a normal human, it is going to be quite the challenge to live a normal live given that you can’t change your appearance

Extended Stay [+100]: Ordinarily, you would be spending at least a decade here before being given the choice to stay here or move on. Now, you must stay an additional ten years before being given the choice. This drawback can be taken multiple times, but you will only benefit from taking it five times.

Pint-Sized [+100]: It is not just men and women who manage to Trigger, but children as well. As unfortunate as it is, it is something you know all too well. You are extremely young, being somewhere between the ages of six and ten. Not only will you generally be physically weaker than other parahumans, but no one is liable to take you seriously, despite how competent you may present yourself.

Being Jumper Is Suffering [+200]: It is an undeniable fact that wherever a parahuman goes, conflict will follow. Be it a life of fighting or being forced to do things you would never ordinarily do, it makes no difference. You are a magnet for drama and conflict, being drawn into all kinds of stressful situations. Many of them may prove fatal if you aren’t careful, and could take quite the toll on your psyche.

Conflict Drive [+200]: All parahumans, regardless of origin, have some level of desire for conflict, be it conscious or otherwise. While that is great for gathering data, it is less so for every other aspect of one's life. You will find that occasionally, your common sense will take the back seat in favor of cultivating drama and conflict. It won't lead to anything immediately dangerous for yourself or something that could potentially be apocalyptic, but it will feel like You've dropped the ball on a number of occasions.

Targeted [+200]: It is said that you can tell how successful someone is by the quality of their enemies, so surely you must be quite successful indeed. Each time you take this option, a local faction or gang will be after you, such as the Merchants in Brockton Bay or a local division of the PRT. Should you double up, though, you could instead choose to be the target of a major faction, like the Gesellschaft, the entire PRT, or even a shadowy organization you may be familiar with.

Manton Limited [+300]: The things behind powers limit them in strange and specific ways, all the better to see what results occur through their usage. It appears as though something similar has been done to you, as you have lost access to all previous abilities. The only things you possess are your Body-Mod, mundane skills, your purchases here, and anything else native to this setting.

The End is Coming [+300]: For nearly two decades, the Endbringers have been slowly killing the world as we know it, tearing down important places and targeting specific individuals. You are one such individual, and are viable to be the sole focus of one of these monster’s rampages. It may not happen eventually, and you could survive, but the longer time goes on the more likely you’ll find yourself facing off against these seemingly unstoppable monsters.

Worst Day Ever [+300]: Did you think yourself special, that you would be able to acquire great power without any effort? What a grand and intoxicating delusion. You see, your parahuman power has been locked away, unable to be accessed until you fit the correct criteria. This will involve you being pushed to the breaking point, when you are at your absolute lowest before you can wield them.

Gold Morning [+600]: An event at least two years away, now suddenly much too close. The first and most powerful parahuman, the Golden Man known as Scion, will soon give up on pretending to be a human hero, and embrace his role as a destroyer. He will put humanity to the sword, and won’t stop until he is either killed, or has rendered the entire species extinct across countless iterations of Earth. Do you believe yourself capable of stopping all this, or at least surviving the devastation to come?

Ending:

And so your time here has come to an end, and a choice must be made.

Stay: You have grown attached to this world, the bindings so strong that you cannot bring yourself to leave.

Go Home: With such strange events and alien encounters, you think it might be best for you to return to your original dimension.

Continue: This is not the end of your story, and you will see it through until the very death of the universe.



Notes:

-Post-Jump, all **[Powers]** will be fiat-backed, no longer running on any Shard bullshittery, but instead Jumper bullshittery. The same will apply to your Companions, both purchased and imported.

-**[Anomalous Materials]** will be generally limited to the level of MCU Vibranium in terms of what it is capable of.

-Companions are based off of Mark Grayson, Rohan Kishibe, Jason Todd, Felicia Hardy, Blitzwolfer, Snare-oh, Frankenstrike, and Ghostfreak.

-No, drinking one of the **[Cauldron Vials]** will not allow you to bypass the **[Worst Day Ever]** drawback.

-If you use **[Supplement Mode]** and take **[The End Is Near]**, than Endbringers will be transported to whatever world you're in and keep on causing havoc.

-When in doubt, fanwank.

-Have the day that you deserve~