Generic Worm Fanfiction JumpChain III
Revenge of the Son of Generic Worm Fanfiction

Worm is the story of one girl's journey to escape her problems by throwing herself into even bigger problems. To escape her tormentors, to protect her city, to save the world, and ultimately to save all of humanity across the entire multiverse. She makes many sacrifices and takes even more losses, but in the end the alien menace is defeated. Taylor ends her story in the same way it began, and finds absolution in another world.

This is not that story.

No, you're jumping to a world made up of all the fanon tropes that have arisen in the years since Worm began publication. Taylor will crush her opponents with ease, Amy will be woobified, the Boat Graveyard will be used for power testing, the Leviathan fight will go far better than canon, and there *will* be a PHO interlude. Characters will act slightly different here than in canon, with their most prominent traits being exaggerated to varying degrees, and while the exact details of your fic depend on the genre chosen below one thing's for sure: this isn't the Worm you thought you knew.

You can decide the age, gender, and location of your import or drop-in location. There are too many variations on canon's formula to list so just go with whatever you like as long as it makes sense.

While you're here, you'll fly under the radar of the big precogs, Contessa, the Simurgh, and Scion, as long as you keep your head down. You won't ping as a threat, target, or person of interest unless you make that of yourself.

Genre

Self-Insert
What could be more appealing than you yourself entering you favorite work of fiction? A lot, considering we're talking about Worm here, but what do you care? Seeing as you're reading this, I think it's safe to assume you plan on jumping here, but you may not be the only newcomer. Someone else, maybe even someone originating from a mundane Earth just like yours, could just as well show up at the same time. This is the Drop-In origin, if you don't want any history here.e

Alt-Power Taylor
Ah, the classic. Give Taylor a different power and see how canon changes. Or, as is too often the case, give Taylor a different power and see how canon stays exactly the same. Regardless, Taylor doesn't control bugs anymore. What she does do can be just about anything. Turn into a giant monster, control the people who get too close to her, perform actual magic, host eldritch horrors inside herself, the list goes on. Or maybe, she doesn't even have any powers at all?

Ship Fic
The majority of female characters in Worm are either straight, suffer from power-induced celibacy, or are obsessed with one person, on top of most of them being underage. Do fanfic writers care? Nope! As a rule, Taylor can be shipped with anyone and everyone. This includes

Amy, Lisa, Sophia, Contessa, Taylor, the Queen Administrator shard, anybody else who might show up, and all of the above.

Crack
What if someone from our world found himself in Scion's body, godlike powers included? What if no one could figure out who was phone? What if the Old Spice Guy saved Taylor from the locker? A crack fic is sheer, undiluted madness from chapter one to the closing line. Content varies wildly, as humor naturally does, but one thing can be counted on: you're in for a wild ride.

Alternate Universe
Similar to the alt-power Taylor fics, an AU is a fic where some detail from canon has changed. These changes go from as fundamental the story taking place 40,000 years in the past, resulting in Tay Lor Heb starting her own caveman tribe and Andu Rik Der coding Dragon out of pebbles on a beach, to as small as a side character being genderswapped, causing fem!Lung to adopt Taylor into the ABB.

Fix-It Fic
Worm is a depressing place, there's no doubt about that. So it makes sense that people would want to write things playing out a little differently. Fix-its usually incorporate elements from the other types, but stand alone not in their premise but in their execution. The protagonist will kick ass, take names, and save the day, with minimal suffering and loss of life along the way.

Details

These modify what's going on in this setting. The first two can't be taken together as they determine which fic you're using, but neither of the second two conflict with the other three.

Worm Fic #3928
Rather than jumping to a generic fanfiction, you can instead visit a specific one. Good luck telling the difference. Joking, I'm joking, plenty of them stand out. Like Yet Another Worm Fic, that one's got plenty of fresh, new ideas. Your origin has no impact on what fic you can choose, only your discounted perks and items.

Omake
You instead enter a non-canon omake of your chosen fanfic. Note, not all fics have omakes to choose from.

Three Years Later
The Warrior and Thinker entities arrived three years after they did in canon. This has no effect except pushing back everything that happened by as much time. This means the cast are not teenagers anymore, and that means you can hold their hands. (Not that that ever stopped some authors.)

Family Reunion
You're related to one of the characters. Sibling, parent, child, etc. This is if you wanted to be Taylor's aunt or Fortuna's daughter.

Perks and Abilities

SI Perks:

[100 CP] Vulpine Grin
You can make a facial expression that reminds people of an animal to convey what that animal is known for. A fox would make you look clever, a bull would make you come off as someone who can plow through obstacles, and a wolf would give people the impression you're ferocious but honorable.

[200 CP] Begone, Vile Necromancer!
When it's time to take a break, it's time to take a break. People won't bother you when you're resting or away taking care of other things. They might miss you, but they'll understand there are more important things than writing fanfi- uh, I mean, dealing with their crap. Once you're finished though, you'd better be ready to jump back into the action. There aren't any mods here to lock your thread.

[400 CP] Loading Human.exe…
You can turn off your emotions at will. This makes it easier to make logical decisions but you have trouble understanding others while they're off. You won't get stuck with them off because turning them back on would be illogical or anything like that. Oh, and you get along *famously* with robots and AI. You really get them.

[600 CP] Madison Continued to Exist, Smugly
You're just kinda...there. Even when you aren't doing anything you radiate your emotions and nonexistent facial expressions for all to see. You could gain a strong reputation as a member of a trio just by standing next to two others, or infuriate someone to no end by impassively watching them. You can control how you come off so people don't think you're plotting something devious while you're only trying to eat your lunch in peace.

Alt-Power Taylor Perks:

[100 CP] Power Testing
It's easier to figure out the ins and outs of your powers faster than normal by testing them out and seeing what happens. This works best when you move at your own pace in a quiet location, but you'll still see small benefits when you're in a more controlled environment. If you don't know that you have a power in the first place you'll instinctively use it when you need it to save yourself or your loved ones, but only the first time. After that it's up to you.

[200 CP] The Terrible Trio
Once a year you can designate up to three people as your rivals. You're immune to psychological warfare from them, be it instilling fear in you, making you think you're worth any less than you are, or simple taunts and insults. If it's indirect emotional manipulation of any kind, it just won't work.

[400 CP] You're a Parahuman? That's Nice, Kiddo
You can explain your powers and other supernatural happenings very clearly and concisely. As long as you're being genuine about things, people will believe you and accept it as normal a lot faster than they would normally. They also won't question the circumstances that gave you your powers unless you choose to open up about it. This can help you get past the awkward stage of explaining you've suddenly gained superpowers, or that you're now the incarnation of an interdimensional traveler with phenomenal cosmic powers and will be leaving everyone behind in ten years.

[600 CP] I, Skitter
You're Taylor. What? No, of course you can't have whatever power she has! That would be ridiculous! In future jumps you'll also be the main character if possible, importing into them if they could reasonably match your chosen origin and location. Up to you if you want to import into them in true JumpChain fashion, steal their body, or secretly have been them all along.

Ship Fic Perks:

[100 CP] What a Coincidence, Panacea's Here
You have a tendency to run into people you connect with. You could be the timid healer's last patient if you're injured, giving you plenty of time to talk, or come across a gang of thieves that need help on your first night out as a cape. This doesn't guarantee you'll befriend everyone you meet, nor does it prevent you from meeting people you would dislike, but it does tip the odds in your favor. You also have a sense of what not to say when first meeting somebody so you don't accidentally put them off with an innocuous statement or poor choice of words.

[200 CP] Protagonistsexual
Did you know that Taylor, Lisa, and Amy are all lesbians as well as being open to a polygamous relationship? Neither did Wildbow. But not even the Words of God himself could stop the shipping train, and now there are no breaks. When you make an attempt to romance someone they'll inexplicably be open to your advances, even if you aren't their type or they don't find you attractive. You'll always be a member of the group they consider dating potential. This doesn't change them in any way of course they were always like this stop asking questions.

[400 CP] WAFF
What exactly does WAFF stand for? Warm And Fluffy Fanfiction? Warm And Fuzzy Feelings? Don't bother asking, it isn't important. Yes of course I know what it means! *Moving on*, as long as you don't get involved in big events they won't get involved with you. You could live the quiet life in a gang infested city, and when a supervillain starts going on a bombing spree you'll all be out camping or on a road trip. The larger the danger the less this comes into effect, so you're a lot less likely to miss an Endbringer attack than a gang war. You want to use this to dodge Gold Morning? Ha! Better hope your fic conveniently forgets about that little detail, pal.

[600 CP] Yamada's Apprentice
Thanks to your incredible people skills, those around you overcome their issues much faster. They work through their traumas, deal with long-standing concerns that are eating away at them, and find a bright light in the grim darkness of the world around them. This calming is a temporary effect resulting from interacting with you, but the indirect effects it has on them do last. Extended

time spent with you will see them in a much better headspace, as well as preferring to be in your company. You might start thinking they simply forgot about their traumas and worries to be with you without being all angsty, but that would be ridiculous. How could anyone just forget about such crucial moments of their life?

Crack Perks:

[100 CP] Drama Queen
Dramatic flair is your forte. You've mastered either the moustache-twirling, tying-damsels-to-railroad-tracks archetype of villainy, or the knight in shining armor archetype of heroism, complete with declarations of how they'll never get away with this. Regardless of which one you pick your voice carries across an entire audience when you shout, making sure you're never ignored. This can be bought more than once, but the second isn't free for the Crack genre discounts.

[200 CP] Everyone Has an Account
You can talk to anyone on sites like PHO. Anyone. This includes people like Dragon and the Simurgh. Everyone has a username so you aren't guaranteed to know who you're speaking with, but said usernames will usually hint at their true identity. Some people with public personas like superheroes will have a Verified status so you know that they're the real deal.

[400 CP] Dennis Danger Dynamite
You have a knack for coming up with comedy gold on a moment's notice. Mocking nicknames, witty remarks, dirty jokes and innuendos, you can do it all. Your jokes rarely fall flat and even if someone has a serious demeanor they'll be trying not to crack a smile. You can also call bullshit on things that are, in fact, bullshit, with excellent timing.

[600 CP] You Have GOT To Be Kidding Me
No matter how serious a situation is you can derail it with enough outlandishness. This works best with jokes and other things with a humorous nature, but it could also be something that's just really strange or unexpected. Falling asleep in the middle of being abducted by a supervillain wouldn't get you shot for example, at least long enough for you to make clear just how big of a mistake they made. After they interrupt your nap, of course.

AU Perks:

[100 CP] Another Girl in the Wards
Sophia doesn't count. People welcome you into their teams with open arms. You make friends more quickly and generally give a good first impression. This doubles if you do great on your first mission, like playing a crucial role in stopping bank robbers that have the rest of the team on the ropes. This doesn't work if they're already hostile to you, unless you don't let on you're the same person they already know.

[200 CP] Adorifying
Bonesaw isn't evil, she just needs a little guidance! You can adopt wayward children, especially ones with evil tendencies, and direct their energies towards something more productive. They'll see you as a parental figure and try to live up to your expectations. Meaning they won't

experiment on you or turn you into a nightmarish affront to nature while you're in the middle of redeeming them.

[400 CP] Come On Down to the E88
You have a very convincing philosophy or worldview, and people tend to overlook it's negative qualities in favor of whatever biases and fallacies you feed them. Spreading it to others is surprisingly easy, especially those in need of a friend. This can be anything from convincing someone that everyone's either a predator or prey to getting a normal kid to join a neo-Nazi gang without her thinking to herself 'hey, maybe I shouldn't be teaming up with the actual Nazis'.

[600 CP] Canon Divergence Extraordinaire
Genre conventions and plot armor don't apply to you. You could buck the status quo with a single butterfly, or permanently kill someone who by all rights should have died decades ago. As long as you have the power to carry through with these, of course. This lets you make the setting-wide plans of plot device tier characters like Contessa and the Simurgh less effective by actively setting off butterflies to disrupt their own changes.

Fix-It Fic Perks:

[100 CP] Curbstomp Power Fantasy
You can put on an air of contemptuous ease with anything you do. You can make anything look easy as long as you can actually do it. This doesn't change what your capable of, or make you any more likely to successfully pull it off, only how it looks to others. If you screw it up then this won't apply, but if you realize you can't win halfway through then you could throw the fight and make that look good instead. Hey, they might even believe you when you when you say you meant to do that.

[200 CP] One Man Army
You have really good awareness of your surroundings and can fight a lot of people at once. You can split your focus to the threats around you, keeping track of the angry cape standing up behind you, the two gunmen to your left, the door to your right that could open with backup any moment, etc. This scales inversely with difficulty of each individual you're fighting, so a cape you'd really struggle with would take up most of your attention while walking into a room packed with people you vastly outclass wouldn't be much of a problem.

[400 CP] My Name is Jumper and I'm Here to Help
You have some extra luck when it comes to looking for problems. People will be more open with their worries, suspicious clues will turn up more often, and you have a higher chance of being the right man (or woman) for the job at hand. Coming across the scene just after the perpetrator's made their escape, while the evidence is still fresh and the dying witness can reveal what happened as they clutch your shirt dramatically, wouldn't be unheard of for you.

[600 CP] Obligatory Flechette Appearance
You have a sixth sense for where your enemies are most vulnerable and for how best to strike at them. An enemy too durable for even the strongest conventional attacks to overcome should be targeted with attacks that can bypass durability, not whittled down while you use your best heroes as cannon fodder, isn't that obvious? This leads you to extrapolating how seemingly weak

powers can be combined into god-killing superweapons. Designing and building said god-killing superweapons, well, that's another matter, but you'll know where to find the key to making it all come together.

Companions

New Wave is Hiring:

[50-400 CP] Second-Gen Trigger
Import up to eight companions. Each receives 600 CP, discounts for one genre, and four ranks free for the power section. They can't buy more companions.

[50+ CP] This is My OC
Create a custom companion. This can be purchased as many times as you want but you can only have up to eight active at a time. They get 600 CP, discounts for one genre, and four ranks free for the power section. They can't buy more companions.

'Canon' Character:

[100 CP] You can bring any one person along. However, they lose any powers or superhuman abilities on exit, and receive a human alt-form if they didn't already have one.

[200 CP] Characters like Armsmaster, Lisa, and Taylor (the one with bug powers). Powerful compared to a human, but not top-tier among capes. They keep their powers.

[600 CP] You can take a character like Alexandria, the Siberian, and Dragon (with restrictions or Defiant's hack-job patches). Around low Triumvirate level. They keep their powers. Characters rivaling or surpassing Eidolon can't be bought here, which precludes Contessa, Dragon Unchained, the Endbringers, and the Entities.

Where a specific character falls is largely up to your best judgement. For example, while canon Armsmaster would be 200 CP, Parental Guidance Armsmaster is 600 CP since he's capable of building man-portable starship weapons and soloing an Endbringer after being antagonized enough. Normally this would disallow him from taking his power with him, but 'antagonized enough' is a short way to put 'pushed to his absolute limit and beyond by two people over the course of most of his career'. Similar to the difference between Dragon and Dragon Unbound, when a character requires certain circumstances to access their full potential.

Shard Builder

[0 CP] Worm/JumpChain Crossover
You can import an existing power you have as a shard. During this jump you lose access to it, although you probably won't notice since your shard will still be supplying you with the power. After the jump you can take your powered shard as a companion without losing the original power.

[200 CP] No Shard
Your powers don't use a shard, instead running off some other source. It could be magic from a fantasy game, soul powers from an anime, having the memories of a genius from a comic book, or anything else you might expect Worm to be crossed over with. This ultimately has little effect on what your powers can do, but you might find it beneficial as you won't suffer from a conflict drive nor will powers that interact directly with shards be able to affect you.

Worm has twelve classifications to categorize powers by, each with ranks to convey power and versatility. 1 is the weakest and 12 is the strongest known. You receive four ranks free, and can buy more if you see fit. These ranks can be placed into any category. Stacking a category will make it more powerful, and taking another category will give your power an additional effect. For example, a Tinker that builds steampunk automatons could add a Master subcategory to make them sentient.

Something to keep in mind is how triggers work. They tend to give you a power that could solve the problem that caused the trigger, but only in the most literal and ironic way possible. Clockblocker could have more time with his dying father, but couldn't because his father was frozen in stasis. Taylor could escape the bugs by making them crawl away from her, but couldn't because she'd always be aware of every insect around her. However, most canon characters follow this rule as loosely as triggers follow the parahumans' needs, to say nothing of fanfiction, so this is entirely optional.

You don't need to take a power if you don't want to, they're optional. If you don't then you're refunded 300 CP to be spent elsewhere.

Categories:

Mover
Your power increases your mobillity in some way. Grappling tethers, teleportation via explosions, phasing, and opening portals are all mover powers.

Shaker
Your power affects the area around you. Control over electricity, control over magnetic objects, people trying to hurt you having bad luck, and creating and manipulating ash are all shaker powers.

Brute
Your power increases your own physical strength and durability. Gaining strength from causing fear, growing larger and healing from lethal wounds, becoming an unstoppable force, and having Kryptonian physiology are all brute powers.

Breaker
Your power 'breaks' how physics apply to you, or switches you between two forms. Transforming into a monster when no one's looking, becoming a shipgirl, having cartoon-based powers, and turning into a car are all breaker powers.

Master
Your power either controls or influences other people, or creates minions for you to use. Creating weird snake things, forcibly hijacking people's bodies, summoning cute imoutos, and inspiring your allies with your music are all master powers.

Tinker
Your power allows you to design and construct technology straight out of science fiction. Building Supreme Commander technology, modifying the biology of insects, inventing technology that utilizes wavelengths, and crafting Bionicle masks are all tinker powers.

Blaster
Your power allows you to attack at range. Extending the range of held blades, throwing magical fireballs, firing blasts of pure emotion, and launching purple explosions are all blaster powers.

Thinker
Your power increases or adds to your senses, allowing you to sense things others wouldn't be capable of in your position, or enhances your ability to process that information. A danger sense, attuning to things to understand them better the longer you're around them, telepathy, and instantly knowing how to achieve any food-related goal are all thinker powers.

Striker
Your power is touch-based or only works in very close ranges. Control over biomass in contact with your body, turning people you touch into dogs, converting people you touch into duplicates of yourself, and telekinesis by miming an object are all striker powers.

Changer
Your power allows you to change your appearance or body. Selective invisibility, upgrading your own biology, turning into various monsters, and turning into a swarm of bugs are all changer powers.

Trump
Your power interacts directly with other powers, either yours or those of others. Copying other capes' powers into a tattoo, stealing powers by picking apart their brains, claiming powers to channel them through ghosts, and accessing new powers based on narrative tropes in media are all trump powers.

Stranger
Your power makes you more stealthy in some way. Being a ghost, turning invisible, not being perceptible to the people around you, and the whole world leaving you alone because they all think you're one of the most dangerous capes ever are all stranger powers.

Ranks:

1 | 50 CP
Your power is barely superhuman. An average person has a good chance of beating you in a fight. You're probably going to be ignored by the PRT, other capes, and everybody else.

2 | 50 CP
Your power is superhuman, but not by a whole lot. A well-trained or prepared but otherwise mundane human could probably beat you.

3 | 100 CP
Now we're getting somewhere! Baseline humans can't handle your power. If a number of trained professionals gang up on you, they can still take you down, even if you take some of them down with you.

4 | 100 CP
You're the equivalent of a full team of trained operatives. Stacking the deck in your favor will allow you to beat just about any unpowered humans trying to fight you, but a disadvantageous fight could just as well go in the other direction.

5 | 150 CP
You're on par with the average parahuman. You could reliably beat a team of trained operatives, but probably not fast enough to win before caped backup arrives. A parahuman or two working in concert with a team will likely be too much for you to handle.

6 | 150 CP
You're too dangerous for normals to engage without parahuman support. A lone parahuman could win if they're trained and experienced, but you're more likely to come out of duels the victor even if you're inexperienced. Coming into a fight with you without knowing your power is a bad idea.

7 | 200 CP
A single cape would be hard-pressed to win against you. A fair fight would mean two or three parahumans, supported by two fully-equipped teams of PRT operatives. Not knowing what you're capable of beforehand will significantly cripple their ability to fight you effectively.

8 | 200 CP
You're the equivalent of a full team of parahumans. Nearby civilians will need to be evacuated when you go all-out, and parahuman teams will try to leave you alone, avoiding engaging you unless you force their hand.

9 | 250 CP
Your power breaks the mold. Normals and parahumans will have to evacuate the area when you flex your might, only confronting you after outlining a specific strategy of attack to bring you down and working as a united front or facing sure defeat.

10 | 250 CP
Your power is extremely...powerful. Overwhelmingly so. Only a team of high-rated parahumans with powers that specifically counter your own could take you on. It wouldn't be out of the question for you to be a regular and significant presence at Endbringer fights.

Ranks can go higher than 10, with the prices increasing in the same pattern. While the scale above is largely based on PRT ratings, the higher end ratings here like 10 and 12 don't match their PRT equivalents. Rather, they scale more linearly. For example, a rank 15 parahuman would be significantly more powerful than a rank 10, in the same way that the rank 10 would be to a rank 5, but wouldn't be a planetary-level threat. This means you can't give yourself Path to Victory just because you bought Thinker 12 or Endbringer durability because you bought Brute 10.

Items

SI Items:

[100 CP] Customized Costume
Your very own costume. It looks however you want it to, but it should conceal your identity. Having some sort of protection like armored plating would come in handy too, but might not be as comfortable unless your power could somehow help with that. Comes with a basement workshop with some cheap tools and materials, and a currently-unused armor stand.

[200 CP] Not-So-Generic Worm Fanfiction
Every chapter of the fanfiction you're going to, completed if it wasn't already. In future worlds you'll receive a fanfiction of the source material, and while it will have as much background information and small details as the original work it will make use of a lot of fanon and OOC characterization. Useful in some cases, but don't rely on it without double checking.

[400 CP] Fugly Bob's
It wouldn't be a Worm fic if the protagonists didn't stop by Fugly Bob's for a burger. You own the restaurant now, and in future jumps it attracts main characters and other important people, as well as the occasional tourist from another dimension looking to experience the local life.

[600 CP] Armsmaster's Patented Lie Detector
A small device that fits into a helmet that reads minute facial and vocal tells to tell when the person you're talking to is lying. This works even when they're wearing a mask that covers their face and muffles their voice because tinkers are bullshit. Also because the author forgot they're wearing a mask but you didn't hear that from me.

Alt-Power Taylor Items:

[100 CP] School Locker
A locker in Winslow High. The master craftsmanship public high schools are known for has resulted in this hermetically sealed locker. Unfortunately it does suffer from one design flaw, in that it blocks sound very poorly. I'm sure everyone will politely ignore all the banging and screaming though. You can hide pretty much anyone- I mean, *anything* in here.

[200 CP] PRT Standard
A list of military terminology relevant to a superhero setting. They act as shorthand to make referring to threats easy, quickly conveying a decent amount of general but important information to surviving and combating these threats. It's very easy to teach people these in future worlds so that they enter into common usage, far more common usage than would be expected.

[400 CP] Boat Graveyard
An old port filled with ruined, sunken ships. People rarely come here, as you might be able to guess from the name. Great for testing out your powers on without any bystanders getting in the way. If the boats are all destroyed, new ones will show up, try to make use of the port, and all get sunk, giving you a replenishing supply.

[600 CP] Boardwalk
Important people will want to have their important meetings here out in the open. It's very difficult to eavesdrop or tail someone here, though. Might be the crowds, or all the seagulls. If you meet with prospective employers here they'll be much more likely to hire you, almost like they can predict how good friends you'll become and want to cut to the chase. This doesn't work as well if you wouldn't be a good fit for the team. Since you *technically* own this place, the security guards hired by the city won't give you any trouble for hanging around and messing with the tourists.

Ship Fic Items:

[100 CP] Comfy Bed
A large, fluffy bed. It's very comfortable and warm. As long as you're lying here you get as much rest as if you were sleeping, even if you were wide awake all night.

[200 CP] The Shipping Chart
This is a poster-sized chart you can hang on a wall or use to lecture someone about the intricacies of your harem. It lists all of your romantic partners, and their current relationships with you and each other. Just...be careful with this thing. The longer you look at it, the more you get the feeling it's looking back at you.

[400 CP] Legendary Pin
A medium-sized pin emblazoned with the hero Legend. It would look good on a backpack or jacket. When you wear this, no one will have any problems with you being the way you are. By which I mean they won't be racist or homophobic or anything like that. This protection applies to the people around you too.

[600 CP] Tree Fort
Did Amy grow this? Or did Taylor? Or maybe it *is* Taylor? That depends on if you use a specific fanfic or not, but regardless of the fic this is an all-natural lair grown from modified plants inside a massive tree. It's big enough to have roughly as much internal space as a medium-sized building. This can be underground if you want to be a little more discreet. If you're getting this in Putting Down Roots or similar, it isn't actually Taylor herself, maybe just a disconnected offshoot that's purely plant now or something like that. Any damage short of being burnt to ashes will slowly be regenerated back over time.

Crack Items:

[100 CP] Jumper Brand Underwear
It's underwear with your face on it. Yes, you can buy this even if you aren't a publicized hero like Armsmaster. No, I don't know why you would want to.

[200 CP] Thunder With a Side of Ham
A mysterious device that is triggered whenever your name is spoken. It causes a dramatic, ominous thunderclap, even when there's no rain or clouds. You can turn it on and off and set it to only activate with certain names if you have more than one, like only triggering with your supervillain identity.

[400 CP] Laz-E-Boy Armchair
Very comfortable, very menacing. Very fire resistant. This is a relaxing armchair of the Laz-E-Boy variety. Despite what you may expect, commanding your minions while seated here will not only *not* make you look ridiculous, it will actually make you even *more* intimidating. How, you may ask? Well, if you can afford to be so laid back when giving orders, imagine how dangerous you must be when you get serious? Who could argue with that logic? Nobody, since you already incinerated the first guy who tried and now the others are too scared.

[600 CP] Lair of Doom and Potato Chips
You've got a secluded home base squirreled away somewhere in the city. An abandoned warehouse, an apartment building housing and run by your gang, a leased building paid for by a front company, whatever it is you can kick back and relax here without worrying about those pesky heroes barging in. Comes with a TV set and some video games and movies.

AU Items:

[100 CP] Patriotic Bandanna
A bandanna with an American flag pattern. I mean, it can be any flag you want, including your own if you have one, but why wouldn't you want it to be the flag of the greatest country on earth? You can emote full expressions with the barest hint of body language when you're wearing this, such as eye crinkles showing you smiling.

[200 CP] Console
A command station for coordinating field missions. It can be hooked up to any communications systems you have access to, and displays a map of the local area along with the locations of your

field agents. Assigning people to the boring console duty will be an effective punishment for people you're in charge of.

[400 CP] Written Rules
While they're usually called the Unwritten Rules, that's just the colloquial name everyone uses. You can find them posted on most cape sites and inside PRT buildings. Whenever mentoring a rookie to the cape scene, these will inevitably be brought up, sooner more often than later. In future jumps these aren't guaranteed to be followed by everyone but they'll outline some basic rules for common decency and honor among thieves. The more brutal a setting is, the more people will ignore these, so this isn't very good for full-on genre shifts.

[600 CP] Cell Phone Recycling Repository
You can recycle a single item once per jump by finding it and throwing it in this bin. This will remove it from its place in the timestream and throw it somewhere else. Mundane but momentarily important objects like a cell phone might stop a traffic accident caused by texting while driving. Actually important objects like powerful weapons and enchanted artifacts will still crop up as they did before the retcon, except in the possession of different people in different places. This could easily result in the butterfly effect causing massive and mostly uncontrolled changes, so use it wisely.

Fix-It Fic Items:

[100 CP] Evidence File
You've got a file with transcribed insults and mocking conversations, print-outs of cyberbullying, and even a picture here and there. Everything you need to incriminate certain bullies at a certain high school. As long as the school's principal isn't going to dump the entire file into the shredder next to her desk while you watch, which...*probably* won't happen. Make some copies, anyway. Just in case.

[200 CP] Maximum Security Prison Key
You can give this key to any prison warden. As long as they either keep in on their person or somewhere in their prison, the jail is sealed. Nothing short of an Endbringer (whether an evacuation or the Endbringer literally kicking down the walls) is going to get those prisoners out illegally. Once you put them away, they're gone.

[400 CP] Fortress Construction
A construction company specializing in Endbringer-proof bunkers. However, these ones actually work. An Endbringer could still get in if they were determined enough, but by the time they did Scion will probably have arrived to chase them off.

[600 CP] Parahuman Asylum
You run an asylum for parahumans unfit for society, either because they're non-functioning or because their powers are simply too dangerous and uncontrollable. While here they slowly recuperate thanks to your expert doctors, eventually being able to rejoin society after a few years of hard work and careful therapy. You have the potential to do a lot of good with this.

Drawbacks

If you feel like you don't have enough CP, you can take up to three drawbacks for a little extra. You can still take more after, but you won't receive any CP for them.

[100 CP] Take That, You Worm!
You have god-awful one liners and you insist on using them every single chance you get. Including when you're in front of an audience or being recorded. *Especially* when you're in front of an audience or being recorded.

[100 CP] Kiddo Type Pokemon
Your friends and family have very small vocabularies. They'll constantly be repeating certain words like puppy, hun, and copacetic. As in every other sentence, minimum. Needless to say, this will get old, fast.

[100 CP] [Female Character] Smacked [Male Character]'s Arm
Clockblocker and Assault must have really sore arms by now. If you're a male you'll be swatted by the closest female whenever you try and make a joke. If you're female you'll be compelled to hit any males making a joke. This doesn't always proc, only usually, but crude jokes will always trigger it.

[100 CP] A Very Specific_Protagonist
Aren't Case 53s great? All those exotic bodies, solid steel abs, and tentacles...*hnn*...In case it wasn't obvious, you're now Madison Clemont, Case 53 fetish included. Expect to creep people out on the internet. You still have your mind intact, but you can't control your newfound impulses. If it's any consolation, this will never become a public thing. Your shame will stay private.

[100 CP] This is Greg's Story
You aren't the protagonist of your own story anymore, Greg Veder is. The world revolves around him now. He has almost impenetrable plot armor (plot armor that's immune to Canon Divergence Extraordinaire), and you and your companions will be sucked into this new narrative as side characters.

[200 CP] Brandish the Bitch
One of your parents was emotionally neglectful while you were growing up. Thanks to your history, your power, or both, you were seen as a time bomb, not a child, and treated accordingly. Because of this you constantly feel guilty for not doing more to help others to make up for your existence, even if you're spending all your free time healing the sick and dying at hospitals. This can be taken twice, but having no competent parents instead of one causes the effect to be worse than double the original.

[200 CP] Literally Worse Than Hitler
Around you, people show more of certain qualities. The people you like become one-dimensional cardboard cutouts of themselves, and the people you don't turn out to be deep, complex underdogs or true heroes with no dark sides, with any bad things they've done being entirely justified in context. If your friends have a dark side, chances are they're now worse than Sophia, Piggot, Jack Slash, Hitler, and even Coil.

[200 CP] Out of Character
You act differently here, as if being written by someone who doesn't know you all that well. Some of your personality traits will be exaggerated, while others will be diminished or left out entirely. If it weren't for your appearance your companions might not even recognize you as the same person, merely someone vaguely familiar.

[200 CP] Time for Another Bank Robbery
You get deja vu. A lot. Anytime you do anything of importance you'll feel like you've done it hundreds of times before, more or less the same way but with marginally small differences. You'll also get confused about which one you're supposed to be going along with from time to time, like treating Wards!Taylor as a villain or vice versa.

[200 CP] Browbeaten
You're very forgettable. There's just something about you that causes you to slip from people's minds. They'll forget to mention you when listing off team members, neglect to send you out on missions, accidentally leave you behind when they do remember to bring you along, and constantly introduce themselves to "the new guy". This will never work in your favor, so you're only passed over and forgotten about when you don't want to be. ...hold on, who was I talking to again?

[400 CP] The P Stands for Publicity
While the PRT in canon can be a little overbearing when it comes to public relations, this is for good reason and they don't let it get in the way of their heroes' duties. Most of the time. But this isn't canon. If you're aligned with the heroes, they'll tie you up in red tape and give full control of your costume and regulated behavior to the PR department, while villains are given a slap on the wrist before being escorted out of prison so the heroes have someone to fight against. If you're a villain, expect just about everyone to buy into the propaganda that you're a psychotic monster frothing at the mouth who eats babies, while they borderline worship the heroes. If you aren't involved in either world, they'll drag you into it anyways.

[400 CP] Genoscythe the Eyeraper
You're being stalked by a man who is quite possibly Worm's darkest villain. Genoscythe's power is to painfully transform people into living and fully aware weapons made from flesh and bone, which he then uses to murder their families with as they watch helplessly. He isn't coming for you, at least not at first. No, he'll target your family, your friends, and anyone else close to you. *Then* he'll come for you, once he's armed and prepared himself.

[400 CP] Collateral Damage Barbie
You're young at heart! And by that I mean you have very little impulse control or experience in reigning in your powers. If you're a traditional Alexandria Package you'll be accidentally hospitalizing some of the people you're trying to capture. If you're closer to the Triumvirate in strength, well, that's what they have the S-Class threat ratings for. And if you could give the Endbringers or Scion a run for their money? Let's just say it's a good thing there are a lot of backup Earths.

[400 CP] Fucking Tinkers
Enemy tinkers can pull hyper specific clarketech out of their ass that just happens to do whatever they happen to need at the moment. Allied tinkers' stuff will constantly go haywire, be stolen, or revolt. This applies to you too if you have capabilities Earth Bet would classify as tinker powers, although for your stuff this only procs about half the time.

[600 CP] Unnecessary Locker Scene
You have to live through an absurdly unrealistic trigger event, or something equally bad if you aren't a parahuman. Someone will set up a trap months in advance, no one will notice the awful smell or any other signs, when the trap is sprung all the bystanders will not only refuse to help or tell anyone but they'll actively mock you, and you'll be trapped in this situation for an entire day. Maybe longer. You won't die, despite the high likelihood of dangerous biohazards or chemicals being involved, but you'll wish you did.

[600 CP] Stations of Canon
Locker. Lung fight. Meeting Lisa. Bank robbery. No matter how different this world should be, no matter what you do to try and stop it, it's going to ride the rails of canon to the end. And don't even think about skipping town, you need to be here for it too. You can't let the ABB kill those children, can you? Or let Taylor join the obviously corrupt Protectorate when the plucky thieves with hearts of gold need a friend? This includes the Leviathan fight and later Gold Morning.

[600 CP] Coil's Foster Home
You and your companions have been abducted by Coil and his mercenaries. You'll have to do what he says, things like using any precognition you might have to give him answers about the future or run missions for him, or he'll shoot you in the face. This will kill you.

[600 CP] The Simurgh Did It
Everything is a Ziz plot. *Everything.*

[600 CP] Queen of Escalation
You have to fight Skitter. Not canon Skitter, not fanon Skitter, memetic Skitter. Taylor 'I bullied an ancient multiversal eldritch horror into committing suicide' Hebert. May God have mercy on your soul, because she certainly won't. Now, you might be thinking you can just snipe her with a fireball or nuke her from another dimension right as the jump starts. You could, but you won't, because you'll forget all about this drawback after this. But Taylor won't forget about you. She'll know all about you, most of all that she needs to kill you. Because sometimes hard decisions need to be made, even if they're completely unnecessary. And she's going to do what she does best in order to deal with you: escalate. You'll start to realize just what you're up against as she begins to approach you in power, but depending on how powerful you are this could very well be a Khepri who's fully bonded with Queen Administrator, hijacked Scion's and Eden's corpses, and subverted a number of other Entities. You can check out the Skitter Facts to get a better idea of what you're up against. Hint: they're all true.

End

Move On
Jump to the next world. Your chain continues.

Stay Here
Settle in this world. Your chain ends.

Go Home
Head back home. Your chain ends.

Oh, and one more choice for you to make. If you had a shard, you can take the power as a part of yourself or bring the shard as a companion. If you keep the shard separate then the power you got here is still theirs, with them supplying it to you since that's how shards roll. The same goes for your companions with shards.