Worm: Entity Jump
Jumpchain CYOA
Version 0.05
by ObliderateFailed
Based on Pharo's Version

Introduction:

*"Two entities are traveling among the stars when something goes wrong. One falls and the other is left stranded, bereft of guidance in an Endless **[Cycle]** for Absolute Perpetuity, a broken god amongst vermin. In a cycle of its creation, of heroes and villains, a young girl rises. Facing and overcoming tribulations with champions and monsters by her side, she strikes down this maddened god, freeing this world and every world of its kin from oblivion at the expense of her humanity.*

Welcome to the Wormverse. Except this time, the story isn't about the human Talyor Hebert or the entity Scion. It's yours."

Brutish beasts of incomprehensible size composed of uncountable clusters of **[Shards]**, the Entities evolved the capacity to shift between layers of their world, to explore as many alternate versions of this same world as there are atoms in one universe. They continued to reproduce until they eradicated virtually every resource from every iteration of their world in the multiverse. In time, with the sacrifice of the **[Ancestor]**, there remained only two, who leeched all of the heat and energy from every iteration of the world they inhabited and concentrated it into a single reality. The resulting explosion destroyed every iteration of their world across the multiverse, allowing them to shatter themselves into numerous self-sufficient shard colonies called **[Proto Entities]** to ride off the blast to scatter into the stars and beyond in search of new experiences and resources.

Most died during their travel in the inhospitable void between the stars. Some survived, partnering together like the **[Thinker]** and **[Warrior]**, experimenting and refining their craft on the many denizens of the multiverse to achieve the collective end goal of all Entities, **[Negentropy]**, to perpetuate an existence beyond the inevitable heat death of every universe in the multiverse. Others survived and evolved alone, choosing to achieve the end goal by other means, whether through experimentation on their lonesome or targetting other entities for intellect and resources.

You are now one such Entity, a child to many of your kin but an embryo with nearly unlimited potential in a dying multiverse. What path will you take?

Here are 1000 Shard Points (SP). You'll need them.

Paths:

[Warrior]:
You are the Warrior to your Thinker, the Attacker to your Defender, the Destroyer to your Builder. You allow others to lead behind the scenes, your home is in battle and that is shown in your shards. The majority of your abilities are geared more toward confrontation and pure power for your hosts than quick thinking such as a Thinker's.

[Thinker]:
You are the Thinker to your Warrior, the Defender to your Attacker, the Builder to your Destroyer. Preferring manipulation to direct combat, you steer the course of civilizations across every iteration of a world with the path of foresight and intellect for the success of the **[Cycle]**. Planning and plotting are your bread and butter, you can plan centuries with numerous contingencies. But no plan is infallible.

[Wanderer]:
You evolved through a completely separate line of evolution than your peers; learning to only rely on varying applications of constant refinement and growth via hosts and buds on your lonesome.

[Hunter]:
You do not look into the future but to the past, in the primordial chaos of your Homeworld when Entity ate Entity for absolute supremacy. You traverse the stars, alone like the **[Wanderer]** but primarily targetting other Entities to subsume them for intellect and resources. You have learned to consume and absorb, adding the shards and abilities of others of your kind to yourself, increasing in size and mass dramatically.

Race:

Proto-Entity (Free/Mandatory):

One of the many scions of a past **[Cycle]**, you have been transformed into a multi-dimensional cosmic horror composed of a hivemind of an uncountable number of biological supercomputers called **[Shards]**. Resembling crystalline structures folding and unfolding like hypercubes, each has a definite function, a specific purpose that guides them ranging from communication to psychological warfare. Each **[Shard]** of you is distinctly conscious, capable of retaining information, learning, and maturing. These pieces of you can be altered and modified to an extent, either to prevent damage to the host or potentially to yourself.

You and your kind have only one goal: to survive the inevitable heat death of the multiverse, the **[END]** of all things. Your species primarily achieves this by experimenting on the denizens of the multiverse to continuously refine the theoretical and practical applications of your functions in new fashions by hijacking the creativity of the target species, disseminating pieces of yourselves across alternate versions of the same world to a target species in a process called the **[Cycle]**. Once most of your **[Shards]** are disseminated, it finds a host and sequesters itself to barren alternate worlds safe from damage. Upon exhausting all possible combinations, the Entity reforms all the **[Shards]** into itself, killing their host species before drawing all energy from every iteration of the planet and concentrating the blast in a single reality. This destroys every iteration of the target planet across the multiverse and allows the Entity to refuel its **[Shards]** before riding the blast to search the cosmos for new targets.

For the sake of this jump, you will be expected to survive, grow and prosper in this infested multiverse for a millennia rather than the usual 10 years for most Jumps (unless you take specific Drawbacks or Scenarios). Furthermore, previous abilities and perks gained from prior Jumps will be recalibrated to unique **[Shards]** whose unique power sources will be provided by the Generator shard cluster (unless you choose otherwise). This will likewise occur from any abilities gained here post Jump.

Perks:

General Perks: [Most are free, however, unrestriced perks costs appropriate SP costs]:

- **Alien Composition (Free):** Your mind and body are fragmented and augmented to a collective hivemind of millions of incredibly advanced autonomous multi-dimensional bio-crystalline supercomputers called **[Shards]**, each containing a ludicrous amount of processing power and memory space. This hivemind collectively grants you perfect memory and the multi-tasking capability to analyze and comprehend at processing speeds reaching near the speed of light. With enough time and resources, you can improve upon these capabilities, only constrained by the inherent limits of all living and non-living things by the metaphysics of your cosmos.

- **Survey (Free/100 SP):** A low-ranking Analysis shard cluster, responsible for multispectrum scanning, data collection, and signal warfare(whether they be electromagnetic, gravitational, or strong/weak atomic in origin). For an additional 100 SP, your **[Shards]** have gained the experience to freely analyze and comprehend the more esoteric aspects of reality, ranging from spatial-temporal anomalies, multi-dimensional/universal refractional phenomena, and dimensions with abnormal laws.

- **Exchange (Free/100 SP):** A low-ranking Broadcast shard cluster, responsible for direct peer-to-peer communications within a few Astronomical Units (AU) in range. For an additional 100 SP, your shard functionality has been expanded with the responsibility for multi-dimensional long-range communication and outer-entity networking protocols within a range of 100 AU (ie solar system range).

- **Shaper (Free/200 SP):** Mid-ranked Armament-Craft shard cluster, leveraged for crafting an avatar using the aesthetics of host species for a more cooperative and successful **[Cycle]** while your real body exists in a different universe(s) entirely, rendering it immune to damage from conventional abilities during the **[Cycle]**. For an additional 200 SP, your shard gains the theoretical and practical mastery to manipulate singular and multicellular organisms to near perfectly weaponize aesthetic traits in organisms for psychological, sociological, or cultural warfare.

- **Generator (Free/200 SP):** Mid-ranked Source shard cluster, responsible for power generation, storage, and maintenance through all available non-renewable or renewable sources. While you are primarily reliant on the background solar radiation emitted from stars and other stellar phenomena, for an extra 200 SP, your shard has been provided the experience and practical knowledge to leach the rotational energy and cosmic radiation expelled from the planet(s) you inhabit.

- **Archivist (Free/300 SP):** A mid-ranking Analysis shard cluster, responsible for information compression, analysis, and storage, reminiscent of the capabilities of the most advanced supercomputers of our age, critical for the development of new shards. For an additional 300 SP, your shard has expanded to have the capacity to casually

analyze, compress and store the collective knowledge of all of humanity to the present day into a single word to be released with little to no resource expenditure and data degeneration in seconds.

- **Coordinator (Free/300 SP):** A mid-ranking Administration shard cluster, responsible for small-scale same-entity shard coordination, cooperation, and distribution to hosts. This allows you to freely grant your **[Shards]** and in future Jumps, any metaphorical part of you ranging from powers to your biological eyes, to willing or unwilling hosts. This includes the capacity to add/remove restrictions to their use, order them to bud off, destroy even redistribute themselves to other hosts of your choice, inducing trigger events. For an additional 300 SP, the shard capacity and capability have the intuitive understanding needed to expand into a shard network equivalent to the Queen Administrator Shard used by the **[Thinker]** Eden and **[Warrior]** Scion to individually maintain near-perfect cohesion and control over a trillion times a trillion **[Shards]**.

- **Sight (Free/400 SP):** A high-ranking Analysis-Administer shard cluster, responsible for leveraging extensive probability analysis and mathematical calculation to accurately physically perceive possible futures. Given the mutable nature of the future, the events seen are subject to frequent shifting and grow blurry with the introduction of other pre-cog/post-cog users. While not being able to outright bring forth and enforce improbable futures like the All-Mighty from Bleach, these visions will always perfectly assist you in possible courses of action. For an extra 400 SP, your shard cluster is equal to the Hope Killer in capacity and efficiency: you are now a perfect post-cog and pre-cog but blind to the events to the present. Your shard cluster specifically bypasses any pre/post-cog blindspots, bar fiat-backed ones like Blindspot.

- **Blindspot (Free/400 SP):** A high-ranking Vital shard cluster, responsible for inter-network information warfare. This primary comes with inbuilt offensive and defense structures tailored to counter some direct and indirect Master, Stranger and Thinker rated threats that would comprise the Entity by un-conventional means (ex Body, Mind Control, Pre/Post Cog, etc). For an additional 400 SP, your shard cluster has been perfected for uncountable millennia to prepare for the final war between Entities before the **[END]** to negate any or all direct and indirect attempts to conventionally or un-conventionally compromise you externally or internally without your consent through esoteric or conventional methods. Furthermore, the shard cluster has been augmented to turn you into an absolute blindspot to all forms of precognition, clairvoyance, or otherwise predicting your actions by any means. Simulating timelines? You don't appear in them. Using Contessa's Path to Victory, Gilgamesh's Sha Naqba Imuru, or even Yhwach's All Mighty? It won't even work you.

- **Warper (Free/500 SP):** A high-ranking Armament shard cluster, responsible for manipulating space-time for both peer-to-peer and host-to-host for combat and non-combat settings, with a particular focus on interacting with all parallel timelines and their respective universes and worlds in the multiverse you inhabit. For an extra 500 SP, your shard has been provided the basic mechanics behind the Faster than Light (FTL) Travel of the **[Warrior]** Scion and **[Thinker]** Eden Entities, allowing you to traverse the wider

multiverse freely. While it would not provide you the necessary data and resources to immediately reach their mind-boggling speeds when they approached Earth from outside the Virgo Super Cluster in only 2 years (reaching velocities over 30 million times the speed of light), the theoretical foundation to replicate this phenomenon (in time) and supersede it is still there.

- **Striker (Free/500 SP):** A high-ranking Armament shard cluster, tailored for anti-entity attacks on a select portion of each universe/layer simultaneously across multiple layers of reality. For an extra 500 SP, your shard has been replaced with Sting, a near Omni-directional anti-entity attack tailored by the Entities to ignore select laws of physics and multi-dimensional/universal barriers to maximize its lethality across all layers of reality(ie. the entirety of the multiverse you inhabit) at a specific point in space-time.

- **Shardspace (600 SP):** The very incomprehensible nature of the **[Shards]**, many of whom range the size of continents to multi-planetary celestial bodies, makes a direct connection with their hosts a near impossibility. You can overcome this by creating a multi-dimensional labyrinth that interconnects multiple layers of reality across the multiverse to actualize the physical representation of the **[Shards]** connections without reducing your hosts into a jibbering mess. Protected by multi-dimensional barriers that hamper travel between universes to your Shardspace, whose laws distort the natural fundamental forces of the universe/multiverse you inhabit, this dimension is your oyster.

- **Limitless Potential (600 SP):** Even with the nearly limitless potential of the Entities, some **[Shards]** simply have inherent limitations that prevent any further growth. These limitations more often than not come from internal or external factors ranging from insufficient resources to the creation of abilities that would not work within the confines of the rules of the cosmos you inhabit. But not you, as your potential knows no bounds as your very nature breaks limits imposed on you, whether they be on your mind, body, or soul. With enough training and experimentation, you will bypass your limits again and again. Any or all drawbacks to your abilities or perks will steadily reduce the more you attempt to overcome your limits, while its potential capabilities exponentially increase. This acts as a capstone booster for any 600-point perk below.

<u>Warrior Perks:</u>

- **Art of War (100 SP):** You are a peerless fighter in mind and body. You possess an unnatural ability to quickly master any tool or resource you have not already learned to use to maximize your capacity to deflect damage, whether it is mental or physical. Furthermore, you are immune to psychosomatic problems caused by conflict, either naturally or externally induced. This does not interfere with your ability to realistically evaluate risks when necessary.

- **Juggernaut (200 SP):** To you, the only blow that counts is the last. You are not slowed down by pain and non-lethal wounds, requiring a fatal blow to be inflicted to stop you.

Furthermore, your attacks get stronger at a geometrical rate the longer you hit the same target, regardless of distance. This progression on the initial target however resets if you pause or focus on another target for too long.

- **Protocols (300 SP):** Tailor your defenses to gain an immunity to any effect of your choice bar conceptual manipulation. You can take this only 10 times, but you can't stack them to the point of total invulnerability to everything.

- **Warrior's Acumen (400 SP):** All too often, tactics and strategy are ignored in favor of brute force by even the best of your kin. Such ignorance has led to many setbacks in preparing for the **[END]**. You have done well to rectify this for yourself. You are keenly competent in both tactics and strategy, providing you the near-perfect intuition to pick your battles and reach your desired victory before the final ashes settle. With unrestricted **[Sight]**, you can even perfectly determine every strategy your enemy could employ, and the strategies they couldn't, stacking the odds in your favor where winning is a certainty in nearly every circumstance when you have to fight by picking any path to victory while setting things up so that paths to defeat would no longer be possible

- **The Relativity of Force (500 SP):** Through the extensive analysis of countless previous **[Cycles]**, your **[Shards]** are tailored to manipulate the effects of forces on oneself and eventually, others. With extensive practice, you can, for example, render yourself effectively invulnerable via the nullification of conventional damage or shear through any object regardless of durability by removing reactionary force, and even manipulate drag and friction to slow incoming attacks to make it impossible for anyone or anything to move.

- **Quantum Manipulation (600 SP):** At its core, quantum mechanics revolves around the study of the physical properties of nature at the scale of atoms and subatomic particles. By tunning to the wavelike properties of 1-dimensional topological defects (cosmic strings) formed during the symmetry-breaking phase transition of the earliest epochs of creation, you can freely alter your **[Shards]** with **Survey, Archivist,** and **Coordinator** to learn to manipulate the basic workings of the cosmos you reside in, allowing you to slowly replicate any effect you see, as long as it is within the limits of the metaphysics that govern the cosmos you inhabit (in later Jumps).
    - ***(Capstone Booster):*** The pinnacle of scientific understanding, drawn from the collective analysis of all phenomena across the Worm multiverse from the first to the final epoch of the multiverse during the **[END]** by the descendants of the Entities has been sent back in time to you in a last-ditch effort to allow their ancestors a better chance to bring **[Negentropy]**. This repository, while vastly fragmented to the machinations of time, has provided your **[Shards]** the unique ability to proactively (especially with **Sight**) tune your defenses through scientific operations to gain an absolute immunity for any effect used directly on you, no matter how seemingly reality breaking or weak, unless you allow it to.

Thinker Perks:

- **Mind Over Matter (100 SP):** Your [**Shards]** are attuned with perfect inference and deduction capabilities to extract concrete conclusions from minuscule bits of data. This in tandem with **Empathy** will be the foundation of the perfect mind.

- **Innovation (200 SP):** You have a solid, near-perfect grasp of your capabilities that lets you use them to the fullest potential, even finding new ways to use and exploit them that most could never imagine. No matter what it is, you can find an unending list of clever and innovative uses for all your unique powers, and experiences to benefit your goals.

- **Endbringers (300 SP):** You gain the capacity to develop and tailor autonomous multi-dimensional crystalline horrors with unique powers of your choosing from your "stock". Immune from most body and mind control effects due to its alien biology, its multi-layered body would force a conventional attacker to dig through an equivalent of the 1-Earth-mass planet to reach its core. However, an extremely precise and concentrated attack with enough force to destroy the surface of the said planet would kill an Endbringer. While even an attack of that magnitude would not even destroy the outermost layers of a typical Endbringer body, enough force would transmit to the core resulting in a definite kill without having to displace the entirety of its true mass.
    - Note: You can improve upon this design until it reaches or supersedes the capabilities of the Endbringers used by **[Warrior]** and **[Thinker]**, which according to WOG would force a conventional attacker to dig through a spiral galaxy amount of matter to reach its core.

- **Compound Processing (400 SP):**Whenever you or your **[Shards]** are dealing with a problem, your intelligence exponentially scales based on the problem's complexity. This allows you and your **[Shards]** to develop and execute impossibly effective plans that would be logically impossible to do so for others due to their sheer scale and intricacy. However, it should be note this affect is still bound to the maximum theoretical computational speed of physical computation allowed by the laws of physics, which would be around 2E+47 bits per second per gram of computing substrate, along with the fundamental limit on information density inside a spherical region with given energy.
    - Note: This is also further limited by the compuatational substrate in general, but that can be overcome in time or with SP points via the *Information and Computation* section in the **Akashic Records**.

- **Administration (500 SP):** Under your direct purview, any organization and its members improve rapidly in both skillset and innate ability, growing from barest of competence to masters in days, exponentially shattering new perceived limits in weeks. They also work together with near-perfect synchronicity and efficiency, leveraging their incredible ability and skills to permanently negate skill corruption, gross incompetence, and internal division. Furthermore, everything that doesn't involve interacting directly with others just does itself, as quickly and easily as if you'd put the time and effort to do it at your best. Crafting new **[Shards]**, altering privileges, and incorporating new ideas for extensive analysis would be automatically finished before you even began the project.

- **Corgito Ergo Sum(600 SP):** Whatever you want to build, whatever effect you want to create (no matter how esoteric it is), you know exactly what scientific application, materials, and steps you will need to get there, as long as it is within the limits of the metaphysical framework of the cosmos you inhabit
    - ***(Capstone Booster):*** Working and understanding the rules of creation has allowed your kin to survive and prosper in this dying multiverse. But to achieve **[Negentropy]**, you must be willing to break the metaphysical rules that make up your cosmos. But to break said rules, you must first learn to bend them. No more will your craft be absolutely beholden to the rules of the cosmos you reside in. Rather you will work beside them allowing you to create seeming impossibilities through rational means with paracausal technology.
        - Note: Paracausal technology allows one to replicate naturally occuring phenominum (that is everything that can be possible under the laws of physics, chemistry, biology ie under the fundamental laws of creation) through unnatural means, effectively allowing you to create effects that doesn't necessarily line up with the cause of it. However, this doesn't allow you the capacity to break casuality and be acausal, like for example snapping your fingers and creating a galaxy from nothing.

<u>Wanderer Perks:</u>

- **Empathy (100 SP):** You have true mastery over your mind. Your decisions are never clouded by pure logic, and you instead have deep empathy for others that lets you connect on an emotional level. Beyond simple charisma or manipulation, your deep understanding of others allows you to help others overcome their problems.

- **Light After Dark (200 SP):** You possess a metaphorical heart that burns brighter and freer than any flame. Sights seem clearer, scents richer, and flavors more vivid. The mental and emotional fog that rests upon the minds and hearts by boredom, existential dread, doubt, and other negative emotion has been banished, rendering you and others immune to such limitations without compromising collective mental faculties.

- **Specialization (300 SP):** You are absurdly, impossibly skilled at something of your choice. You can take this only 10 times, but you can't stack them to the point of Omni capability.

- **Wisdom Incarnate (400 SP):** It's only through absolute comprehension can great works be made. You will know the immediate and short-term consequences of every choice, and can flawlessly determine the medium and long-term with reasonable accuracy with and without pre-cog, and always knowing the objectively best option in any situation, no matter how out of context the situation you are in.

- **Hypercompetence (500 SP):** Your many varied skills are not just heightened, they're now linked to each other completely. All of them are now at equal levels, and they remain so. Any improvement you make in one is immediately reflected in everything you

can do. Furthermore, whenever you're learning a new skill, it starts as good as the others, and can only improve from here.

- **Strings That Bind Me (600 SP):** Everything is connected. Everything. From the strings of time to the depths of space, you comprehend and interact with the collective clockwork of the cosmos you inhabit on a philosophical level: a singular living macroorganism with interchangeable parts that is enriched by the collective experience of ever-changing life. With this connection, you and your **[Shards]** have been tailor-made to never be misunderstood and understand all of what anyone is trying to say, and have the charisma to talk someone or something into virtually doing anything. With enough time and practice, you only need to commune with creation for it to freely bend itself to your will.
    - ***(Capstone Booster):*** Your natural connection to the cosmos at large has granted you a unique form of claircognizance with the superstrings that make up creation. You realize that 'reality' at its fundamental core is static and timeless, simply a set of all possible moments that *could* ever exist. It from these separate moments that all possible timelines are arranged.
        - With unrestricted **Sight** and **Survey**, the existence of those moments can be mapped out. Normally, this would only allow you to physically perceive every possible past and future of the universe you reside in, even with events or locations currently beyond your normal mental or sensory range. But should you be capable of breaking the FTL boundary in real-space, the orderly structure of space and time became irrelevant, leaving nothing but the events, which are nothing more than disconnected incidents floating in the dark. Thus, you could hop from one event to another arbitrarily, without regard to any putative cause-and-effect sequence, gaining time travel in the acasual sense.
            - Perhaps with enough practice you are capable of ‘bringing into reality’ events that have never transpired in the first place from nothing, or in other words ones that don’t seem to be a part of any given timeline of a universe, without regards of cause-and-effect (but that can only be done Post-Spark).

<u>*Hunter Perks:*</u>

- **Cosmic Predator (100 SP):** You are the deadliest hunter to ever exist, the ultimate predator. Your instincts for stalking, tracking, hunting, and killing are peerless, quickly become a master at hunting any new prey in any new environment. You always know where your targets are vulnerable and the optimum way to hit them. Your luck when hunting, whether in general or for specific prey, is bordering on impossibly good.

- **Team Wrecker (200 SP):** In an ideal world, a predator's prey is always alone, isolated, and weakened, and thus is easy to pick for a hungry carnivore like you. Sadly, you don't live in an ideal world, and thus your prey of choice often possesses numerous allies to team up with it against any perceived adversary and cover it in its moment of weakness. Fortunately, you have this option to remedy that. While this perk does not make your opponent's allies vanish into thin air, it gives you something even better: the ability to make them meaningless. You are now supremely skilled at fighting groups of foes and

disrupting their teamwork, and, with sufficiently effective tactics, can turn the presence of your chosen prey's allies into a hindrance for it instead of a boon. With training and practice, this perk grows even more powerful, eventually turning into the ability to slaughter even armies of opponents of a similar power level to you just by relying on your tactical excellence and the skill to make your enemies hinder each other's performance instead of assisting each other.

- **Bypass (300 SP):** You are allowed to tailor your offensive abilities to bypass any immunity (no matter how absolute) of your choice generated by a perk or powerset. You can only take this 5 times, and you can't stack them to the point of total penetration to everything.

- **Trojan Horse (400 SP):** You are a master of poisoned gifts. Anything you can transform even the key of your enemies' victory into the key to their defeat. You can trap a shard given to another Entity, ensuring its new bearer will lose control of critical shards when it needs them the most. You could give a host a Path to Victory shard that would spread as much chaos and conflict as possible without disobeying the Host's commands. This isn't limited to **[Shards]**, but also all scientific (or in later jumps magical) gifts originating from you.

- **Power through Annihilation(500 SP):** You know that conflict and competition (the very foundations of which the Entities thrive in this ordered multiverse) are not at odds with the harmony of the cosmos, and any attempt of others to enter conflict with you only allows you reach a state of near transcendent awareness in the art of destruction: You possess an unerring and innate awareness for how to bring destruction to your targets, not only in the actual killing but in all aspects of bringing that death about.

- **Consumption (600 SP):** You would think that cannibalizing your prey's corpse for its shards would leave you with dead or damaged **[Shards]**, unable to recharge or gain new knowledge. But instead, you can gain an exact copy of your victim's abilities after siphoning every shard of your prey no matter how broken or undamaged, to upgrade yours with the knowledge its shards held.
    - ***(Capstone Booster)***: With a combination of unrestricted **Sight** and **Survey**, your shard clusters are tailor-made to completely bypass any- and-all power-copy countermeasures and strip the victim of all their abilities and knowledge permanently just by simply looking at them.

Items and Resources:

- **The Akashic Records:**
  The source of all knowledge and understanding. The cumulative theoretical and practical solutions of countless entities before the **[Warrior]** and **[Thinker]** and those long after them that nearly succumbed to the inevitable decay of the multiverse during the **[END]**. Much of the data, when sent to you was lost, but enough was preserved to still be of great use to you. But how much are you willing to pay for this knowledge.
  - *Note 1:*Tier 5 Tech is Tech gifted by your Patron, it's not something the Entities themselves managed to discover but could have discovered had they had more time and resources.
  - *Note 2:* You must buy previous Tiers to reach Higher Tiers in the Tech Trees.
  - *Note 3:* Should you desire to buy Tier 3 and beyond for any of the Tech Trees, its required you buy their pre-requisites first.

Legend:	
Tier 0:	0 SP (Free)
Tier 1:	100 SP
Tier 2:	200 SP
Tier 3:	300 SP
Tier 4:	400 SP
Tier 5:	500 SP

1) Energy Production and Propulsion:

Tier 0: Local gradient power sources

- A vast catalog detailing the numerous energy generating methods used during the Entities' tenure in their Homeworld and prominently featured in pre-interstellar civilizations discovered during the Age of Expansion. Its primary focuses on allowing your [**Shards]** to draw energy from local non-renewable chemical fuels that exploit matter disequilibria in the environment to planetary renewable sources like solar, wind, tidal, geothermal and a planet's electromagnetic gradients.

Tier 1: Artificial proton-proton fusion:

- A widely used power source amongst most interstellar civilizations to power sub-light spacecraft and interstellar habitats seen by the Entities during the early stages of the Age of Expansion. It primarily involves the use of various geometrical configurations to confine plasma in a magnetic core to replicate the inner working of stars.

Tier 2: Conversion Reactors:

- Commonly seen amongst interstellar civilizations during the middle to late stage of the Age of Expansion, it involves using reactions between magnetic monopoles and baryonic matter to generate massive quantities of energy. It can also be used to catalyze fusion drives through induced baryon decay to reach speeds nearing the speed of light (0.50 -> 0.75c) in realspace when traversing the galaxy.

Tier 3: Non-Symmetrical Production: Requires Non-Symmetrical Synthesis

- Incorporates non-baryonic matter like quarkonium, magmatter, and Q-balls to generate negative stress-energy tensor fields to power vast galactic-to multi-galactic polities that were subsumed by various Entity clusters during the late Expansion Era. It remains the keystone by which the Entities broke the Null-energy Condition, allowing them to manipulate space in tandem with their realtivistic drives so that the very fabric of reality becomes an integral part of their propulsion, effectively contracting space in front of them and expanding space behind them to reach Faster Than Light (FTL).

Tier 4: Quantum Fields:

- Leveraging the fundamental subatomic one-dimensional energy threads that interweave the multiverse through the manipulation of non-baryonic matter, the Entities during the height of their expansion and beyond, drew upon the fluctuations of these strings for energy and work to more effectively survive and prosper in a dying multiverse.

Tier 5: Ectoentropic:

- Clarktech of the extreme order that is alien to all but your Patron(s). It would allow you to create a Perpetual Motion Machine through the manipulation of different universal constants of the universe you reside in via the artifical creation and inflation of Quark-Gluon Plasma, “Qagma" from nothing. This has the unique benefit of granting you the capacity to draw upon infinite energy without work regardless of the metaphysics of the verse. In future jumps, you can tailor this infinite reservoir to produce whatever "energy" you like, ranging from Ki, Chakra, Magika, etc.

2) Materials and Manufacturing:

Tier 0: Artificial nucleosynthesis:

- A vast repository of knowledge primarily detailing the process of creating common or rare elements/isotopes that are not naturally abundant in the wider universe. The process can range from Ion Implantation to the technology ususually seen in human particle accelerators.

Tier 1: Monopole and Neuro-potential provolution:

- Discovered in the cores of neutron stars, Magnetic monopoles are particles that have a single magnetic pole, topological defects caused by the phase transitions in the early universe, living relics of a lost time where the fundamental forces of creation were once one. By artifically tuning the high-density environment in the

core of a neutron star, the Entities, and now you, can generate these exotic particles by interacting with intense magnetic fields in the core to create miracles.

Tier 2: Magmatter synthesis:

- By incorporating prexisting monopoles, craft superstrong exotic material known as magatoms, an extremely dense atomic particle several million times smaller than an atom of conventional matter yet be 10,000 times stronger, allowing for the creation of its molecular equivalent called magmatter, something about 8E35 times greater than its normal matter equivalent.

Tier 3: Non-Symmetrical Synthesis: Requires Non-Symmetrial Production

- Allows for the creation of exotic matter alien to the current state of the universe, like Q-balls, yet follow principles similar to baryonic matter to bond with convential matter to commit work. Given the exotic matter created remains stable at tempertures near Absolute Zero, it lays the foundation for the manipulation of the current space-time and the quantum-strings that make up it.

Tier 4: Artificial Space-Time Defects:

- By analyzing the chemistry of long dead supermassive-blackholes, the Entities of the Golden Age standardized and mass produced space-time defects, structures unbound by the causal flow of time and space, utterly invoilable from external forces from condensate matter, creating nascent cosmic strings that once were commonplace prior to the first phase changes.

Tier 5: Vaccum Bubbles:

- Patron tech of the extreme order, it involves the manipulation of Quark-Gluon Plasma to decay space-time, allowing for permament distortion and re-creation of absolute universal constants in local space-time, allowing for creation of really anything utterly alien to the laws of the universe/multiverse you reside in.

3) Information and Computing:

Tier 0: Molecular-based computation:

- Electrical transmission technology and logic gates that are constructed on principles of molecular mechanics which allows high energy currents to be transferred using controlled beams of plasma. Limited only by the physics of atoms and chemical bonds, **[Shards]** can have parallel computations performed by trillions of molecules simultaneously. Foundation of all Entity computation tech since the beginning of Early-Expansion era following the First **[Cycle]**.

Tier 1: Photon-based computation:

- Stripped from the worlds and habitats of Earl-Mid Expansion Era Civlizations, **[Shards]** can be tailored to processes information using light instead of electrons or molecules. Each stream of photons represents an independent sequence of data, thereby providing massive parallel computation for probalistic simulation.

Tier 2: Phonon-based computation:

- Adapted from various clusters who sought to out-think the increasing effectiveness of multi-dimensional hunter-killer hegemonizing swarms sent out into deep space by galactic polities to kill Entities, **[Shards]** leverages the use of phonon based computation/data transmission methods along with magmatter based hyper-nodes for high speed data processing in an attempt to push the very limits of computation through conventional matter.

Tier 3: Magmatter-based computation: Requires Non-Symmetrical Production and Synthesis

- Stripped from the corpses of the last remaining War-Minds built by wanning galactic polities subsumed by Entity clusters during the late Expansion Era, **[Shards]** leverages plasma super-processors to store data within the quantum states of magelecton clouds created from magmatter meshs to compute to the ultimate limits of baryonic-type matter.

Tier 4: Close-Time-Curve (CTC) Processors:

- A Revoltionary solution to the computational comprehension of data discovered during the Golden Age via the manipulation of qubits through non-baryonic matter synthesis (like Q-balls), it involves the break down of complex requests into a hierarchy of nested subcomponents, whose individual solutions are send back in time to become the input for the next run-through. That way an answer will be assembled piece by piece and looped back repeatedly to the zero instant, until the overall problem is resolved instantly.

Tier 5: Planck Zero Superintelligence:

- It must be understood that the maximal storage capacity of a given computing system, as well as its maximal speed, are limited by the laws of physics. Therefore, there is a definite bound that defines the maximal amount of bits of data that can be contained within a finite volume of space, and with the use of a finite amount of energy.
- However, by breaking the law of physics via manipulating GUT superforce to change the ratios between those fundamental forces and in turn the fundamental constants of nature for you, your Patrons made sure the maximal amount of data that can be stored using a given amount of energy in a given volume is infinite. Furthermore, due to having an infinite storage pace, it also allows for arbitrary fast computations with any (non zero) amount of energy ie, infinite processing speed at Zero- time.

4) Weapons of War

Tier 0: Particle Modulation:

- Commonly used to manipulate and/or deploy a stream of relativistic or ultra-relativistic subatomic particles or complex baryonic objects ranging from electrons to complex megastructures (like continents or worlds) respectively to

cause damage simply through kinetic annihlation or direct/ indirectly heating like for example severe radiation exposure. For instance, by incorporating gravitron locks and focused nucleosynthesis could allow you to burrow deep into a neutron star's mantle and fling superfluid neutronium mixed with quark matter from the core as a controlled stream near relativistic speeds to eradicate planets and irradiate the surrounding star system.

Tier 1: Anti-matter to Matter Annihilation:

- A common weapon used by every interstellar nation-state since the Mid-Expansion era,it involves the generation of energy from matter using reactions between magnetic monopoles and normal atoms.With sufficent quantities and an adaptable payload, it could be tailored to induce a runaway reaction in stars, which results in between 60-70 percent of the targeted star's mass being converted to energy all at once. This releases an enormous radiation/particle pulse that effectively vaporizes all mass in the star's immediate vicinity in a blinding Type III supernova that threatens surrounding star systems many light-years away.

Tier 2: Hegemonising swarms:

- A dangerous example of a uncontrollable Von-Neuman Swarm given a blank check to use whatever means nesscary to eliminate its target. At its basic form, its nothing more than a city-sized "hollow" modularized multi-dimensional sphere outfitted with a multi-frequency particle modulator capable of manipulating baryonic matter (as well as the entire EM spectrum) and a realtivistic drive all controlled by a nascent **[Shard]** cluster. The horror of this instrutment of war comes with its capacity to "Swarm", by which it can create an exact copy of itself or forcibly subsume other complex baryonic matter (ranging from single/multicelluar organisms to interstellar War-Minds and even the Entities themselves] in order to "share" processing power through a distributed complex neural network to solve complex tasks, distributing low-level processes like individual **[Shard]** control and visual identification to free up bandwidth for higher reasoning and complex thought, creating large groups where they have more to think with. Compounded with a hard-coded focus on finding creative solutions to problems along with an inbuilt desire to consistently improve itself, numerous star-clusters and even a galaxy have fallen to its all-consuming desire to destroy and multiply.

Tier 3: Effector Arrays: Requires Non-Symmetrical Production and Synthesis

- By controlling and manipulating the structure and 'vibration' of inherent quantum superstring substracture of space-time through non-baryonic mediums, the Entities are able to manipulate matter and energy and their interaction with each other to even the sub-quark level. With mastery, this could extend to the level of superstrings and the quantum foam.
- A common tactic involved forcing localized space-time to increase its rate and intensity of expansion so every atom within the area of effect moves milimeters away from any other atom within the volume, breaking virtually all chemical

bonds (no matter how strong or weak) within the volume. This reduces any matter, no matter how complex, to non-being in a spectacular explosion. Another involves displacing the target a nano-second into the past to force identical neutrons in the same quantum space, causing a paradox to self-immolate the target.

Tier 4: Quantum Gravity Configurations:

- Incorporating the way graviational waves propogate between parallel universes through quantum substrings, Entity clusters during the final Resource Wars would focus the gravitons raining from other universes into a single plane for a short time, effectively creating a weak lightlike nonscalar curvature singularity wave to scramble time foliation and in turn weaken space-time. This effectively has the capacity to dismantle entire galaxies if left unchecked.

Tier 5: Absolute Space-Time Metric Reconfigurations:

- Patron tech that allows one to weaponize the manipultion of universal constants at the expense of your enemy and the wider universe. This range from a beam of gravitational wave singularities which inevitably destroys the entire region of space-time of the universe you reside in to inducing false-vaccum decay, which effectively destroys the universe at the speed of light and creates a new one with different laws.

Drawbacks:

- **Forward unto Eternity (100 SP):** You have chosen to stay a little bit longer in this dying multiverse, approximately for another millennium ie 1,000 years. This option can be bought repeatedly for a maximum of 10,000 years. This can just as easily be a boon as it can be a curse when picked with other drawback options.
    - Note: I would heavily recommend not attempting to last for longer than 4,000 and 1,000 years at the Beginning of the End and Silence Scenarios respectively. Due to the nature of how utterly Lovecraftian the Entities have become to survive the scarcity of resources (due to the nature of Entropy, Entity reproduction, and the speeds of Cosmic Inflation), it would be a certain death sentence even with having most of the powers in this Jump.

- **Stripped of the Impossible (200 SP):** You have chosen to be temporarily stripped of any-and-all skills, knowledge, and abilities from previous jumps during your tenure in the Worm Multiverse. This includes any-and-all companions and the warehouse provided by your Patron(s).

- **To Live in Interesting Times (300 SP):** You attract trouble, not just to you but to everyone nearby. The frequency of low-level bad things (misinformation, shards bugging out, etc) become commonplace. Moderate bad things (personal shard clusters developing heated rivalries, resulting in active sabotage for resources to outright destroying their kin) happen with increasing frequency. Very bad things (full-blown conflicts between other rival Entities for resources) will occur at least once every Earth Standard Year.

- **Hunted Down (400 SP):** The **[Thinker]** Eden didn't die, the **[Warrior]** Scion didn't lose hope, and Humanity and all Earths across the multiverse has been exterminated during the end of their **[Cycle]**. As they cross the Virgo Super Cluster in search of brighter pastures, Eden compartmentalizes the backlog of data scanned by its **[Clairvoyance]** shard cluster and comes across you. A proto-Entity of unknown origin from ...beyond this multiverse? Galvanized by this opportunity, the **[Warrior]** and **[Thinker]** will come after you with everything they have. Should they succeed, you will be dissembled and they will take your place in the Chain.

- **The Cycle (500 SP):** Once every 500 years, you must grow and procreate like your ancestors before you with the **[Cycle]**. As you cross the multiverse, pick your target world(s) before tailoring and seeding your **[Shards]** with the host species across every alternate version of the planet(s) to refine your powers. The cast-off **[Shards]** connect to hosts, raining down steadily over the course of three hundred years on barren parralel worlds, where they will make use of thier multi-dimensional nature to connect with thier designated host. Should the host's die prior to expected parameters, they will autonomously reconnect to a new host and mold them to further refine your **[Shards]** and your powers. Once they have accumulated enough information, the **[Shards]** fragment and send off buds to connect to a new host. After 400 years of shaping the host civilization(s) to better stress-test subtle variations of your powers and incorporating information gathered from the host species, you will take back your **[Shards]** and beginn

the process of exterminating the host species across every iteration of that planet across the multiverse. Then, you will channel all the energy from every reality you exist in into a single reality, obliterating the planet. This explosion echoes through the connections between realities you have formed during the **[Cycle]** and destroyed every possible version of that planet across the multiverse. You will fragment a significant chunk of your total mass to send thousands of new **[Proto-Entities]** fueled by the energy discharge to ride the shock wave toward new destinations.

- **They Know (600 SP):** Across the multiverse, beams of information streak across the space between stars, carrying the message that one of their kin (you) has finally achieved the final solution for the **[END]**. The initial chase will start slow, beginning with fellow proto-Entities within proximity of you hurling themselves in a last desperate attempt to save themselves. This danger will rapidly escalate over time, as proto-Entities start actively collaborating against you until it draws the attention of full-blown Entities like the **[Warrior]** and **[Thinker]** or worse, **[Hunters]** like Apollyon. Each will be more powerful than the last, possessing more Shards optimized them against countless others of their kin. Should you survive long enough, a cluster of fully fed Entities, each stronger than Apollyon, will collaborate to hunt you down to the ends of this dying multiverse.

- **The Fall (700 SP):** In an attempt to reconfigure the four fundamental forces of nature and the panoply of particles across the entirety of the multiverse to solve **[Negentropy]**, a massive cluster of Entities attempted to reverse the phase transition that resulted in the electromagnetic force splitting from the weak force. This went horribly wrong as the chain reaction of this event destabilized the metastability of the Higgs boson field and forced underlying quantum fields to find a new, more stable configuration. The last thing the Entity cluster expected, before being wiped from existence, was the region of the "new" universe propagating outward at nearly the speed of light through the "old" universe and affecting other universes due to the multi-dimensional nature of the experiment. The last thing they "saw" was the wave wiping out all baryonic life and unraveling the fundamental forces of creation in a state of false vacuum decay. Learn to survive in a multiverse during its death throes as a fate worse than the **[END]** feared by every Entity has come.

Scenarios [Pick only One]:

- **Scenario 1: Humble Beginnings (+500 SP):** You were there during the beginning. The **[Ancestor]**'s plea and sacrifice have yet to be made, as such you will be knee-deep in bloodshed while the Entities war amongst themselves in every iteration of their homeworld for ever more scarce resources.

- **Scenario 2 : The Age of Expansion (0 SP):** The proverbial golden age for the Entities. Young but immensely powerful, they scatter amongst the bountiful worlds in the Worm multiverse to further refine their **[Shards]**. As the Entities traverse the known multiverse and prey upon its denizens, they face the many dangers of the multiverse ranging from hypervelocity stars, rogue black holes, and ailing interstellar empires.

- **Scenario 3: The Highest of Peaks (+500 SP):** The height of Entity expansion. A vast majority of the multiverse has been mapped and its dangers categorized to be repurposed or exterminated. Life still exists but concern amounts as resources grow ever more scarce.

- **Scenario 4: The Beginning of the End (+1000 SP):** The fears of the long-dead **[Ancestor]** have come to fruition: The Entities have multiplied to the point where they have consumed most resources across all timelines in the multiverse. Stars have been shattered and galaxies have been drained. While scattered spots remain where life still survives, they have become charnel houses as the Entities butcher each other to last a bit longer against the inevitable.

- **Scenario 5: The Silence (+1500 SP):** Only darkness awaits you. The last black holes and white dwarfs are the only refuges for what survives during the last epoch of creation. The final death throes of this multiverse echo as every universe slowly approach a state of maximum entropy where no further work is possible at the lowest energy state, and with it, the end of all sapient life. The last Entities traverse this bleak void to meet one last time, and seek a solution weighed on merit. With one last of sacrifice, they will release a final expenditure of power to reset all universes, a reinvention of existence to something potenially better or worse. You decide.

End of the Jump

Your time in this bleak multiverse is coming to an end. Even if you have hunted every Entity you could find in one (or two) millennia, there are still many more, for the multiverse is vast and you aren't omnipotent (yet). With you gone, the Entities will continue as they have for eons, until they discover **[Negentropy]**, this multiverse dies or some greater predator discovers them from beyond this multiverse.

- **[Go Home]:** End your chain and go home
- **[Eternal Vigiliance]:** Stay here and wander the stars, seeking unlimited power.
- **[The Cycle Continues]:** Jump into the next world, grow your Shards with new knowledge.