

v1.0
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Introduction

Ward is a web serial started on November 11th 2017 written by John C. "Wildbow" McCrae, and the sequel to his previous work, *Worm*. It takes place on a number of connected alternate Earths in the Parahumans multiverse. The setting is filled with 'capes', or parahumans, who wield(or are wielded by) otherworldly powers granted by extradimensional shards of practically lovecraftian entities, who are now mostly dead locally. Things are generally pretty quiet on the core worlds here with low level crime and the background noise of rebuilding civilized society. Most of the extremely dangerous capes are in The Wardens custody, who serve as a sort of replacement for the now defunct Protectorate and who also have agents traveling to more remote worlds to deal with threats the likes of which these worlds don't think exist anymore. There are still some severe dangers present, 'dormant' Endbringers, broken triggers, dangerous warlords with criminal empires, and secret societies, but for the most part things are stable at the time you'd normally enter here, about 5 years after the start of *Worm*.

Gain **1000 CP**

Starting Location: Given the nature of the setting you can choose to start anywhere within the connected worlds that could logically be accessed, as appropriate for your origin. There are at least 38 easily accessible worlds, and another 9 locked off that people know about, for **50 CP** you can choose to start literally anywhere in the setting, including Shardspace. If you *have* to roll for some reason or can't think of any locations some examples will be provided below.

- **1. Wardens HQ, The City.** The City is a Megalopolis the size of the New York - Boston corridor on Earth Gimel containing a gigantic population and over 1700 capes, and is the region of most important locations here. Including The Wardens main base which resembles a high tech fortress with giant Justice Society style statues of their cape leadership.
- **2. Parahuman Prison, Remote World(?).** With the Birdcage now defunct a prison was needed for parahumans that continued to cause problems after the amnesty, and for that purpose this high security(but not Birdcage level) facility was constructed in a remote location that can only be accessed by well guarded portals.
- **3. Earth Shin.** Earth Shin is the previous home and empire of the now stranded parahuman, Goddess. The society is now very anti-cape to a violent level, and has many

other divergences from Earth Bet and Aleph including more advanced technology, extremely passive aggressive and dishonest politics, and downright cruel and bloodthirsty punishment systems. You're free to start wherever you want there but unless you plan on taking it over or can make a really good deal you'll likely end up dead or a fugitive if you have powers.

- **4. New Brockton, The City.** A section of The City located roughly where Brockton Bay was on Earth Bet and controlled largely by villains, most notably The Undersiders under Tattletale. The area is very well monitored and has a lot of unspoken rules and expectations like most cape meetup locations.
- **5. Earth Cheit.** Another well developed alternate world, one with a decent amount of their own parahumans and which is culturally stagnated and controlled by a single abrahamic theocracy. They treat their parahumans like holy warriors and are heavily interested in war with other worlds for a variety of reasons including thinning their own population, and regularly threaten and look for excuses to do so given their over 12 billion population.
- **6. Remote Settlement, unnamed world.** There are many worlds largely unpopulated and remote from The City, they often have small settlements ruled by parahuman warlords and their subordinates. You may choose to start on any of these if you wish, for the most part they are wild and untamed like Earth Gimel was during Worm.

Choose your age, sex, and gender. Depending on what other options you choose here these might prove irrelevant.

Origin

- **Refugee:** It is unsurprisingly common to find people showing up out of nowhere or stranded from home here, this origin can serve as a **Drop In** or can represent having been a citizen or cape in a now inaccessible or defunct world such as one of the locked off 9 before coming to your current location.
- **Warden:** You're a member of the current government approved parahuman agency, The Wardens. Much of your work will be off-world and depending on factors like your powers, age, and experience you might be directed to face a variety of threats possibly including even those the public aren't supposed to know exist. Alternatively you can be a member in one of their many officially recognized ally groups like The Shepherds or the PRTJ, which will give you lower clearance but a much safer job as well.
- **Independent:** This origin doesn't prescribe a morality but whether a villain, hero, or rogue, you operate either independently or as part of a small group not officially recognized by The Wardens. Even if a hero you won't get nearly as much benefit of the doubt for your actions and won't have their infrastructure to rely on without cutting some deals, but you'll also have little to no oversight and are free to operate as you wish as long as you can deal with the legal ramifications. You can freely choose to be joining or an existing member of a group such as Breakthrough if you choose this origin.
- **Warlord:** You're part of a group that controls an area with power, likely one of its parahuman soldiers(even they usually lead groups of non-capes), or with the right

purchases, one of its leaders. Examples would be one of the remote settlements such as Lord of Loss' group or one of the Fallen compounds, which you can freely choose to be joining or an existing member of if you want.

- **Shard Creation - 200 CP:** You've been either created at some point, including at the start of the Jump, or otherwise greatly altered by powers in some way. This could mean anything from being one of Nilbog's creations, a clone, a member of The Flock, an experiment of some kind (such as a Case 53), or even a Titan with the right purchases. Your starting location and circumstances can correspond to any other origin that makes sense at your discretion. (Taking this origin also requires taking one of the drawbacks **Inhuman Appearance**, **Intrusive Thoughts**, or **Gibberish** for no points at 100 CP tier.)

Perks

100 CP Perks are free for each Origin. All Perks are discounted to half price for their respective Origin. The exception being Refugee and Shard Creation, which can instead choose one perk of each tier within the Origin perks to have discounted with the 100 CP perk being free.

General Perks

- **Fashion - Free/50 CP:** Looks are a lot more important than you think in a world like this, and now you know just how to formulate the appearance you want in order to convey the message you want the world to see when they look at you. For **50 CP** you can also identify a surprising amount of information about others with great accuracy based on how they dress themselves.
- **Cultured - 100 CP:** You know a great deal about the cultures of various capes and peoples of Earth Gimel, and are guaranteed to know at least where the local major meeting spot is within it, you also know the most commonly spoken languages on Earth Gimel. This extends to other worlds, the other 38 accessible and any future ones you find yourself on with human adjacent speech, you'll always at least figure out enough of their language and customs to carry out very basic conversation without unintentionally inciting violence.
- **Survival Skills - 100 CP:** In a post apocalyptic and wild world it helps to know a thing or two about surviving, this perk will ensure you know the basics of things like making traps to catch food, preparing and cooking it, finding fresh water, navigating terrain, and even doing your own maintenance on important, but simple, equipment.
- **The Negotiator - 300 CP:** You have a supreme talent for communication, even able to form basic levels of it with completely inhuman beings such as Shards or Titans with enough effort, and much more easily with time you can break through people's delusions and work out their mindset well enough to help them improve on their own issues or at least remain stable enough to work with.

Warden

- **Operating Procedure - 100 CP:** You know what it means to be a member of The Wardens (or whatever group), this means lots of policies, codes, procedures, and general bureaucratic nonsense that keeps these organizations running and members under careful observation and control. A necessity for not messing up on your first day.
- **Formation - 200 CP:** You've been trained in effectively using your powers as part of a team, this is usually pretty generalized training like flight formation, firing positions, movement timing and targeting. You likely also have some general self defense and combat training but more importantly with a similarly trained group you can operate like a well oiled machine and adapt well to working alongside those without this training.
- **Leadership Material - 400 CP:** You've been recognized by The Wardens as being responsible and either having a good long-standing record or promising potential. Either way you've now been trusted with a position of authority over other capes and Wardens businesses of some level, depending on your powers, age, and experience this can be anything from leading a small squad under the oversight of the higher-ups to overseeing major operations and heading one of the bigger teams. This perk also gives you a talent for commanding respect that makes you an attractive candidate for such positions in future Jumps.

Independent

- **Amnesty - 100 CP:** Following the events of Golden Morning everyone was granted an amnesty for past crimes in an effort to hold a sort of truce so that everyone could focus on rebuilding humanity instead of fighting amongst themselves, though of course many chose not to take full advantage of this. You won't be pursued legally for largely anything you did before the start of the Jump and the authorities in general will prefer to work with you rather than against you wherever reasonable, though they'll still crack down hard on repeating old habits. Refreshes at the start of every Jump.
- **Well Informed - 200 CP:** When operating on your own you need to gather your own info and do your own research. As part of that, you've accumulated basically all surviving knowledge on things like parahuman science as Earth Bet understood it, and basic info on a large variety of capes and important events. This will be useful when dealing with certain forms of capes and figuring out what's going on. This knowledge is applicable to other super powers and will prove at least somewhat relevant to the local supernatural phenomenon of future worlds.
- **Consultant - 400 CP:** Though still an independent and not a real member of their organizations, relevant groups respect your experience and good reputation enough to use you as a mediator for their deals, and/or ask for advice and assistance when needed. Depending on your powers, age, and experience they might value this assistance highly enough to greatly compensate or reward you for it. If you're on a team you're also almost certainly either their leader or a trusted adviser to the same.

Warlord

- **Commanding Presence - 100 CP:** You have a talent for presenting your body language, movement, and speech in such a way that it encourages people to take you

more seriously, and makes you a more intimidating figure to those beneath you. After all, presentation can make or break a super villain.

- **Sadistic - 200 CP:** If there is such a thing as a raw talent for violence and scaring others you have it. Rarely ever will you find yourself feeling out of your depth in violent and disastrous situations, you fit right into them, easily adapting and figuring out what to do. This also comes with a decent chunk of violent and bloody combat experience as appropriate to you.
- **Hearts and Minds - 400 CP:** This perk not only puts you in a leading position for your starting group but also and more importantly gives you the knowledge and instincts necessary to control groups of people and capes through fear and force. This includes everything you need to do to build a cult-like society and/or find the right people to put into positions of power in order to ensure both loyalty and effectiveness.

Shards

This section deals primarily with parahuman abilities and effects, and as a result uses **SP** or **Shard Points** which can be converted from **CP** at a 1:1 ratio. The default assumption is that you're using a canon entity for your time here, which leaves you vulnerable to shard-specific trump effects and other dangers like becoming a Titan. Shard Creations have a discount on Shard perks but NOT powers themselves, discounts don't stack.

Gain **300 SP**

Shard Perks

- **Fluff - Free/50 SP:** So long as it doesn't provide meaningful advantage that should be covered by other purchases here you can freely decide the aesthetics and precise *apparent* mechanisms of your purchases here, including how they look and sound when active or otherwise from your perspective and others. For **50 SP** this can be applied to all other abilities/powers you possess from elsewhere, currently or in the future.
- **Sensory Quirks - 50 SP:** Based on what powers you have you might have a variety of sensory boosts that are too minor to warrant an actual thinker rating but still give a noticeable advantage, for flyers and/or blasters this might mean slightly greater visual acuity at range, tinkers and thinkers might pick up and examine details better, movers might track fast objects better, someone with light related powers might be immune to blinding glares and flashes, someone with dark related powers might have good night vision, someone with sound related powers might have enhanced hearing. You get the picture.
- **Noctis - 50 SP:** A Noctis cape is one that doesn't need to sleep as a result of their powers, they may or may not be able to review memories as a dreamlike experience but they don't need traditional sleep and while they don't have infinite stamina they recover fast enough to operate at normal levels 24/7.
- **Forever Young - 50 SP:** It's not uncommon for powers to have side effects that can prove beneficial to the host, and another form of those that shows up regularly is eternal youth or otherwise altered aging as an element of your power's function, this can also

optionally make you more attractive/fit as it maintains your general form within normal reaches. This is priced low because in the context of both this setting and Jumpchain in general it's really not that much of an advantage.

- **Sechen Ranges - 100 SP:** Sechen ranges are the phenomenon where the details of a power vary over time within normal operation, at times they will perform noticeably better with slightly more raw ability and versatility that can edge them even slightly outside the normal confines of their power. This is most noticeable with increased breadth and depth or when closer to the circumstances of your trigger, and what precise direction the range extends in will change according to the situation, and your current psychology and condition, many parahumans see a steady rise in power overtime as a result of increased closeness and familiarity with their power to a reasonable degree. By default you already have that for powers purchased here but by purchasing this the powers as you purchase them will be considered the low end of your range and this will also be applied to other abilities you possess from other Jumps now and in the future.
- **Manton Favored - 100 SP:** The effects of your power or another has left your body in a bizarre state where it can be treated as both living and not for some reason which means that powers both from here and elsewhere which can only affect either living/organic matter or non-living/organic matter cannot affect you where it isn't favorable to you. This includes many master/stranger powers.
- **Incompatible - 100 SP:** Your powers interrupt others categorically similar to them when used, this might mean that human masters are resistant to other human masters and can disrupt their control, strangers might see through each other's effects or otherwise disrupt the function of them, shakers might make it harder for other shakers to operate in the same area, and thinkers might render the info of other thinkers inaccurate.
- **Blind Spot - 100 SP:** You can't be detected by many varieties of thinker power, this includes but is not limited to clairvoyants and precogs. Be warned though that the best of these powers can work around blind spots well enough that it might as well not even matter, using context clues and simulation to get almost the same result.
- **Power Interactions - 200 SP:** Whether because of special dreams, invasive memories, or some other bizarre relationship with your Shard you have an insight into powers and their mechanics that under the right circumstances can allow you to abuse their interactions to produce what are almost like trump effects. Including but not limited to creating new effects through combination, influencing cluster dynamics, manipulating the direction of sechen ranges, and even causing second triggers.
- **Enhanced Body - 200 SP:** Your body has been changed and enhanced by power effects outside of the norm, possibly meaning you have physical alterations that enhance your physique and increase survivability like Bonesaw's general work, or you might have an inhuman biology that gives you abilities beyond the pale of normal humans but are nonetheless not powers. In either case these changes not being powers or ongoing power effects means they can't be affected by trumps even if you choose the stipend, though it also means they're either restricted by the normal limits of mundane biology and/or require regular maintenance.

- **Foreign Element - 300 SP:** Canon powers have wells that can theoretically run dry, normally without this perk this isn't much of an issue anyways since even if you do manage to somehow drain it within 10 years your benefactor will take over and supply it after the Jump, but now like some others in the setting your Shard belongs to a foreign entity, meaning that it will never run out of power. Additionally your foreign entity is also your benefactor, which renders you immune to many Shard specific trump effects and dangers.
- **Breadth and Depth - 400 SP:** For one reason or another you have a very close relationship with your shard, you're practically bleeding into each other at this point, but thankfully with this perk you're definitely the dominant one in the relationship. What this does is manyfold, at bare minimum your sechen ranges are almost always very high in ways that are beneficial to you and in general your power acts almost as if following your subconscious will, to the extent that you might as well be communicating in real time, this'll also dull the effects of your power's downsides. Secondly your power gives you seemingly instinctual subconscious advice and information in matters of dealing with powers, shards, and combat in general. Lastly your power will attempt to communicate with others to try and influence them into increasing your chances of survival but at least within the confines of the Ward timeline this isn't really going to be relevant.
- **Titan Form - 1000 SP:** Much like the Titans that would later show up in the Ward timeline you can take on a gigantic inhuman form heavily influenced by the nature of your powers. In this form you firstly have the equivalent of a medium to high end brute power due to strength and durability even more than what logically comes with such sheer size(though not as much as even a small Endbringer unless you already have good brute powers) and minor regenerative ability. More importantly though when in this form your powers are greatly boosted, with high sechen ranges in every direction possible, meaning your powers operate at not only a noticeably greater scale and potency than usual but with versatility you'd normally consider outside their range in virtually every measure. Using this form in the Jump however or even having this capability will put a huge target on your back in the canon Ward timeline. (This perk can be discounted in exchange for being stuck in this form for the duration of the Jump like a real Titan and taking the drawbacks **Inhuman Appearance**, **Intrusive Thoughts**, and **Gibberish** all at least at 100 CP tier for no points in order to reflect this state.)

Powers

Now to the meat and the real reason you probably came here, powers. Powers will be largely self directed and priced according to threat tier with some examples given, the price will be separate for every power classification you buy with each purchased and performing at its own tier, you're free to alter the details as you wish within that and even mimic canon powers just remember that it's what you can actually do with the power with minimal preparation and diverse circumstances that matters NOT the precise mechanisms, which also means the more limits you place on its use the lower tier it can be.

Powers can be discounted if the categories overlap in a way that makes it notably less effective than separate powers of that rating, or if they're a sub rating such as being under breaker, master, striker, or changer. All power options can also be purchased multiple times to represent distinct abilities and/or mechanisms, but usually to represent variety a higher power tier is more appropriate.

Power Tiers

- **Minor - 100 SP:** Firstly are the powers so minor they aren't usually a real consideration and might even be mistaken for side effects of what else you can do. Examples would be along the lines of the Triumph's strength, Gallant's blasts, Alabaster's equipment maintenance talent, or the least power a Grab Bag might have such as Rain's mover or master powers at the start of Ward.
- **Low End - 200 SP:** These are more along the lines of what most capes will have for secondary powers, or what most Grab Bag powers are like, they're both fairly low in raw ability and limited in scope compared to others in their classification but still a notable advantage and potential danger. Examples would be things like Victoria's flight or emotion aura, Foil's timing, Legend's sight, or Aegis' strength or flight.
- **Average - 300 SP:** This is more like what most capes primary powers are like, they might be either lower in raw ability or limited in some notable way but they can be leveraged well in most circumstances and present a clear threat to most people, though not a very large scale one under most circumstances. Examples would be Victoria's brute forcefield, Aegis's full brute power, most of New Wave's individual powers, Legend's breaker/brute power, Mouse Protector's teleportation, Tattletale's power, Grue's darkness, Purity's flight, Shadowstalker's ghosting, or Coil's precog.
- **High End - 400 SP:** These powers are notably above what most parahumans can do and usually the only power someone possesses, they are usually both high in raw ability and potential application with relatively large scale threat potential. Examples would be Vista's warping, Chevalier's powerset, Legend's flight, Heartbreaker's mastering, Hookwolf's changer power, Crawler's changer/brute power, Purity's blasts, Kaiser's shaker power, Dinah's precog, Fenja/Menja's brute/breaker power, Ashley's blasts, or Shatterbird's silicakinesis.
- **A-Class - 600 SP:** These powers are far beyond the pale and can casually do what high end powers need prep for, someone who leverages one of these right could take on whole teams of average capes and would require special attention and preparation to deal with, this also includes people who aren't immediately S-Class but can get there with moderate preparation. Examples would be Alexandria's brute power, Legend's blasts, Strider's mass teleportation, unrestricted Doormaker, Moord Nag's minion, a young Glaistig Uaine, Echidna's master/trump power, Lord of Loss's breaker/changer power, Nilbog without much prep, Lung's changer powerset, Grey Boy's time loops, or a mostly drained Eidolon.
- **S-Class - 800 SP:** These powers are downright unfair by most measures and the sort of things you find on most of the major threats of the setting, they wreak havoc on a scale that defies normal imagination, commonly being exponentially escalating problems and

usually have 2 of, almost unbeatable potency, absurd scale, and ignorance of normal limitations. Examples would be the Siberian as a brute/breaker, Leviathan's hydrokinesis, the Simurgh's singing, Behemoth's dynakinesis, Khonsu's time fields, a tinker that could make the machine army and/or atmosphere gun, completely unchained Dragon, Path to Victory with blind spots, or peak power Eidolon.

Classifications

- **Mover: An ability that enhances mobility.** Powers such as flight, wall climbing, jumping, or running tend to be lower threat even when at high speeds because in comparison to teleportation or phasing etc. they don't change how you operate on the battlefield much beyond the initial boost, with obvious exceptions for extremely rapid movement like Legend's flight.
- **Shaker: An ability with an area of effect.** This classification often has a lot of overlap with others and can sometimes bleed into blaster depending on the mechanics of it but generally shaker effects tend to be less focused, either explosive, originating from the environment, or lingering in the area.
- **Brute: An ability that grants enhanced strength or durability.** Brute also includes regeneration powers and some forms of resurrection powers, which are actually usually rated low if they don't include other elements because an immortal person can't necessarily threaten someone much more than the average person. Enhanced stamina might also be included here and overlap exists with changer and breaker, but generally if it includes natural weapons of some form or can vary/change specifics in some way it needs a changer rating.
- **Breaker: An ability that allows the cape to shift into another state.** There are a lot of elements to breaker that can set it apart from changer but most are soft differences, the big ones are that breakers are almost exclusively an on/off state and most protocols related to them rely on getting them out of that state, breakers also tend to have altered mental states and no traditional natural weapons or ability to vary the details of the form unless they have a changer rating as well. Certain forms of resurrection powers may also receive a breaker rating.
- **Master: An ability that allows a cape to control others or create minions.** Masters can come in the form of controlling masters, who when able to control multiple capes completely in the immediate area usually would be considered High End but don't typically edge into A-Class or S-Class without prep. For minion types the power is usually rated based on what abilities the minions have with the rating slightly higher than the maximum the minions would have, with variation depending on the number and variety, if the minions can self replicate that's automatically at least A-Class, or S-Class if they need little to no prep.
- **Tinker: An ability that allows a cape to create or alter devices with futuristic technology.** A tinker's rating is usually equal to or a bit lower than the maximum you would give to something they can create, with variation depending on how much prep they need to make it, and how limited they are in scope.

- **Blaster: A ranged, offensive ability.** Like stated under shaker, blaster powers tend to be much more focused, and overlap with shaker if they have too large scale of impact effects or linger in the area, blasters are also strictly offensive meaning that they negatively affect what they hit, almost always with at least some kinetic impact if the effect is less damaging, unlike shaker which can carry generally any kind of effect.
- **Thinker: An ability that focuses on information gathering.** This can include anything from specialized enhancements to intelligence, skills, senses, precog, post cog, altered perception of time, and more. Unless they're absolute and immediate thinker powers tend to have lower ratings because they don't present immediate threats and require a lot of prep. Some overlap might exist with other powers, most noticeably mover, master, shaker, and tinker.
- **Striker: An ability that is melee-ranged or touch-based.** Striker powers generally work as advertised and can deliver just about any effect, with rating usually based on what else it does and what it can affect. Powers that grant weapons or tools of some sort on the fly also generally get striker ratings, though not natural weapons which fall under changer.
- **Changer: An ability that allows the cape to alter their form or appearance.** There is a lot of confusion on this rating because it encompasses two types of power like master, the important thing to remember is that it almost always has overlap with other classifications, usually stranger, brute, and/or breaker. If a power grants natural weapons it is given a changer rating, and if the form it grants varies to a noticeable extent or can change it will also get a changer rating even if otherwise it would be breaker or brute, a changer rating will also be used for stranger powers that mimic the appearance of others or allow you to hide easily.
- **Trump: An ability that allows the cape to manipulate powers in some capacity.** Trump powers encompass an extremely wide range, they can include any power that alters or disables the powers of or grants powers to others, and also includes powers that grow and change beyond the normal ranges, especially when relating to other powers such as power copiers, mimics, or thieves. Powers that just have such immense variety that they can't be reasonably classified otherwise may also get a trump rating such as Eidolon. In any case trumps that only affect other powers tend to get lower ratings because they can be easily dealt with by non-parahumans, and otherwise they'll be rated a bit above the maximum capability they can have at one time with variations depending on how much sheer versatility they have.
- **Stranger: An ability that focuses on stealth or infiltration.** Stranger powers also have confusion a lot of the time because they include a very wide range, you again have to pay attention to what classifications they overlap with. They might get a mover rating by involving something like a pocket dimension, a master rating by directly altering the perception of others, or a changer rating by mimicking others or taking on a form that allows them to hide well, breaker ratings might also be involved depending on the mechanism.

Items

All Items may be bought repeatedly. One 100 CP Item is free for each Origin. All Items are discounted to half price for their respective Origin. All items can have a similar item freely imported into them and can be combined with others purchased here where logical/reasonable. Refugee and Shard Creation get the same deal as in Origin perks. All items also come with instructions to potentially make more of them if possible.

- **Trendy Costume - Free/100 CP:** For free you get one costume of your design that accommodates your powers and looks roughly however you want. For **100 CP** it's also built with materials and construction that makes it highly protective, roughly equivalent to Skitter's from Worm with optional armor plates for extra melee resistance at the cost of weight. It retains any modifications and will be replaced in a week if lost, stolen, or destroyed.
- **Weapon/s of Choice - 50/100 CP:** A single weapon or pair of matching weapons that are high quality but mundane, can be anything modern and man portable up to 12.7×108mm, throwing weapons instead come in a large set. Pay **100 CP** for anything larger or cutting edge but not quite full on tinker tech in design that can still be carried by you. Retains any modifications and will be replaced in a week if lost, stolen, or destroyed, or a day in the case of ammunition and/or throwing weapons.
- **Jumpermobile - 100/200/300 CP:** A vehicle for your personal use, anything a normal civilian would use to get around such as a basic car, motorcycle, small boat, bike, or snowmobile. For **200 CP** it can instead be a more unusual but still mundane vehicle such as a helicopter, racecar, firetruck, semi, or yacht. Lastly for **300 CP** this can instead be a reasonable(yes tank, no battleship) military grade vehicle with armoring and built in weapons. It retains any modifications and will be replaced in a week if lost, stolen, or destroyed, or a day in the case of ammunition, fuel, and basic maintenance.
- **Official Documentation - 100 CP (Free Warden):** The necessary ID and/or paperwork to prove your affiliation with the appropriate organization. This'll not only serve as a general ID but much more importantly allow you basic access to their bases and facilities including small offices to work from, basic sleeping arrangements, and access to free but simple food and drinks at their cafeteria if applicable.
- **House/Apartment - 100 CP (Free Independent):** Basic housing, the lights are guaranteed to stay on most of the time, same with working plumbing, heat, basic internet, and clean water, which is much more than a lot of people have on Earth Gimel. The amount of space and such depends on the location you choose to place it in (anywhere reasonable for your origin). It retains any modifications and will be repaired or replaced in a week if destroyed.
- **Remote Cabin - 100 CP (Free Warlord):** This is housing isolated from the rest of civilization, in a remote unknown location. It's well built and spacious but with only very basic and currently somewhat unreliable amenities, but no one knows about it or its location, so you're free to carry out your business here undisturbed and have plenty of

accessible land to work with. It retains any modifications and will be repaired or replaced in a week if destroyed.

- **Tinker's Gift - 200 CP (Discount Warden):** Whether this is an actual gift from a tinker or something you made before the start of the Jump is up to you but either way it's a basic piece of personal use tinker tech, its abilities are capped at roughly equivalent to a single low end power, examples being a simple laser rifle, scifi grappling hook, hoverboard, basic power armor, unnaturally effective melee weapon, high quality smartphone, realistic prosthetics, or an advanced camera drone. This can also be used to augment any other item you've purchased here improving its quality and adding similar functionality. This gift is just simple enough not to require regular tinker maintenance and that you could possibly make basic copies following the instructions. Retains any modifications and will be repaired or replaced in a week if lost, stolen, or destroyed, or a day in the case of ammunition and/or throwable devices.
- **Data and Files - 200 CP (Discount Independent):** A large collection of information in easily accessible digital, and where applicable, physical formats. This includes detailed information about the area you're in, local laws and customs, and even all public data on every known cape, organization, and powered entity, including official contact information where applicable. It will automatically update with any relevant information you learn or gain access to, and optionally comes with a free crazy conspiracy board. Retains all modifications and will be replaced in a week if lost, stolen, or destroyed.
- **Supply Cache - 200 CP (Discount Warlord):** This is obviously a large cache of various supplies, possibly stolen but it could also just be saved up or purchased in bulk. This includes but is not strictly limited to, weapons, food, water, first aid, clothing, matches, basic tools, and general building supplies. Enough to supply a small village or settlement if used sparsely. Will be replaced in a month if lost, stolen, or destroyed, or a week in the case of ammunition and consumables.
- **Office/Staging Area - 400/600 CP (Discount Warden):** Instead of using the basic facilities of your organization you can instead get your own specialized ones. This is a fleshed out office and operational area with reliable basic living amenities, storage space, a basic workshop, restocking food and drinks, and any specialized facilities needed for your power's regular operation, all reasonable expenses paid. It also comes with a high end computer with one of the most reliable internet connections on Earth Gimel and all the official files you have access to from your organization, as well as a high speed phone that can quickly and reliably contact anyone from your organization you're authorized to talk to. This can either be a small remote office or a part of an existing facility from your organization. For **600 CP (Discounted Warden)** this is instead a full HQ, with the described facilities being notably upgraded in quality and scale, and additional ones added capable of handling multiple teams of capes and support staff, as well as advanced security systems within reason. If you also have the perk **Leadership Material** this can be a canon base owned by your faction and under your direction within reason. Retains any modifications and will be repaired or replaced in a month if destroyed.

- **Secret Base - 400/600 CP (Discount Independent):** This is a building you or a pseudonym legally own, it contains reliable basic living amenities and a decent anonymous internet connection, but is mostly an emergency choice for living rather than a comfortable one. It does however have a lot of extra space, is easily modified, and appears completely normal from the outside and on official documents, ensuring covert operation even if you're within easy walking distance of your grocery stores and residential districts. It also comes with enough building supplies and tools to easily outfit it for whatever basic work you have planned. For **600 CP (Discounted Independent)** the scale of this is greatly expanded, becoming capable of holding a large team or small organization easily with upgraded amenities and far more space and supplies, it can optionally be expanded underground or in some other way up to you in order to maintain its mundane appearance and secrecy. If you also have the perk **Consultant** you can have any compensation delivered here discreetly without even the sender knowing where it's going. Retains any modifications and will be repaired or replaced in a month if destroyed.
- **Settlement - 400/600 CP (Discount Warlord):** Now comes the important part of being a warlord, the actual land you rule over. This is a collection of houses roughly equivalent to the **Remote Cabin** in an isolated location and under your nominal control, enough to house a village's worth of people or so. It's remote enough that it's practically guaranteed not to be found unless someone is followed right to it or the information is directly leaked. For **600 CP (Discounted Warlord)** this is also greatly expanded in scale and quality, actual proper houses with reliable plumbing, power, and heat, functional if possibly basic roads, well established farms and basic necessary infrastructure, enough of it all to service a large town or small city's worth of people. Optionally this may instead be a more monolithic megastructure like Teacher's compound. If you also have the perk **Hearts and Minds** this may optionally be a canon settlement such as one of the Fallen compounds that you're keeping firmly under your control(as long as you maintain power at least). Retains any modifications and will be repaired or replaced in a year if destroyed, a month for basic livable levels on a smaller scale.
- **Portal Device - 400/600 CP:** This is a man portable and easily maintained device of your rough design that can open a temporary pathway to any accessible universe in the local multiverse, or any location within your current universe without special protections that you can program into it. For **600 CP** you also receive a larger portal network device that must be set up in a specific location and provided with a high quality power source, this device can not only form semi-permanent portals but can theoretically maintain as many as can be fit within reasonable sightline of it if you supply enough power, and at variable sizes under the same restrictions. Retains any modifications and will be repaired or replaced in a week if lost, stolen, or destroyed, or a month for the network device.

Companions

All companion options may have **CP** donated to them at a 1:1 ratio, this **CP** is handed out across the board to all companions bought/imported in this Jump(unless for some reason you

want to exclude someone). Unless otherwise noted a preexisting companion or follower may be freely imported into any companion option given.

Companions

- **Team Jumper - 50/300 CP:** Import or create one Companion. They get **300 CP** to spend in the Jump doc and an origin of your choice with freebies and discounts. Or instead up to 8 companions for **300 CP**.
- **Free Pass - 50/200 CP:** This is a free pass to take anyone with you that you can actually convince when you leave this Jump, or for **200 CP**, as many people as you can convince.
- **Cluster - 200/600 CP:** This is the Jumper's own cluster trigger, a group of people up to 2 more than the number of distinct power effects you've purchased in this Jump doc. They all have roughly equivalent variations on the powers you've purchased here, with the exception of your strongest power which they will have a weaker variant of and instead have another power variant unique to them slightly superior to yours in some way. The rough details of these people and their personalities and the specifics of the cluster dynamics such as potential kiss/kill, dream rooms, power cycles/trading and bleedthrough are all of your own design. For **600 CP** they can also get variants of any or all other powers you possess already and in any Jump they're imported into in the future. This can be discounted at either tier in exchange for forfeiting your ability to design the cluster dynamics which will guarantee at least one of them hates you enough that you'll have trouble getting them to not attack you, let alone working together.
- **Jumper Boys - 200/400/600/800 CP:** For **200 CP** you now have a younger, less competent, less knowledgeable clone with slightly weakened copies of all the powers you've purchased in this Jump doc. For **600 CP** this clone has slightly weakened copies of all your powers, not just those purchased here. And lastly for an additional **200 CP** at either previous tier you can have up to 5 of these clones instead.

Followers

- **Personnel - 200/400/600 CP (Discounted with any Origin capstone perk, 200 tier free for the same):** This is a group of unpowered personnel necessary for the smooth operation of some kind of activity, they number enough to run a small office building and can be one of, support staff, administration, muscle, researchers/scientists, or covert agents. They might be mercenaries, officially recognized officers, or more typical employees as appropriate for you. For **400 CP** you can either upgrade this to include a small team of capes with average or below powers(at most one at high end), or to have a larger number of unpowered personnel filling every role previously described. Lastly for **600 CP** you may have both a large force of unpowered personnel filling every role previously described and several small teams of capes with average or below powers, making your workforce equivalent to what you'd find in a branch of one of the major organizations of the setting, it may even be one depending on other purchases in this Jump doc. They retain any reasonable modifications and if any are killed or retired will be replaced by new hires or in some other appropriate way in a month.

- **Pawns - 200/400/600 CP:** This is a group of largely inhuman creatures or robots under your control who by default number several hundred. They are fiercely loyal and/or well programmed and are willing to follow any commands you give them, but might struggle with anything more complicated than basic physical labor and combat/warfare. They're roughly of your design but can't be much more capable than a properly trained and equipped mundane human, what they lose out in individual potency though they easily make up with swarm tactics since they have no fear of death and replenish their numbers fast enough to fully recover within a week, they can also temporarily increase their number up to 10x the starting amount at their rate of recovery. For **400 CP** you can either make it so they start at several thousand instead or replenish their numbers fast enough to fully recover within a day. Lastly for **600 CP** they start at several thousand, replenish their numbers fast enough to fully recover within a day, and can temporarily expand their total number at their rate of recovery with no hard limit.

Drawbacks

There is no drawback limit. Some drawbacks might be restricted to certain other purchases in the Jump doc.

- **Timeline Toggle + 0 CP:** This allows you to change when you start anywhere within the canon timeline from Scion's appearance to the end of Ward. If you break the Jump this way you only have yourself to blame.
- **Fanon Toggle + 0 CP:** I know some of you are going to do it anyways so here's your free pass to treat any headcanon, fanon, fanfic, or otherwise AU as canon for the purposes of this Jump. Again, if you break the Jump this way you only have yourself to blame.
- **Self Insert + 0 CP:** This option allows you to insert yourself into any character appropriate for your origin, either directly placing you in their body or replacing their role in the story, though you don't gain any of their powers or abilities unless you actually purchase them. You can also use this option for any or all companions under the same restrictions. And hopefully for the last time, if you break the Jump this way you only have yourself to blame.
- **Triggered + 0/100/200 CP (requires active in-universe powers):** For **0 CP** you can freely design a trigger event as the explanation for your powers and as part of your background in this Jump, the specific details can be pretty much anything you want and can occur before or at the start of the Jump at your discretion as long it doesn't provide benefit beyond what you've actually purchased. For **100 CP** the trigger must be actually sufficiently traumatic, which means thoughts and details of it will likely haunt you for the duration of the Jump even if you make it have already occurred when you start. For **200 CP** not only is it traumatic but you now *must* actually experience it, either doing so before starting the Jump or at the beginning of it.
- **Inhuman Appearance + 0/100/200 CP:** For **0 CP** you can freely alter the aesthetics of your body however you wish as long as it doesn't provide you any meaningful advantage

that should be purchased elsewhere in the Jump doc. For **100 CP** you're locked into a noticeably inhuman appearance of your rough choice in such a way that it's almost impossible to properly hide for the duration of the Jump. Any abilities to change appearance you might have will only be able to work with these inhuman elements and not against them. Lastly for **200 CP** your body isn't fully under your control, including your powers where applicable, at minimum it'll take a lot of concentration and preparation not to attack things on sight.

- **Intrusive Thoughts + 100/200/300 CP:** For **100 CP** this is a fairly typical conflict drive, you'll find yourself slightly more aggressive and less willing to back down in intense situations, but nothing you can't override with practice as long as you know to do so. For **200 CP** this is much more insidious and plays on your personal traumas in such a way that they're almost impossible to completely get away from, always pushing you right back into things and into bad habits. Lastly for **300 CP** this now invades your very perception of the world, while you're still technically capable of understanding the world in a normal fashion you'll find yourself hard pressed to want to and likely will develop a set of violent delusions.
- **Gibberish + 100/200/300 CP:** For **100 CP** you'll find yourself with a harder time understanding normal human social conventions and things such as body language and vocal tone, you can still academically understand those things and theoretically train yourself to mitigate this issue but it'll be a struggle as it always feels at odds with your instincts and will often manage to bother you. For **200 CP** the concepts of human language, body or otherwise, are now completely lost to you, the only theoretical path to any sort of communication you have left is your empathy and general behavior patterns. Lastly for **300 CP** you have virtually no hope of ever relating or communicating with the humans now, and you probably won't even care, you've lost even your ability to empathize with them and your goals are beyond their understanding, your thinking is closer to a Shard's now than any human's.
- **Nemesis + #CP:** You have a nemesis within the Jump now, a person who hates you utterly and can't be convinced otherwise, wanting to use their full resources to end your existence. You're welcome to kill them but this drawback only grants half as many points as their highest tier power classification. You can take this drawback as many as 3 times.
- **In a Blaze of Glory + 100 CP (requires companions and/or followers within the Jump):** For the duration of the Jump any and all of your companions or followers that die will stay that way for the rest of your time here, without normal respawn timers. This won't stop them from being replaced such as in the case of **Personnel** but any specific person won't be coming back for the duration of the Jump. If they have powers they may end up in Shardspace where you could potentially have very limited contact with them but more thorough attempts at communicating or reviving them will be ineffective for the duration of the Jump. Gone even if not forgotten.
- **Enemies + 200/400/800 CP:** Similar to the nemesis drawback this pits existing people against you, for **200 CP** pick at least 1 organization with at least 10 capes to make it their mission to undermine you, and if possible give you a bad end. For **400 CP** instead pick at least 3 of these organizations, one of which must be at least as big as The Wardens,

The Fallen, or Teacher's Compound. Lastly for **800 CP** it turns out you were the real final boss of parahumans all along, or at least that's what every human who learns of your existence will think, and you can only sway their minds otherwise on a very personal and limited basis such as your companions.

- **HateClub + #CP (Requires Cluster):** In exchange for completely refunding the cost of **Cluster** they are now all heavily 'kill' to you as if they were under the effects of the **Nemesis** drawback, and to make matters worse they all seem to get along fine with each other, making it a group effort. In exchange for receiving an additional half as many points as were refunded the cluster dynamics are tilted in their favor.
- **Low Data + 200 CP (overrides Breadth and Depth and Sechen Ranges, requires at least 200 SP spent in Powers):** You aren't satisfying your Shard, providing it with little in the way of data, or at least it's solidly convinced you are. For the duration of the Jump your Shard will be against you, adding extra limitations to your powers and generally causing them to perform worse than you bought them at, always hovering at the bottom of their Sechen ranges. You can mitigate this somewhat by working hard to be violent and creative, but they'll always at least average below what you bought them at.
- **Dreaming Death + 200/300 CP:** At least once in your time here you'll end up in a hyperrealistic and lucid dream state where you not only control nothing except for yourself but everything is tilted incredibly negatively, including but not limited to reliving almost every trauma you've been through and facing every major physical conflict you remember all at once and/or one after another, in likely upgraded states to ensure you struggle. You'll be lucky to manage more than 5 minutes of 'normal' experience here within the several hours it'll last, but at least nothing that happens here *physically* affects you once you wake up. For **300 CP** you now must either have someone engineer a way to pull you out of this state and apply it within 24 hours *or* survive for the entire time within the dream, otherwise you die.
- **You're a Parahuman, Harry + 300 CP (requires at least 300 CP of out-of-Jump abilities/items):** You now lose access to all out-of-Jump abilities and items with the exception of your Body Mod, you're stuck with Shard power for now.
- **Antiparahuman + 300 CP:** You can't access or benefit from anything purchased in the Powers section for the duration of the Jump.
- **Normal Man + 800 CP (Cannot have taken You're a Parahuman, Harry or Antiparahuman but must qualify for them):** You now lose access to both out-of-Jump content save your Body Mod *and* anything purchased in the Powers section for the duration of the Jump.
- **Aligned + 400 CP:** You start the Jump completely under the effects of a master such as Goddess despite anything you might have to prevent this. You can still potentially break out of this with the right effects or possibly the death of the master but you'll almost certainly need to rely on allies or outside parties to accomplish this as even your very subconscious works against you in any efforts to do so.
- **Case 53 + 100/200/300/400 CP:** No this isn't another inhuman body option, this is about your memories. For **100 CP** you lose all background memories and knowledge of how you start here, but not meta knowledge or others outside of the setting. Tattoo optional.

For **200 CP** this *is* expanded to include meta knowledge of this setting. For **300 CP** you don't even know about Jumpchain or anything except your original memories save parahumans. Lastly for **400 CP** this is full-on amnesia like the other Case 53's have, your memories are carefully clipped of anything and everything not strictly needed to maintain function.

- **Clash of the Titans + 600/800 CP:** While it probably would've happened eventually anyways without a lot of work this drawback guarantees that the Titans will rise up just like in canon within your time here, on schedule too unless you take great pains to mitigate it, which can at most offset it for a little under 5 years. For **800 CP** this also guarantees that the Fortuna Titan will be one of the first to rise again, assuring that things will get at least as dire as canon.
- **Bad End + 800 CP:** Instead of starting in Ward canon you now start in an alternate ending where either the Simurgh and the Fortuna Titan succeeded in becoming the new hub and setting their plans into motion. This means you start either on a hellish dystopian world where you'll likely always be fighting to maintain your sanity and literally everything could be turned against you at any time if you prove to be a nuisance, or you start in Shardspace after the Earths have all been destroyed and where not only countless Titan-like beings wander constantly with their own agendas but your powers are notably reduced or even completely inoperable in some areas.

Scenarios

This section is for scenarios that change the way the Jump functions and/or create unique situations and challenges that may offer potential rewards. Scenarios will list if they're not compatible where applicable.

- **True Love (requires Breadth and Depth, and active powers purchased in this Jump doc):** For the duration of this Jump **Breadth and Depth** will be disabled, additionally you'll start with the equivalent of **Low Data** for no points. Your challenge is to work to overcome the issues you have with your Shard and by the end of your time in this Jump manage to build a relationship at least as close as described in **Breadth and Depth**. It'll be a very hard road that requires a lot of careful monitoring, attempted communication, trust, and understanding, and at some point you'll need a name for your Shard that you can both feel comfortable with, but if you manage it before you leave you'll unlock an unbelievable bond.
- **Reward - Shard Waifu:** In addition to getting back the full benefits of **Breadth and Depth** your bond has grown even deeper, your Shard/powers don't just value you and work to assist you, they unabashedly love you. This will make the effects of **Breadth and Depth** even more pronounced and obvious, forget *practically* communicating, you undeniably are now with your powers reacting to and following your direct wishes and requests. Most if not all of your built in use limitations are now thrown out the window, and if your power has physical manifestations of some sort you and your Shard will be

able to use and manipulate them like another body or master minion at will, ignoring previous range and space limitations.

- **War of the Worlds (requires Titan and incompatible with most non-canon timelines):** This scenario involves and relies on the Titans rising in a similar manner to canon, but this time you'll be one of them, maybe even the first. For the duration of the Jump you can engage other Titans in a battle of wills where the winner will subjugate the other leaving them under their command, but under normal circumstances you'll make little if any progress in these battles, however when you or a Titan you've subjugated personally deal enough damage to another Titan to bring them near death they'll quickly lose the battle of wills and become subjugated by you. When you've done this you become the hub of a new network of shards including the Titans you've managed to subjugate so far. Your goal for this scenario is to gather a big enough network that you snowball into becoming the new hub for all the shards, thus saving the world, or dooming it if you want to for some reason. By being in your network a Titan will communicate with the others flawlessly and share energy meaning that they'll fight more effectively the more you have. This will be a war of a scale and avenue that most can't readily comprehend but if you can manage to come out on top of your competitors such as the Fortuna Titan and Simurgh then you'll have won the scenario and can reap the rewards.
- **Reward - Power Hub:** No this doesn't make you an entity, I mean I guess you theoretically could take the Titans and their shards as companions if you have some method of doing so, and that would be close, but that's not the intended reward. Instead you gain the power to form networks with willing persons, optionally sharing information, energy, and mentally communicating. More importantly though you can allow them to benefit from the **Titan** perk at your discretion, which will be a large boost to their ability in most universes.

- **Part Two (requires canon equivalent timeline):** Rather than spending 10 years from the start of the Ward timeline this Jump now functions as a part two to the Worm Jump, starting after 5 years in that Jump by either restarting here or continuing directly. The primary difference between this and a normal timeline shift is that you can make a new build for your second 5 years and retain the build from the first. This isn't exactly a challenge so no reward but as a one time deal if you pay the 400 CP price to choose a power in the Worm Jump you may instead have a power from this Jump with one classification or two blended up to High End. Be mindful of balance, don't break this for yourself.

- **Wrestling With Yourself:** For the duration of the Jump/scenario you'll be under the equivalent effects of **Inhuman Appearance** at **200 CP** level. This means you not only look inhuman but your body doesn't completely obey you, fighting you at every turn and threatening those around you indiscriminately. Your challenge is to get it under control, training yourself in a long and frustrating process until you maintain seemingly normal function and aren't a danger to anyone you don't mean to be. At this time you'll be able

to pursue options for getting a seemingly normal body back and once you've managed to do so the drawback effect will be lifted, and the scenario considered complete.

- **Reward - The Real Me:** It's your body and you'll use it however you want to. From this point on any and all abilities you possess that involve specific forms or functions of your body, including alt forms, transformations, and natural weapons, can be varied and manifested however you wish within reason.

- **Case 70:** For the duration of the Jump you will not exist as one being, but two in one body. You will share your existence with another person, one trapped in the other at any given time and requiring them to give up control to switch bodies back to the other, otherwise trapped inside while sharing senses. You can roughly decide the characteristics and identity of this person, even importing a companion, by default they'd be your twin. They get no stipend that can be applied to the **Shard** section, instead they share your own powers in full, obtaining equal but thematically distinct versions of all of your special abilities that couldn't be considered an actual skill or personality trait etc. They also don't have a strictly identical body, with both maintaining independent changes, but none carrying over from each other, including injuries/illnesses. Though they will suffer any drawbacks you choose for the Jump. The challenge is to end the Jump with your total time within it having a 50/50 split of control between you and your bodymate, give or take 5% in case something comes up.
- **Reward - In Harmony:** You've retained your potential for a dual existence and can willfully initiate a Case 70 existence as described above with any willing partner at any time, and either of you can also end it at will. If the person you fuse with already has powers they will retain them and you'll have thematically reflected versions of them as well while combined like this. You may also take your bodymate from this Jump as a free companion, with them retaining their thematically reflected versions of your powers.

- **The Power Within (incompatible with True Love):** For the duration of the Jump you will have an existence reminiscent of a shard, trapped in a host's head with very little agency beyond that. You will be acting as their power source, you'll be granting them what you've purchased using the **Shard** section, with the exception that their sechen ranges are inherently tied to the closeness of their relationship with you. You can limit the activation of the powers you grant them however you wish, but the extent and control they have over them will depend on your closeness, as in the **True Love** scenario. Also similar to **True Love** your relationship will start roughly equivalent to **Low Data**, and need worked on from there, regardless of **Shard** perks. The host can be anyone who would be available for insert, a new random person possible to make with the Jump, or a companion. Their powers are limited to those you yourself have, even if they already had some in canon, you would need to buy them in the doc yourself to ensure they still get them. Any drawbacks you take which wouldn't be applicable to you in this form will be applied to your host, and you'll be capable of communicating with them in dreams as thoroughly as you wish, but more active communication will depend on how close you've grown, with active conversation while awake requiring full **Breadth and Depth**

equivalent. They can grant you limited control over active power use and their body with the same limits as you grant them powers, and similarly it's limited by how much you both genuinely trust each other and harmonize, as with canon shards to an extent. To complete this scenario you need to not only keep them alive until the end of the Jump, but also reach **Shard Waifu** level closeness with them.

- **Reward - Passenger:** Much like with the **Case 70** scenario you'll be able to enter the same existence in future Jumps, able to live within the head of anyone you choose at the start of the Jump, and loan them and of your powers under whatever rules you wish, though you can't switch to another afterwards for the duration of the Jump, and if you choose to separate from them during it you'll require their permission before joining with them again.

Final Choices

After ten years in the setting you are required to choose one of these options:

- **Return home**
- **Stay here**
- **Move on**

Notes:

- Companions can select and benefit from the drawbacks **Inhuman Appearance**, **Intrusive Thoughts**, and **Gibberish**.
- The power boost from **Breadth and Depth** is roughly equivalent to a purely positive second trigger, and with **Sechen Ranges** also applies to out-of-Jump powers.
- The power boost from being a **Titan** is similar to a purely positive jailbreaking, with multiple avenues.
- Powers can be nested within each other, rely on each other, or sub categories with virtually no limit beyond what you can pay for after discounts, just remember that you're balancing yourself here, you know what's really reasonable and what's gaming the system.
- No discount stacking, things that are expensive are meant to be that way.
- If both the dynamics/relationships are random and they aren't actually companions you may have a cluster with variants of your in-Jump powers for free, including adding yourself to any canon cluster you buy reasonably appropriate powers for, up to one more than they have unless they get additional variants of them.
- Upon completing both **The Power Within**, and **War of the Worlds** scenarios together you'll be able to treat anyone within your network as applicable for power sharing via **Passenger**, even without being in proper shard form. This is the closest to an entity you

can get using this Jump. Doing this will require winning the war while also fighting for compromise and closeness with your host, as with Dauntless and his shard.

- **The Power Within** + **Case 70** will mean you have two hosts, and in order to complete both you'll need to ensure you get a complete relationship with both and that they in turn also share time properly over the Jump duration. You'll also be able to turn people into **Case 70**s later willingly with yourself as their passenger, by combining the two rewards.
- **Wrestling With Yourself** + **The Power Within** will mean your host suffers those issues, and it's up to you to help them regain control over their body, you cannot do so by cutting the power off as this will just leave them immobile. Combining the two rewards will mean that you can grant any future hosts control over their form in the same way.

Changelog:

v1.0

- v1.0 **Case 70** scenario, **Shard** scenario, added the Ward banner image, added notes, edited **Scenario** opening to make it clearer on combination.
- v0.2 Quality control, added **Case 53** drawback, changed stipends, added **Foreign Element** perk, adding notes, added **Bad End** drawback, added **Clash of the Titans** drawback, added **Low Data**, added **True Love** scenario, added **War of the Worlds** scenario, added **Part Two** scenario, added **Dreaming Death** drawback, added **Triggered** drawback, edited some perk and item descriptions, edited some companion options, raised cost of **Shard Creation** origin,
- v0.1 Just finished the initial version.