Worm Jump
By Worm_Anon
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You are headed to a little place called Earth Bet. Here some people are parahumans, who trigger in a moment of extreme distress and get superpowers. Unlike most superhero settings the logical thing happened when a ton of people who aren't exactly psychologically sound got crazy powers, and things are pretty bad. Every criminal, terrorist, or in general not very nice group of people now has members who can commit mass murder casually, with badly outnumbered heroes trying to make a difference. Oh, and every few months one of these Endbringers attacks somewhere, on a good day only destroying half a city and killing a quarter of the parahumans who rallied to fight them off. On a bad day...well, Kyushu and Newfoundland were both sunk into the ocean, entire cities are quarantined to try and stop the influence of an evil telepathic future seeing angel, and in general they're killing the world by inches. Not to mention that there is a conspiracy or two at work.

The PRT and Protectorate are a government organization that manages and trains heroes who join, and they have a program called the Wards that does the same with parahuman minors. They only cover North America, but they also handle and coordinate international response to Endbringer attacks and certain other S-Class threats. There is a headquarters in every major city, with a lineup of capes to help deal with local villains. Cities generally have their underworld split between various criminal factions.

The world isn’t a pretty place here, and its rapidly getting worse as time goes on. Behind the scenes thing might very well be far more dire then anybody could possibly imagine...

You're going to start on January 1st, 2011, and you'll spend ten years here. Here's 1000cp to help you survive.

Location: Roll 1d8, or pay 50cp to choose. Due to it being the primary focus of the plot you may choose to start in Brockton Bay for free.

1. Brockton Bay: A city with possibly the single largest amount of parahuman conflict in North America. This is the home of Taylor and the place where most of canon happens. Assuming you don't somehow avert it you can expect a conga line of disasters and battles that's going to leave this place all but uninhabitable.

2. New York: Sections of this city still show damage from an attack by Behemoth, but it's relatively thriving. Tons of parahumans can be found here, on any side imaginable. The local Protectorate branch is the largest, and is headed by Legend himself. Large and varied criminal underworld.

3. Las Vegas: Unlike other cities, the cape conflict here is much more subtle, with capes having a sort of tradition of using their more subtle secondary aspects of their powers as their deadliest weapons. Cloak and dagger, espionage, intrigue, and the like. The local Protectorate branch specializes in dealing with S-Class threats too dangerous to make public, and similar issues.

4. Europe: Europe has more then it's fair share of parahumans and cape conflicts. Most notable is the Three Blasphemies, an S-Class threat that roams around targeting towns and cities. The Protectorate doesn't cover Europe, instead being populated with a variety of cape organizations throughout the various countries. You can start anywhere in Europe you like.

5. Africa: A continent split up among countless parahuman warlords. You can choose any location in Africa, but no matter what you're likely to get into some trouble. Then again depending on your origin you might be one of the aforementioned warlords. Southern Africa is more stable and civilized then the rest, much like in our world.

6. China: You start out in China. The ruling family here forcibly drafts parahumans and brainwashes them into the Yangban, a military force who has fractions of their power spread among the entire organization. You might want to get out of here before you catch their attention and wind up in a prison camp for "reeducation".

7. India: You begin in India. The cape scene here is relatively unique, with capes being divided between “Hot” capes who dress in costumes and focus on showmanship and publicity, and “Cold” capes, who are more like secret organizations who are constantly operating in a clandestine war against each other.

8. Free Choice: Lucky you, choose any location on Earth Bet to begin your adventure in.

Origins

Choose your origin below. Badass normals like Batman who are capes without powers that exist in other universes aren't really a thing here, so if you don't get a power you're either an exception to the rule, or are in a position that is similar. PRT agents or detectives for heroes, mercenaries or criminals for villains, businessmen for Rogues, something that fits your origin while not necessarily being a cape. Of course there is nothing stopping you from being one anyway and relying on your skills and powers from other worlds. You can freely choose to be a part of an existing group or faction as long as it fits your origin. Naturally Drop-In’s do not have this option.

Roll 1d8+12 or 2d8+20 for your age, and gender remains the same. For 50cp you can choose both.

Drop In: You arrive on Earth Bet with the clothes on your back, your purchased perks, powers, and items, but little else. You have no memories of this world that you could use to orient yourself, but you also don't have a crappy past filled with violence, danger, and disaster. Your future on the other hand...

Hero (100cp): After triggering you decided to use your powers for the betterment of mankind. You can choose to be a part of the Protectorate or Wards if you wish, or remain independent. Going solo means you don't have regulations, superiors, or a PR department to answer to, but it also means you don't have the resources, backup, and training they provide either. Your level of experience will vary with your age, whether you're a seasoned hero who’s walked the streets for years or a teenager who’s just taken to the job is up to you. No matter what you have a familiarity with your locale, the local capes, and enough experience that you at least know what you're doing. Fight the good fight, and hope you can make a difference.

Villain (100cp): The world is full of people who either hurt you, or stood by and let it happen, and the so called heroes are either government stooges or self righteous hypocrites who never put their money where their mouth is. You've learned that strength, power, and at times calculated cruelty are what it takes to survive in this world. You could be out for yourself, an unwilling criminal, or a hero who decided that this was the only way to change things. Either way you're on the wrong side of the law and the dangerous side of the street. You're living a very dangerous life, but then again who isn't these days.

Rogue (100cp): Yeah, triggering was bad, and you might not exactly be a paragon of mental well being, but you're sane enough to realize that dressing up in a costume and fighting for your life in some godforsaken alley is the dumbest thing you could do with your powers. You're out to use you abilities to make your life easier, and that means making money, lots of it. You've already come a decent ways, having found or built a business that lets you use your abilities to bring in a nice flow of cash that makes sure you're living comfortably. So far you've avoided getting dragged into the life or death conflicts that populate the streets, but there are some things that nobody can avoid.

Cauldron Conspirator (100cp): The world is in so much danger, and anybody who pays attention knows that its in a slow decline with the odds against us ever finding a way out. In a world like this it can be hard to hope. If they only knew the truth about how bad it truly was. Whether you're a cape or merely someone else working with Cauldron to try and avert the end of all mankind, you know the danger that is hanging over this entire world. Whatever you moonlight as, hero, villain, or something else, you're one of the ones working to make sure that humanity can plant its feet with the greatest odds we can manage. Whatever it takes.

Shard (Requires taking the Passenger Drawback): You remember the flickering images of uncountable worlds, and the relentless pull that drew you to a single speck upon but one of them. Something in them connected with you, and in a moment of true distress you felt your bond form. You are but a presence within a person's head., bonded with someone who will need the strength and power you can give them. You're a source of power, and hopefully not something that will drive them to self destruction.

Perks

Outside Context Problem (Free): It'd be boring if you were to just die right at the start so for free you'll have a selective immunity to the powers of a few rather nasty plot device level opponents that by all rights would probably want to kill you right out of the gate. Contessa, Ziz, and Zion's precog doesn't seem to be able to pick you up, instead returning a zero-sum error whenever they try to force the issue. They won't notice this until you garner enough attention for them to try and then they might take further measures to see what the problem is. But at the moment you'll be safe from being instantly killed due to the threat you pose to their plans. This works on all shard/entity derived precog. Your peculiar inter-dimensional nature just messes up their ability to predict you. Coil is an exception due to the weird nature of his power.

Munchkin (100cp, Discount Drop-In): You're pretty good at making the most out of what you have. Even things which on their surface don't seem all that useful. No matter what your resources or abilities are you can find a way to make use of them, and find it easy enough to compensate for your weaknesses and downsides. You have excellent creativity for finding new and better ways to use assets, needing only to put in the effort to figure it out.

Well-Adjusted (100cp, Discount Drop-In): You have the incredibly broken superpower of...honestly just being a well-adjusted person. Your personal issues are much easier to work through then they would be for anyone else, and even if you don't have any help you'll be able to get through them in time. This might take quite awhile if it's bad, but you'll make it out eventually. You're also really good at helping others through their issues, and it'll stick more often than naught as long as you can get through to them.

What I Fight For (100cp, Free Hero): Maybe it's your ideals, maybe its ambition, or maybe its just a rock solid certainty in how you see the world. Whatever it is it acts as a foundation and center for your sense of self and a well spring of drive and motivation. You will never be left drifting without a sense of purpose, and though you might change your goals and refine your ideals you always have the motivation to fuel turning them into a reality. This will greatly bolster your sense of self in the face of adversity, and you'll be able to plant your feet when everyone else is giving up.

No Such Thing as Collateral (100cp, Free Hero): You always know infallibly what you need to do to minimize the amount of collateral damage. Both in lives, and in destruction of property. In addition you just cause less than by all rights you should. Even if you're throwing around very destructive powers you'll only seem to do superficial damage unless you're specifically intending to do otherwise.

Tooth and Nail (100cp, Free Villain): You thrive when things are at their worst. The worse the circumstances and situation, the better you are at pretty much everything. Your instincts are infallible when it comes getting yourself and others out of something alive, and the more of a disadvantage you're at the quicker, cleverer, and more skilled you are. Being trapped in a dead end with no escape, almost dead from blood loss, exhausted, alone, and with the entirety of an enemy's forces bearing down on you just means you're at your most dangerous. This doesn't make you invincible; you just thrive under pressure when other people break.

Grit Your Teeth (100cp, Free Villain): Pain is nothing more than a sensation and it certainly can't stop you from continuing a fight. Regardless of the severity of your injuries the pain will never in any way impede your actions. Even if you've been cut in half you'll be able to calmly take the appropriate actions to ensure you have the most likely chance to survive, even if you should otherwise be freaking the hell out. You're still aware of the pain and injuries; it just doesn't seem to affect you beyond alerting you to the problem.

Opportunist (100cp, Free Rogue): You are a bloodhound when it comes to sniffing out and seizing opportunities. Whether it's in business or on the streets you can feel when your chance is coming up from a mile away. From blind spots, coincidences, fleeting vulnerabilities, to that one in a million shot to turn the whole fiasco around, you'll be able to spot it when it shows itself. That being said, you have no extra capability to act on these chances. You're just aware of them.

Leave Me Alone (100cp, Free Rogue): Whether it's being hassled by officials or gangs wanting to recruit you, people no longer go out of their way to trouble you beyond the needs of their day to day business. Gangs wouldn't mug you or try to forcibly recruit you, but if they were ordered by their boss to fuck with you then you'd be in trouble. As long as they don't have a pressing and serious reason to do so people just leave you alone.

The Hard Decisions (100cp, Free Cauldron Conspirator): You have what it takes to do what others can't. You have the combination of determination, self-assurance, and practical cynicism to make the choices that are necessary but no one else can bring themselves to follow through with. If sacrifices have to be made, lines crossed, and hands gotten dirty in order to ensure success not only can you do it, but to not be crippled with self-flagellation and guilt. If it was the right call then so be it, and if it wasn't the best choice, just the best you thought you had at the time with what you knew then there is no point miring yourself in guilt and doubt when you can learn from it and move on. The world needs it's ideals and heroes, but sometimes it also needs the one person willing to live with pulling the trigger.

Needs of the Many (100cp, Free Cauldron Conspirator): People are important, impossibly so. But a person maybe not so much, not always. You're a master of the mental calculus that measures the needs of a group, society, or a species against the needs and well-being of the few. You can care and empathize just as much as before, but you can always tell where that fine line is. It can be cruel, but sometimes the world only lives at the expense of others. When the future of all humanity is at stake, can you really justify otherwise?

Lessons of Adversity(100cp, Free Shard): Regardless of the type you find that conflict is the perfect stimulus to learn and train yourself. You always learn or grow at least a little bit from a confrontation or conflict, no matter what form it takes. The more intense, risky, and the higher the stakes the more you'll take away from it. This applies to general development as well. Fighting for your life is the perfect exercise regimen for you, and pushing your abilities to their limits in such situations is the best training you could ask for.

Root of Distress (100cp, Free Shard): Everybody has faults, weaknesses, seams along which certain kinds of pressure can break them. You have an intuitive ability to sense these in a person's psychology and personality as you observe them. You can tell what stress they can handle, what would break them, and in what manner. You can also tell what kind of pressure would make them grow. Beyond this being able to spot the faults and flaws of a person always comes in handy, let alone knowing exactly how they'd respond to different types of strain. This sixth sense won't necessarily give you the means to capitalize on this knowledge, but you can tell where the chinks in their armor are.

New to the Crew (300cp, Discounted Drop-In): Whenever you wish to join or ingratiate yourself with a particular social group, faction, or individual, fate seems to smooth things over to allow you to do so. You'll run into just the right people to get brought into the fold, make just the right impression, and move through your social surroundings like it was simply the most natural thing in the world. You need to have some idea about the group or individual, and getting involved with the more secretive and isolationist groups is still going to be difficult but you'll at least get a fair shot at doing so.

Blending In (300cp, Discounted Drop-In): As long as you don't do something to attract attention to yourself, you won't ever look out of place in your surroundings. Gang members won't attack you because you look like an outsider, security will not bother you until something attracts their attention to you not belonging there, and in general beyond mistakes on your part you don't have to worry about attracting unwanted attention. Excellent for not being pegged as an outsider and therefore a target on unfamiliar city streets, and even better for blending in during more covert operations.

You Are Not Alone (300cp, Discounted Hero): The people around you will find themselves overcoming their issues and damage easier then may otherwise be expected. Your presence just kind of encourages people to grow past their damage and heal, even if they are only interacting with you occasionally. As an added benefit factors that would hinder attempts to help people psychologically are much less of an impediment. Willpower isn't very good for resisting you out of stubbornness, acting ability is far less effective at hiding that they are hurting, and bias will not just allow them to flat out ignore you. This will still take effort but you don't have to worry about them self sabotaging themselves. These effects also extend to you when others are doing the same for you, great for when your companions need to get something through that incredibly thick Jumper skull of yours.

Public Relations (300cp, Discounted Hero): You possess a mastery of public image and relations management, always knowing exactly how to project the image you want and to keep that image strong. Comporting yourself properly in front of the media and among others, keeping and improving your reputation, and even securing the goodwill and trust is all a walk in the park for you. This extends beyond the large-scale however, even in personal interactions you know how to put your best foot forward and keep it there, regardless of what happens. As an additional benefit, the reputation of yourself or an organization that you either head or are a part of cannot take a hit unless it was something directly related to their actions. Misfortune and circumstance will never be blamed on you, as long as you didn't cause it.

Meh, I Can Take You (300cp, Discounted Villain): People always fail to properly grasp and respect the threat you pose, whenever doing so would be to your benefit. You can still garner a reputation, have your name talked about in fear, so on and so forth. But even when you're face to face with an enemy they make the same mistake time and time again. You can expect to be overlooked until it's too late, fatally underestimated at the worst (for them) times possible, and in general not learn their lesson as well as they should. Individuals will catch on over time, but anybody who hasn't tangoed with you personally is going to make this mistake. Even if said individuals warned them about you, they're liable to not pay as much attention as they should have.

Welcome to the Underside (300cp, Discounted Villain): Fate tends to lead useful people your way, and to enable securing their services, or at least their cooperation. These people tend to be the kind that would be very difficult to acquire otherwise, such as people with powers or gifted individuals within their field. These are not necessarily the best of the best, but fate separates the wheat from the chaff when it comes to personal. Giving you a workforce of talented experts. Those with extraordinary abilities such as powers will be more common than by all rights they should be, if not exactly plentiful.

Nothing Personal, Just Business (300cp, Discounted Rogue): You are effectively immune to being the target of grudges and vendettas barring some truly extraordinary measures on your part. Unless you cross a very serious line like attacking somebodies family any conflict or opposition between you is considered nothing more than business as usual, with no hard feelings. Attempts to retaliate might still happen as a matter of due course, but these will never be motivated by a personal desire for revenge. You are also able to negotiate and talk with even your worst enemy like they were a neutral if friendly party and they'll always consider your terms based on their merits rather than snubbing or ignoring you. Bargains struck are honored to the spirit of the deal, and all of these benefits also extend to when you act as a mediator between two parties, and to people who are directly associated with you.

Always a Market (300cp, Discounted Rogue): No matter how exotic, hard to find or rarely traded a commodity is, whether it be black market tinker tech, or your own unique powers, you can always find a way to profit from it. That incredibly rare piece of Tinker-Tech won't go unsold just because there isn't a market for it, your powers always have ripe opportunities to be used for business, and people are always willing to deal with you regardless of other circumstances. This also includes finding such commodities, meaning you'll never be at a loss for resources simply because you couldn't locate them. Although hunting down black market nukes is probably a bad idea for several reasons, so shop responsibly.

Behind the Scenes (300cp, Discount Cauldron Conspirator): The truth is more dangerous then anybody could possibly know, and keeping people in the dark is all too often the only way to keep things from falling apart. Thankfully you always have an innate feeling of what you need to sweep under the rug, conveniently conceal, or do in order to make sure things stay in the dark. Stay on the ball and even if there are loose ends then anybody following them is going to find you waiting for them.

The Importance of Leverage (300cp, Discount Cauldron Conspirator): It's not enough to just keep things quiet, you need to make wheels turn and things happen. Doing that means finding leverage and twisting arms, and you're good at it. As long as you have some kind of leverage on somebody, whether that be money, favors owed, or just sufficient social pressure, they'll find it much harder to resist and more willingly play ball with you as long as it's not anything unreasonable. Things that go against their moral code or character are another story, but you can get people to go along with you far more than anyone else could. Even better you know exactly how to apply it so that there isn't any hard feelings in the long run, which is often much more difficult.

Seeds of Conflict (300cp, Discount Shard): Without strife things are just going to stagnate, and it won't serve your purposes at all. Thankfully you know how to change that. You can intuitively spot and understand all the fulcrum points that might cause, influence, or decide a conflict. Whether you want to cause one to blossom between certain parties, nudge things to influence how it goes and ends, or just to nip it in the bud where it would be destructive and self-defeating. Best to keep things dancing to your tune.

High Risk Guarantee (300cp, Discount Shard): The thing about risk is it's just that, risk. There's no certainty of safety and nine times out of ten you can expect the worst to happen. That's not quite the case for you though. Out of a combination of insanely good instinct and excellent judgment you or those you're guiding always seem to beat the odds when it comes to the dangers involved in high stress situations. A firefight with a nine in ten chance of getting shot would have good odds of you coming out of it having avoided getting hit, and if you did it'd probably be nothing vital or crippling long term. Expect others to find this positively infuriating, but don't try your luck too far. The odds are never in favor of somebody who gets cocky.

Spanner in the Works (600cp, Discounted Drop-In): You are the wrench which completely ruins the designs of others. You're completely immune to hostile attempts to predict your future actions or events involving you from extraordinary abilities. You have a preternatural sense for the designs in motion around you, and with a little effort can easily figure out how to unravel or disrupt them. This can range from subverting a villain's scheme to take over the city and potentially walking away with all of his resources, to fucking up a precog's Rube Goldberg like plot's to cause chaos and devastation. This awareness isn't automatic, but if you think to look for it then you'll find it.

Perfect Communication Skills (600cp, Discounted Drop-In): Your communication skills are god-like. People around you are all but literally an open book for how easily you understand them. Every action and word expressing infinitely more than its surface meaning. You know exactly how to best express and communicate even the most complex and nuanced of ideas, letting you talk people into or out of nearly anything physically possible for them. These skills render you immune to misunderstandings or miscommunication unless you've done so on purpose, and your ability to convince and manipulate people is the next best thing to mind control. These skills even work on beings that aren't human. As long as it has the cognitive capability (even if only in theory) to comprehend something, you can not only communicate with and understand it, but manipulate it as well. You are easily the equal of Jack Slash and Dr. Yamada in your ability to influence people. Which of the two you lean closer to is up to you.

You Can Be More (600cp, Discounted Hero): Whether or not you actually are, your presence seems to be that of the very ideal of a hero. People around you will never give up as long as you're around, always having hope, and even the darkest heart can be inspired to leave their past behind and become something better. You influence people to become the best they can be in all aspects, growing beyond their issues and weaknesses to keep going. Even if the day was lost, the world was ending, and an invincible foe was bearing down on them, seeing you would fill them with enough hope and courage to charge let alone stand their ground. This aura of yours also tends to mean that you are seen in the best possible light. Even if you were a villain people couldn't help but respect you as a person. Even if they were fighting you to the death. Your charisma and raw force of presence are off the charts.

We Stand Together (600cp, Discounted Hero): In anything you are personally involved in, you can instill effectively perfect cooperation and teamwork among those around you. Even bitter enemies who want nothing more then to see each other dead will stand side by side and work together like they've been doing so all their lives as close comrades. The results of this cooperation tend to be the best physically possible with everyone involved. The effects of this perk will tend to rub off over time if you allow it, encouraging cooperation and discouraging infighting or conflict when there are more serious matters that require everyone to work together. As a final added benefit casualties always seem to minimal for any dire situation in which this perk takes effect.

Parahuman Feudalism (600cp, Discounted Villain): You have the skills of a modern day conqueror. You know how to maneuver and use your assets in all the right ways to win yourself territory, influence, and power, and how to do so completely unseen. Dirty politics, corruption, criminal operations, street warfare, and their more legitimate equivalents are child's play to you. Taking over a city’s underworld, and then the city would be easy enough for you, and with sufficient time and effort there is (in theory) little limit on how far your reach could extend.

Bolstering The Boardwalk (600cp, Discounted Villain): Regardless of how it needs to happen your interests find themselves armored against misfortune and malice like an immense fortress. Attacks against your power at best have an uphill battle against them as misfortune, circumstance, and your own skill blunt their edge to almost nothing and anything they do gain they will find almost impossible to properly hold. Aside from their resistance to hostile efforts however, your interests find themselves flourishing with a similar amount of good fortune. Stocks will take off, businesses will prove lucrative, territory will find itself improving by the day, and even your subordinates will find they don’t have to worry about bad luck as long as they are loyal to you.

Enlightened Self Interest (600cp, Discounted Rogue): At all times you possess a perfect awareness of how to advance your own interests in ways that benefit others. At the same time the beneficial effects on others of your actions is greatly magnified, particularly on the large scale. Just sponsoring a local neighborhood watch by buying them all new shirts and flashlights would result in a noticeable drop in local crime and increase in public safety, while your employees and business partners find themselves benefiting immensely from association with you, far more then they would working for anybody else. The effects of this perk may snowball over time, as these effects build on each other.

Best in the Business (600cp, Discounted Rogue): The greatest advantage you could have is having the best and brightest out there on your side, but sometimes that isn't possible. This perk causes everyone working for you to rapidly gain in skill and capability, reaching the levels of a top tier professional in a week or two, and from then on showing noticeable increases over time within the fields they are operating in. Even scraping the bottom of the barrel when it comes to human resources isn't a problem, they'll be the equal of anyone else in the business quickly enough as long as they aren't just completely incapable of the job, and with sufficient time will make the former best look like amateurs. These effects are less pronounced the less proximity a person has to you on a regular basis, but even those on the fringes of an organization can expect easy competence and to become skilled at what they do.

Necessary Sacrifices (600cp, Discount Cauldron Conspirator): Survival means sacrifice, better to give an inch willingly then to lose a mile and all it took to fight for it. You're learned that and learned it well. No matter what kind of disaster or conflict is happening you are always able to arrange things to roll with the punches, turning your defeats and the battles you couldn't win into manageable losses that will do the minimum possible damage long-term. If the world is dying by inches it'll be inches and no more, and if it's a choice between the end of the world starting while there's still a fighting chance or hitting an already helpless world you'll be able to make it happen while the world still has fight in it. It's cruel, it's harsh, but better a desperate slog than an undignified death.

Crucible of Strife (600cp, Discount Cauldron Conspirator): The funny thing about adversity is that it builds strength, strength that the world all too often desperately needs. By letting strife and conflict happen, and even encouraging it in the right ways you can take advantage of this. The pressure these things put on people, society, and the world will result in people digging in and getting stronger. Both to endure hardship, to fight against whatever hostile forces are arrayed against them, and to grit their teeth and do what needs to be done to survive. There'll be heroes, monsters, survivors, and everything in between. But the one thing they'll all have in common is the strength needed to fight, and potentially make a difference against the worst. Just be careful how you apply this talent, strength can only do so much if nothing is left afterwards. Turn individuals into fighters, masses into defiant defenders, and societies into hardened survivors. They aren't likely to thank you for it though.

Shard Administration (600cp, Discount Shard): With this, you're certainly overstepping the bounds of your nature. Mentally, you're at all times perfectly aware of all of your perks, abilities, powers, and the like and their status with no conscious effort or attention needed on your part. This is just a side effect however, what this perk truly enables you to do is package such things together either in part or in whole, with whatever additional limitations you might desire to add in, and then temporarily grant this package to anybody you can directly perceive. You can revoke this at any point, returning these abilities back to you none the worse for wear regardless of what happens or has happened to the host, and this will happen automatically on the event of their death or otherwise permanent incapacitation. This comes along with knowledge of how they used these abilities and any potentially creative uses or new tricks they may have learned using them. You lose the abilities as long as they're given to another person, but no matter what happens you can never truly lose them permanently or have them damaged.

Forced Evolution (600cp, Discount Shard): It's not the scope of what you're capable of that lets you truly grow and learn, its your limits. Something you're perfectly suited to exploiting. You can at any time put any kind of arbitrary limitations on your abilities, or weaken them, even turning them completely off as if you just didn't have them. But when you really want to grow you can use this perk to effectively hinder, weaken, or even selectively cripple some of your capabilities in order to force yourself to grow or develop them along new lines. The limitations put into place with this will force you to push against them and break new ground in some manner. This could be suddenly hitting an entirely novel way to think outside of the box, shoring up holes you didn't realize were there, or even just using the enforced limits so that when you finally break past them you've managed a leap forward in raw power. This second use effectively locks in the limits and it will take time, use, and effort before you manage to break past it. You can undo this at any time if you need or desire to, but it will sacrifice all progress you've made and will require that you start over.

Gear

It's not just what you're capable of that matters, it's what resources you have access to. Here's your chance to make sure you're not facing the world empty handed.

Friendbringers (50cp each, See Text): A miniature and strangely adorable version of an Endbringer seen in the canon story, which may range anywhere from the size of an action figure to the size of a toddler. They're like affectionate if obedient pets, though they possess only extremely weak and token versions of their original's powers. Enough to be cute and offer at most some mundane utility. Your tiny Ziz would be able to predict the future well enough to have your miniature Behemoth and Leviathan make it and deliver it before you even realized you wanted a cup, but beyond small things like this they're functionally just novelties. You should note that as harmless as they are, in this world this is gonna be considered extremely disturbing and cause for concern, and extremely poor taste. But what do you care, you got your novelty souvenirs.

Worm (50cp, Free Drop-In): A tablet computer that contains the entirety of the Web Serial along with an archive of every statement Wildbow has ever made about the setting. Fairly useful if you haven't read the series yourself. Releasing this on the internet could be fun for a laugh or two, maybe even worth it despite the scrutiny and chaos it would cause. If you don't mind ruining a whole lot of lives in the process...

Funds (50cp, Free Rogue): 50,000 dollars either in cash or in an account. Can be purchased multiple times. Rogues start off with 100,000 dollars free, and a slightly larger amount in material assets related to their business or whatever else it is that they do with their powers.

Costume (50cp, Free all but Drop-In): An extremely well designed cape costume fitted to your preferences, powers, and cape identity. The materials and construction render it extremely resistant to electricity, fire, cuts, stabs, bullets, the weather, and general wear and tear. Best protection you could get barring tinker tech power armor, or Brute abilities. You know how to make more.

Little Black Book (50cp, Free Rogue, Cauldron Conspirator): A small tablet computer that contains a complete database on capes everywhere, not including secret identities or anything that would be inside information. Contact information for every cape who has some manner of reaching them is in here, and for any other sort of contact that might be useful. All the way from contractors, to lawyers, to PRT officials. Uses the Internet to automatically update this database to stay current.

Weapons (50cp, Free Hero, Villain): One or two basic weapons. Nothing fancy. Handgun or rifle, collapsible baton, taser, blades, etc. Solid and dependable as a mundane weapon can be. Comes with enough of any needed ammo to last you quite awhile. Heroes who are a part of the PRT or Protectorate should keep in mind that lethal weapons are frowned upon, and even independents quickly attract scrutiny at the first hint that they're using lethal methods.

Identification (100cp, Free Drop-In): A binder containing a collection of documents and everything else needed to provide a completely legit and legal identity. From a social security number, to a driver's license, to anything else that might be required. This is solid enough that it can't be proven false unless you yourself admit that it's fake, the given background being of the type which provides ample reason that you don't seem to have any ties or notable history in the world yet. This will update to always provide you with a basic legal identity, regardless of where you go.

Containment Foam (100cp, Free Hero): A set of not only six containment foam grenades, but also a back mounted sprayer and the solution needed to dissolve the foam. Containment foam rapidly expands to cover whatever its struck, and is strong enough to withstand all but the highest level Brutes. Targets trapped inside can still breath as the foam is air permeable even in its hardened state. You know how to not only make more of the foam mixture and solvent, but also how to build the sprayers and grenades that use it. With a little experimentation you'll be able to figure out how to make other weapons or devices that utilize it.

Lair (100cp, Free Villain): A hideout or base you've set up, either in an abandoned building or somewhere else you have access to and isn't at risk for others just waltzing through. It's got electricity, water, and other basic amenities for if you need to live there. Supplied well enough to last you a few months, and a workshop if such would be appropriate. As secure and secret as you can get without some more significant resources and perfectly suited as a place to plan and store your ill gotten gains. Large enough to accommodate about ten people. If purchased with Business then you can choose to have a perfect and legitimate front as well. Even if other options might make this obsolete, with this you'll always at least have a backup safehouse.

Business (100cp, Free Rogue): A medium sized if stable and well off business that you own. Starts out turning an okay profit on its own without your input. The business itself synergizes with your abilities allowing you to gain the maximum financial revenue from using any powers you might have. Getting the most out of it will require your personal attention and involvement. You have all the necessary documentation, permits, and forms. Drop-Ins still have these, somehow.

The Numberman (300cp, Free Cauldron Conspirator, Discount Drop-in): A phone number that you'll be able to call from any phone, which will put you into contact with the Numberman's banking service. Discrete, fully capable of any sort of legal or illegal cash services you could want, and able to transfer or otherwise move your assets in an untraceable manner. With this you can easily and securely manage your finances in whatever manner you need without worrying about things like legalities. For some reason there are no fees or charges for the services provided, asking will only note that you've been tagged for preferential treatment. This service will continue to function in other worlds, and won't have any trouble operating despite differences in the local economies.

Powered Armor System (300cp, Discount Hero or Tinker): A suit of power armor. The physical enhancements are enough to give you a mid-tier Brute rating. Choose one of the other eleven power categories to define what other systems it has. Blaster for ranged weapons, mover for flight or teleportation, stranger for stealth systems, etc. These are equal to mid-range abilities of the appropriate type. You can either add additional systems or integrate other items you have for 50cp each. Each morning its completely restored, including any expended resources such as ammo, or appears in your warehouse in pristine condition if it was destroyed or lost.

Corona Stimulants (300cp, Discount Villain): A case containing five small disposable plastic injectors, which when used boost a parahuman's powers by around fifty percent for several hours. You can only use one every twelve hours, any additional doses resulting in incredibly painful migraines that will leave you effectively helpless for hours. The case replenishes itself every morning. These can potentially boost other powers as well, as long as such powers have some sort of neural/biological basis. Ex: Raildex Esper powers would be viable, your magic would not. Reappears in your warehouse if lost or destroyed. Potentially a very lucrative product, especially among less honest folk.

Tinker-Tech Cache (300cp, Discounted Rogue, Free Tinker): You get a decent sized cache of Tinker-Tech whose nature is up to you. Whether you want a large variety of computing and programming devices, an armory full of futuristic guns and weapons, or maybe just a ton of Tinker tools for your personal use. There is nothing crazy in here, but even basic Tinker tech is far more advanced than anything on modern earth. If you have a Tinker ability you get one purchase of this free for tech that corresponds to your specialty, giving you more than enough to get started. Note: Even the worst Tinker-Tech is hundreds of years ahead of modern day earth, and the samples you get here aren't bargain bin by any means, just not anything earth shaking.

Balance Formula (300cp, Discounted Cauldron Conspirator): Several containers with a strange liquids solution inside, of an element used to stabilize Cauldron vials at the cost of their potential power. These are special though. When mixed in with serum, formulas, or used in any other such procedure meant to grant people powers or enhance them in some manner it will greatly increase the stability and compatibility while ensuring that mutations or other side effects are at worst minor and trivially dealt with, and with minimal loss of power. The containers effectively contain a limitless amount, refilling whenever you wish them to, and will return to you or your warehouse if lost or destroyed.

Dimensional Breach Controller (600cp, Discount Drop-In): This device comes in whatever form you prefer, and is capable of opening and closing dimensional portals. Its software is sophisticated enough that you can define locations or what parameters you'd like to find in a destination. But it'll take a little while to figure out how to properly utilize its functions. This device is keyed only to physical dimensions, spiritual ones like a settings underworld will require serious experimentation and innovation on your part to access with this, assuming it's possible at all. No matter where you go this device can always open portals to Mirror Worlds like in the Wormverse. Post-Spark you'll be able to use it to open portals to anywhere in the multi/omniverse. Indestructible and reappears in the warehouse if lost.

Protectorate Headquarters (600cp, Discount Hero): All heroes need somewhere to recover and regroup, and unlike a villain there's no need to hide who and what you are, so you might as well make it count. This headquarters is the equal of the Protectorate rig in Brockton Bay itself. State of the art with plenty of facilities for anything a hero organization could need or want, including countless security measures and systems to make sure it's as secure as reasonably possible in a world where people can have all kinds of potent abilities. Perhaps most notable is an incredible force-field system that can cover the entire base, as well as plenty of other defenses to make the place a veritable fortress. It also comes with plenty of manpower to station and run the thing, all of whom are trustworthy and competent at least to start. This place will follow you from jump to jump and will be restaffed in each world. It's assumed to be cleared with the local powers that be, at least enough to be legal and under your ownership. If you're a hero, then you're either heading a protectorate branch or have managed to build yourself up to being competitive with one, thought this won't replace anything or anybody in canon. More like a secondary branch if that would be the case.

Center of Power (600cp, Discount Villain): Well, if the Heroes knew about this they'd be a lot more worried about you. This place by default takes the form of a tall office building complete with all the necessary paperwork and an occupying company or the like that you own that leaves you with plenty of pull and resources. Underneath it however and only accessible through a variety of hidden means is an underground bunker system and base built to the same standards used to ensure that shelters can potentially survive an Endbringer attack. As well hidden as it is, in combination with the facilities and space you have you could be running an entire small army under an entire city's nose with no-one the wiser. Comes with a large variety of amoral if competent mooks and mercenaries that are more than loyal as long as you sign the checks, which will restaff in every world as this follows you. With this, you have the foundation to conquer a city, or at least have a nerve center and capital for a hidden empire.

Tinker Data Core (600cp, Discount Rogue): A computer containing a database of Tinker-Tech, including documentation, analysis, and blueprints. There's enough information here to advance science centuries should everything in here get properly examined and reverse engineered, although doing so would be the work of a lifetime or two. Still enough to keep a company several years ahead of its competitors for a very long time. This doesn't include all such tech in the Wormverse by any means, but barring some extraordinary effort or circumstances on your part its the closest you'll ever get.

Cauldron Vials (600cp, Discount Cauldron Conspirator): A case containing five vials of Cauldron formula. Unlike other formula these have no risk of mutation or death, being perfectly stable. Whoever drinks these is guaranteed to get a power that would be relatively powerful compared to the average parahuman. Aside from the powers suiting their host in some way (more aggressive people getting more aggressive powers for example) these are completely random. These have no effect on you. The case refills itself once a year. Outside the jump these still work despite the lack of shards or entities, simply giving the equivalent of a parahuman power. The case itself is indestructible, and unless purposefully given away will reappear in your warehouse if lost.

Companions

Imported non-human companions get a human alternate form as normal. Remember that importing a companion below gives them a history and memories in this world, including a trigger event. These are very traumatic and will result in psychological issues of some sort, and don't expect your companions to be very happy about that fact.

Cape (100/200/300cp): Hero, villain, or rogue, you either have or will quickly meet a cape who you'll find yourself becoming natural friends and allies with. They can have any origin other then Drop In, with freebies and discounts as normal. They receive one roll for a power for free, 400cp to spend per 100cp you're spent on them, and may spend CP to pick either a category to roll in or a power as normal. If a power that you or another companion already possess is rolled, then they may re-roll until they gain a unique one. Companions may be imported into this option, and if so may be Drop-Ins. Incredibly loyal regardless of whatever issues they may have. They may choose not to take a power as normal.

Canon Character (100cp): For each purchase of this you gain one slot which you may then use to take one canon character as a companion, assuming you can convince them to join you. This may be any character in the series barring the Endbringers or Entities.

Full Line Up (300cp): You may import up to 8 companions, each one gaining an origin for free, including their associated freebies. Beyond this they have an additional 800cp to spend, but in all other aspects function as the Cape import above. This may be purchased once.

Richter Artificial Intelligence (300cp): An AI that is fully sapient and sentient, with enough intelligence and processing power to put any other computing device to shame. It begins housed in a data bank in your warehouse but is easily able to connect to other networks and work its magic. For an additional 300cp it's body is upgraded to a Dragon-Mech, which can be anything from one seen in series (even the Azazel), to a unique one that fits your own specifications. Not quite a Seed AI, but the next best thing. Counts as a companion, and is extremely compatible with you personality-wise.

Parahuman (Roll 1d12 for power category, then 1d12 for power. 200cp to choose either category, or the power within a rolled category, 400cp to choose power. Shard Origins get to choose for free.): It seems that you've triggered, and gained some rather impressive powers. This is optional, you can go without becoming a parahuman if you wish. Although that means you won't be getting any impressive new abilities to help keep you alive in this world. You can only have a single parahuman power.

Powers adapt to whatever capabilities you already have. Taking them into account and ensuring you can use your parahuman abilities in sync with them. Assume any potential incompatibilities are handled appropriately to allow a power to still perform its intended function.

All powers may be toggled on or off, and you understand their nature and how to use them instinctively, if not necessarily all the different ways they could be applied creatively.

(1) Mover: Mover powers allow their users incredible or impossible movement abilities. Teleportation, super speed, anything that results in getting you from one place to another. Movers are incredibly tough to pin down, with the strongest effectively impossible to contain and hinder. Mover powers allow their users to maximize their positioning and those of their allies. Safety functions of the powers prevent you from telefragging yourself or similar issues.

> 1 & 2: Blink - You are capable of teleporting to any location within two hundred yards with only an instant's thought. When you Blink you may modify your physical orientation and momentum to anything that is physically possible for you or for you to achieve for your target. This power is especially suited to rapid teleportation chains, and you are immune to any disorientation or imbalance that might result from this. Secondary Thinker aspects grant you the superhuman spatial and situational awareness needed to use this ability to its fullest, along with the capability to handle sensory input faster than possible for any other human being. You can also Blink targets you’re touching, or take them with you. These targets can be people or objects up to five times your size.
>
> 3 & 4: Friction Modulation - You are capable of not only ignoring friction, but reversing its effects to increase your speed and momentum instead. This can continue with no upper limit, and any negative effects you would suffer from the forces involved are negated. This includes kinetic force that would cause damage to you from your own actions, so despite your speed you cannot strike with anymore force then you can safely handle. Your control over your movement and inertia also allows you to redirect your momentum and inertia in any direction at any time, allowing you to zip and bounce around a battlefield at insane speeds effortlessly. Your reaction time and reflexes scale with your speed, allowing you to act and react normally. May also be extended to people and objects you are touching to bring them along with you. You have perfect balance and poise while under the effects of this power.

5 & 6: Transporter - While technically a Thinker ability, it's use means we're putting it over here. You basically have full-fledged Contessa level Path to Victory...as long as said victory is getting something from point A to B. These are always the quickest, safest, and most efficient ways to do so unless you specifically wish otherwise. As long as it is in some way possible for you to do so, you can, and do it perfectly. Thinker headaches are also a thing. Anything beyond transporting a target to its destination is beyond the scope of this power, although that doesn't mean that clever thinking can't make this of this offensively in combat. Bullet A into Person's Brain B is transportation after all. Just remember that these targets have to be physical things, so don't try any conceptual or wordplay bullshit to game this power.

7 & 8: Doormaker - You are capable of opening portals to any destination you can think of. These portals may remain until you decide to dismiss them, and their size is limited only by your powers growth and the effort you put into them. These portals are capable of crossing dimensional boundaries, and into alternate mirror worlds. Post Jump you can still reach such destinations, but note that peculiarities of the particular world may change the fundamental nature of how these might function. Post-Spark these portals can connect anywhere in the multiverse/omniverse.

(2) Shaker: Shaker powers are those who control or effect the environment. Battlefield control, force fields, telekinesis, and the like. Shakers are significant tactical assets. Able to manipulate the flow of battle and shut down opposition with relative impunity. This tends to make Shakers high priority targets in pitched battles, but it doesn't change their capability to decide exactly on what terms a battle's fought on.

1 & 2: Air Control - Don't laugh at it, the power to sense and manipulate air within a large radius is incredibly potent. The range of your power is roughly several city blocks, and its strength is enough to shred stone within an instant and metal shortly after. Of special note is your ability to compress air to the point that it'll act like a liquid or solid, granting it incredible strength from the raw pressure. Releasing this compressed gas makes for incredibly dangerous aerokinetic explosions. Your power's strength and control is much greater in areas with large open spaces and strong winds. If an airborne opponent was stupid enough to fight you high up in the atmosphere in the global slipstreams you'd be a living force of nature.

3 & 4: Gravity Manipulation - You can manipulate gravity, increasing it immensely or completely nullifying it. Your ability to change its direction also means you can do things like fly, make it so that along a particular street people can walk on the building's sides like it was a sidewalk, and much more. The effects of this power on an area can either be temporary, or last until you reverse them or they are disrupted by another effect. The upper limit of how strong you can make gravity increases with time. You start with five times earth gravity being your upper limit. This powers range is a radius equal about two city blocks around you, which will increase slowly over time.

5 & 6: Orbital Lock - Your power lets you lock a target's position relative to something else. No matter how the object moves, whether that be normally, through teleportation, or other exotic means the target will always remain in that exact relative position. You can also only lock parts of its relative position, letting it rotate or move along particular axis while denying others. You're strong enough to lock up to large buildings with your power, and targets remain locked until you either release them or something manages to disrupt the effect. Unless you make it otherwise targets under the effect of this power are incredibly durable, the spatial lock rendering them almost immune to kinetic damage. Other forms of damage are not impeded in the slightest.

7 & 8: Topography Manipulation - You are capable of warping and manipulating topography. You can warp things so stepping across a football field takes only a single step, loop space back on itself, make circles square and squares circles, and other uses. Living matter makes it harder to warp space when present in large quantities, and potentially disrupts your power if suddenly introduced into warped space. If Times Square was empty it would be your personal playground, but when its in the middle of rush hour you'd be limited to "just" warping it into a loop, or basic widening/shortening of space. Lesser quantities of living matter still has an effect, but only enough to prevent you from turning somebody into a human pretzel. Has extremely large range that only grows with the lack of living beings in the area.

(3) Brute: Brute powers are those that grant a parahuman impossible strength, durability, or regeneration. These abilities allow Brutes to tear apart armored vehicles with their bare hands, endure barrages of weapon fire unscathed, and recover from grievous injuries in minutes instead of months. As heavy hitters and enforcers they are the capes right in the thick of any parahuman conflict, and require either specialized gear, sufficient force, or specific powers to neutralize and counter. Although it'd be wise to note that when people know you're a Brute they tend to lose any compunction about what constitutes acceptable force.

1 & 2: Browbeat - How does personal biokinesis, a protective force field, and tactile telekinesis sound as a power set? You're nearly impossible to completely incapacitate or subdue due to your combination of powers, and any one facet of your power being negated tends to be covered by the others. Nullifying your force field and telekinesis doesn't change the fact that you're already shifted into a super-humanly strong hulk, and at any other time you're a juggernaut who can wreck opponents with just the tiniest glancing blow. Strength for your telekinesis is 30 tons over your base physical strength, and your force field is durable enough to casually tank...well a tank. The creative uses of your biokinesis are nearly limitless.

3 & 4: Internal Charge - While stationary you're able to "charge" yourself by focusing, with said charge then able to be spent for 5 seconds of nigh-invulnerability, super strength, and super speed per second you've been charging. You're the equal of pretty much any other brute or mover while this charge is active, being incredibly difficult to harm and faster than even most electronic devices can track, but once you run out you're just a normal human until you generate more. Stored charge beings to slowly dissipate over time after awhile, and you'll only be able to hold about five minutes worth of charge at any one time.

5 & 6: Warp Spasm – By activating your power you are able to enter a berserker rage that warps you into a monstrous and incredibly destructive form wreathed in fire and lightning. This transformation continues to build over time, with no upper limit as long as you don't calm down, and have the stimulus to feed your aggression. Lacking actual meaningful danger will cause your growth to stall, while lacking any form of conflict or stress will cause your power to reverse its effects quickly. This rage doesn't impede your intelligence, skills, awareness, or cunning, perhaps even sharpening them as time goes on, but while you are in this state the only methods you can bring yourself to use involve violence, aggression, and destruction. You can snap yourself out of this rage at any time you want, although this doesn't stop you from losing yourself in it if you are not careful. The exact details of your monstrous state is up to you, whether you want it to be a demonic winged monster, dragon like, or something else. The intense heat and electric discharge you are generating is controllable by you, and gets stronger as you do.

7 & 8: Alexandria Package - You have the standard flying brick powerset, insane strength, durability, and flight. You can toss around over 30 tons, your strength enough to tear through solid steel like tissue paper. Your durability is incredible, requiring high explosives before you even start to feel it; and your flight tops out at around five hundred miles per hour. As a secondary power you possess enhanced intelligence and perfect memory. Your power also enforces the Manton Limit on things that try to effect you, meaning that even elsewhere a telekinetic can't pop your brain, or somebody who can conjure flames burn you from the inside out. Yes, this explicitly includes Behemoths kill aura, and will even protect you from Ziz's telekinetic brain fuckery.

(4) Breaker: Parahumans who are capable of ignoring, breaking, or manipulating physical laws are classified as Breakers. While an argument could be made that all parahumans do so, Breakers are classified based more on their nigh immunity to large subsets of forces and vectors of assault. Becoming intangible, absorbing and releasing energy, transformations into exotic forms of matter, etc. While the Brute classification is used to signify parahumans who require significant force or firepower to bring down, the Breaker classification denotes parahumans who require highly specialized counters tailored to their peculiar nature.

1 & 2: Phase State - You're able to transition into a immaterial state that is incredibly hard to see, and is completely untouchable by any physical force or object. In this state physics hold on you is very loose, letting you leap incredible distances and glide and float. You can transition things you touch into this state as well, at which point you can interact with them as normal, not counting the nature of their new state. Objects and other targets revert back after awhile based on how much juice you put into changing them, with very nasty consequences for anything they happen to be passing through at the time. You can also do the reverse, with the targets having insanely more pronounced effects on their surroundings, almost like whatever they hit was only partially real and substantial compared to them. You can do this to yourself as well, at which point you could probably walk through solid steel like it was melted butter.

3 & 4: Soft Physics - You're able to "soften" physics on targets, whether that be yourself, or another person or object. This is really fascinating as you're basically scaling up quantum improbability to the macro-scale and using the resulting physical uncertainty to...ugh. Look, the long and short of it is that you basically run on Looney Toon physics. Expect some really odd stares and reactions from people. I guess you don't really care about the sheer raw potential that lies in how your power actually manages to pull a giant hammer out of your formerly empty pocket, or how the resulting data would revolutionize physics. For the love of god please use this responsibly. I don't know exactly what will happen if you fold somebody up, then trap them in a can and leave, but I know that it is not going to be healthy for the poor bastard. Also while use of this power makes you the next best thing to unkillable, it only functions while you're conscious, and non-physical effects (like mind control) aren't impeded in the slightest. If you want I'll throw in a yellow suit and a green mask for free.

5 & 6: Energy Shadow - Your power allows you to absorb energy, a process which empowers you based on how much you take in. This starts as becoming stronger, tougher, and healing damage, but swiftly begins to transition you into a living energy being that can keep growing stronger and larger as long as there is enough energy to fuel your growth. The only form of energy you can't absorb is the kinetic energy in solid objects, meaning you'll have to rely on your durability to protect you from physical assault. Your power absorbs most energy automatically if it would be dangerous to you, but over a certain threshold you need to focus to properly absorb it all. You are capable of expending energy in the form of intense blasts, the nature of which is under your control. You are capable of being overwhelmed, and note that your power is constantly eating absorbed energy to fuel your strength, durability, and healing.

7 & 8: Personal Force Manipulation - Within a the space around an inch from your body you are aware of all forces currently active, and you may magnify or lessen them. This lets you turn blows against you into mere taps, while increasing your own into incredibly destructive attacks. You can extend this power to targets you are touching, up to the size of a very large vehicle. You'll get more bang for your buck by increasing or decreasing multiple forces at a time, like increasing the kinetic force of your strikes while decreasing the physical resistance of the target at the same time. This requires no small amount of finesse, but if properly mastered you'd be a nightmare.

(5) Blaster: Parahumans who possess abilities that allow them to project force at long ranges are classified as Blasters. Valued as fire support and living artillery in conflicts, Blasters often possess a raw destructive ability and an ability to use it that dwarfs most others. Any power that can be used to subdue opponents at long range, violently or otherwise qualifies. Despite their ability to shut down opposition, most tend to be personally vulnerable.

1 & 2: Stellar Fusion - High temperatures within a small space around you (roughly a one to two foot radius unless you limit it or turn it off) are nullified to around sixty-seventy so degrees, and for a very good reason. Your power lets you create a miniature sun, which may reach up to the size of a very large truck. Continued effort can continue expanding it but doing so results in diminishing returns and can tire you out. The temperatures generated by this can be enough to lay waste to everything around you in seconds if you're not careful, and to vaporize stone and steel in almost an instant if you're openly pushing it to happen. You'll have to keep your sun small if you want to use it without causing insane amounts of collateral damage and wanton death, but when purposefully guided towards destruction there is very little even among parahumans that is capable of resisting its effects. The range you can control and move it within is roughly two hundred yards around you from the sun's core to yourself.

3 & 4: Ballistic Transmission - Objects you touch can be launched along a trajectory of your choosing (simple ones only, slight curves are fine, figure eights are not) at several thousand feet per second. You can effect objects up to the size of a large truck, and size has no effect on the speed reached. Unfortunately you can't make targets fire slower, so any use of your power is almost by default highly lethal and destructive against anything other than extremely durable targets. If you don't think this is all that impressive them sit down and do the math when say...that car over there hits something moving at speeds equaling that of a high velocity military round.

5 & 6: Sting - By unfolding an object through nigh infinite dimensions it becomes capable of ignoring all forces that would effect it, including the physical resistance, durability, or other effects that would meaningfully impede it. You apply this effect on touch (and you're immune to being harmed by this power) on objects up to the size of a large truck. The length of time this remains in effect on an object depends on how much juice you put into it, and when the power wears off the object will physically fuse with whatever it is currently going through. This power allows you to tear through almost any and all defenses like they didn't even exist, only other absolute effects like a time locked object can resist it, at which point both effects simply cancel each other out on contact. Explicitly bypasses all dimensional barriers, boundaries, and defenses. You also have a nigh perfect sense of timing and trajectories, giving you superhuman aim and accuracy. As a special concern for Jumpers, note that magical, conceptual, and other supernatural effects work just fine when it comes to defending against this power, they don't automatically lolnope it, but unlike everything else they have a chance.

7 & 8: Power Well - Within you resides an immense reserve of energy that you are capable of calling up and expending in incredibly powerful blasts. You can shape these and to a certain extent manipulate their nature, from kinetic force, to thermal energy, to electricity and more. These are powerful enough to level a city block should you go all out to your upper limit. You also possess the capability of flight, at around two hundred miles per hour. Despite the incredible raw force of this ability, do note that use drains your reserves, and while they are significant when you are fully charged intensive use of your full capacity will require over a week to recharge to suitable levels. Your mobility and raw destructive power also do nothing for your personal durability. Barring other abilities you are just as fragile as a normal human.

(6) Striker: The other side of the coin compared to Blasters, who while dangerous are often at a severe disadvantage in close quarters. Strikers trade range for overwhelming effectiveness at knife fight distances. Powers whose effects require physical contact also fall under this category. A Striker typically needs only a single touch to completely subdue an opponent, if not worse. Unless otherwise stated assume these abilities can be used through clothing and all but exceptionally bulky armor.

1 & 2: Decoy - You're capable of "tagging" living beings on contact, and for several hours afterward as long as they are within a mile radius of you then you can shunt anything effecting yourself onto them instead. This can range from the bullet striking you entering their brain instead, to that poison you just downed like a jello shot. Shunting an effect is almost effortless as long as you're mentally aware, needing only the intention to do so. Your power can only remotely transmit things that are happening to you "right now". Targets apply their durability and other traits to the suffered effect normally. If you don't have enough tagged targets to take the damage then you suffer it yourself, and overflow from a killed target will hit you if it has nowhere to go. Surprise attacks likewise will be difficult for you to defend against with this power.

3 & 4: Corrosive Contact - Your touch hyper-accelerates and optimizes entropy in targets, which for most means they almost instantly disintegrate. This power can effect contiguous material up to five yards away from the point of contact, and your precision with it is enough to do things like casually carve out new doorways with a tap. This power is enough to almost ignore simple physical durability, although beings like the Endbringers will "merely" be hurt pretty bad by it. Works on energy just as easily as matter, and you lack any Manton Limit to stop you from effecting living beings. You're completely immune of course, and have perfect control over this ability.

5 & 6: Stasis - At a touch you're capable of freezing things into a temporal stasis, for up to ten minutes at a time, minimum thirty seconds. Effected objects are completely invulnerable, immovable, and otherwise immune to being effected by anything. Should another absolute effect (such as Sting for example) contest this, then both effects are nullified. Additional touches allow you to reset this timer for any duration up to your max. You are capable of effecting contiguous matter, although this is much harder, able to work only about five yards out. The Manton Effect prevents you from freezing only portions of a living target, at least for the duration of this jump.

7 & 8: Biosculpter - On touch you are able to sense every detail about living matter you're in contact with, and can shape it with a thought. You are only limited by your own (admittedly great even just with this powers senses) knowledge of what you're doing, the amount of biomass you have to work with, and physical laws. As long as it is organic you can weave it like a master musician would a masterpiece from the violin, or like a sculptor would mold their masterpiece. Contact means you're at least touching part of the living being you're wanting to effect. Requires direct flesh to flesh contact on your part, doesn't work through clothes or coverings, and doesn't work on yourself. This power isn't instantaneous, although it's still extremely quick.

(7) Master: Whether its controlling others or creating some sort of monster Masters are parahumans whose power gives them access to and control over some sort of minion. Manipulating minds, turning piles of metal into golems, turning enemies into allies, Masters are some of the most feared parahumans out there, and for good reason. Like Strangers special protocols are followed to stave off Master influence, and any parahuman who can control human beings is automatically considered a significant threat by society at large.

> 1 & 2: Thought Implantation - You are capable of sensing all minds within a several hundred yard range, along with their emotions and their thoughts, conscious or otherwise. You can implant emotions and thoughts into peoples' minds, which from their perspective are indistinguishable from their own. These can be conscious or subconscious, and as complex as you yourself are capable of imagining. Note that thoughts include a lot more than just mental dialogue. Subtlety and finesse will pay off more than brute force with this power, but you should never underestimate the ability to just overwhelm somebody's mind with a particular emotion or thought. As a side effect of this power you have an incredible understanding of how the mind functions and the nature of emotions and thought.
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> 3 & 4: Boogie Manimal - You are able to produce a strange fog like substance which you can then shape into creatures, their natures being limited only by your imagination and how you craft them. These are under your mental control, and you can sense everything they do. The more of the fog you invest into a creature, and the longer you take in its creation, the stronger and more powerful it will be. Creatures may have certain abilities of their own based on how you've made them, and at any time you may invest more fog into them to modify or strengthen them further, with no (in theory if maybe not so much in practice) upper limit. Creatures default to a completely loyal if predatory mentality unless you make them otherwise. The fog itself is mostly transparent to you and your creations, and can be pumped out to cover large areas.
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> 5 & 6: Thanatos - At will you are capable of conjuring up a phantom whose appearance and nature seem to be influenced by your personality. This phantom is capable of being intangible, and begins with peak human physical capabilities. Anytime it kills a living being, it assimilates properties of that being to improve itself. Even adding new capabilities and shifting it's form. Normal people typically only gain it skills and small increases in physical abilities, while parahumans and those with unique powers or abilities will see those abilities integrated into the phantom. Killing a pyrokinetic would result in your phantom shifting into a more demonic or draconic appearance, and granting it the ability to conjure and manipulate flame for example. At all times you sense what your phantom does, including its mental processes, and control it as easily as you control your own body. Improvements are permanent and remain even if you dismiss it. Your phantom's range begins at around four city blocks away from you, and will increase with time. Note that the upgrades it receives aren't necessarily a one for one copying of the target's power (although that is also possible), simply an integration of aspects of it that improve the phantom. These upgrades are always good, but killing a god isn't going to make it a god, although a massive upgrade related to that god's domain would be perfectly viable.

7 & 8: Queen Administrator - You have an absolute awareness of and control over not only insects, but pretty much any and all invertebrates in a radius around you that begins at roughly the size of four city blocks and will grow with time. You receive their sensory input and are able to flawlessly interpret it despite the differences between you. Your control even extends down to involuntary processes of your targets, such as breathing, heartbeat, and hormones. This power comes with infinitely scaling multitasking, letting you keep track of any number of different things at once and micromanage your swarms down to the movements of each individual limb. This also means you're incapable of being overwhelmed by the vast amount of sensory input your power gives you. Targets can be made to continue to follow a single order or directive even after they've left your range until its either complete or no longer possible.

(8) Stranger: Parahumans whose powers make them difficult to detect or manipulate perception in some way. Strangers are the single greatest cause of paranoia in the cape world, often able to walk up and slit your throat with even their targets none the wiser. Along with Masters special protocols are followed by government organizations whenever Stranger influence is suspected, and Strangers are high priority targets in parahuman encounters. Note that the exotic senses that come with some powers often bypass a Strangers concealment, depending on their nature, and beings outside of the wormverse might very well not be effected at all due to their nature.

1 & 2: Sensorium - You can paint very large areas in an invisible field that allows you to hijack and manipulate the senses of those within. You can make them perceive and experience anything you can imagine, covering all possible senses. Blatant use allows you to effectively create holodecks wherever you will it, while subtle use allows you to misdirect and deceive with unparalleled finesse. Exotic senses will require attention on your part to account for, although your power has no trouble spoofing these just as easily as normal ones. As a secondary ability your imagination and creativity is enhanced, along with effectively perfect internal visualization.

3 & 4: Relationship Modification - Imagine being able to make it so that anyone was your best friend, trusted confidant, or loyal servant. Well you can now, people effected by your power having their social and emotional relationship to you modified either temporarily or permanently to whatever you desire. This can either be a change in how they act, or all the way up to them suddenly having appropriate memories clear as day that makes them believe that it was always this way, although sufficient willpower can allow them to resist it or break through over time. You're not limited to just the relationships between the target and yourself. You can make a man hate his best friend with murderous rage, leave his beloved wife the same way he'd walk away from a stranger on the street, or loyally and fervently dedicate himself to a cause he didn't even know existed yesterday. This power can affect any number of people as long as you can directly perceive them, and you can roughly sense a person's currently existent relationships when you pay attention.

5 & 6: Memory Blanking - When active, your power actively blanks you from the memory of everybody around you, including short term recognition. You could walk right up to someone with a knife in broad daylight, and cutting them would leave them wondering how that happened, completely unable to register your presence. This power works only on living beings. Sensors, cameras, and robots will be able to perceive you just fine. Other exotic senses may bypass this as well, although that depends on their nature, but otherwise people are completely incapable of registering your presence and actions. Imp for example walked right into a villain's office, hammered a board full of nails onto the floor behind his chair, tied a rope to said chair, and he only noticed her when she deactivated her power and calmly let him know that if he did anything funny he was one tug away from leaking like a sieve.

7 & 8: Geist - At will you can shift into a ghost like state where you are completely intangible, invisible, and inaudible, and can fly at three times the speed you could sprint without effort. Aside form being effectively undetectable and untouchable, you can also possess targets that you can touch, controlling them completely, and able to access their memories and thoughts. This control is perfect, you'll never have a host make a mistake that results in people noticing that something is off. Possession works on any living creature, although note that particularly powerful beings and wills might be able to resist your control. You can selectively ignore your intangibility, letting you physically interact with things without revealing yourself. Note this has the potential of leaving you vulnerable however, and in addition your intangibility might be overwhelmed by sufficient levels of energy or exotic effects.

(9) Thinker: Thinkers are parahumans whose powers enhance their mind, senses, or otherwise deal with the gathering and processing of information. Thinkers are simultaneously the most dangerous and weakest of parahumans. Barring additional powers they are just as vulnerable as a normal person, but they are capable of formulating impossibly effective plans, discovering nearly any secret or weakness, and in general are the major force multipliers when it comes to parahuman conflict. Assuming all other factors are equal, a Thinker can expect to be the first to be targeted on a battlefield. Overuse or pushing your Thinker powers beyond their normal limits can strain the brain, leading to Thinker headaches, which can get painful enough to leave you bedridden for days if you seriously overdo it. Your brain will acclimate over time, lessening strain and letting you push your abilities further. Note that precognitive abilities have an hardwired in limitation preventing them from seeing the future of Zion, Eidolon, and the Endbringers.

1 & 2: Mathematical Calculation - You are now completely aware of the numbers and math in the world around you, from the trajectory of the bullet whizzing past you, to its measurements, vector, and the probabilities of the shooters actions. Your ability with mathematics is superhuman, allowing you to do even the most theoretical and advanced forms of math instantly with the same ease that you'd breath. Combined with your powers senses this lets you do things like deflect a bullet with your cuff link so it ricochets to strike the shooter, know exactly where the rubble from the explosion will land and where to move to avoid it, surviving very large falls by landing perfectly to dissipate the force safely, and much more. Potentially far more useful though is the manifold uses of this power in areas other than combat. Seriously, your power is math now. The uses of that are incredible. Keep in mind that Thinker headaches are a bitch though, even with your power doing most of the heavy lifting.

3 & 4: Compounded Computation - Whenever you are dealing with a problem, your intelligence scales based on its complexity and scale. The bigger and/or more complex the problem, the easier it is for you. Aside from researching the data to do so, creating a plan to eliminate world hunger would take only as long as necessary to type it all up. This power allows you to make impossibly effective plans, and is even more valuable when dealing with large scale issues. Managing an intergalactic empire's logistics would be as easy as simple arithmetic for you, and it continues to scale from there. This power is basically useless on small and simple things however. Do note that while you could easily think up a plan to solve world hunger, actually putting it into effect is a whole other story. You need resources and skill to actually use what your power provides you, but you're easily able to handle things that would be impossible for anyone else due to their sheer scale and complexity.

5 & 6: Inference Engine - Your power provides you with a massive subconscious database of everything you have ever experienced, and is constantly examining all of the various data to come to make deductions based on the facts you have. Your power feeds these conclusions and the relevant information to you, providing you with nearly perfect inference and deduction capabilities, far beyond what is possible for even the smartest human being. Your power is able to work off of incredibly small bits of data and information, most times seeming to pull information out of thin air, but inaccurate information can result in incorrect conclusions. Your power is unbelievably accurate though, and constantly corrects itself, meaning you should only come to false conclusions if you push it past the things you have data points for. Sherlock Holmes in his wildest dreams looks like a toddler compared to you, and not a very bright one at that.

7 & 8: Path To Victory - Your power, when queried with a goal or intent, searches possible futures for the one where you succeed and feeds you information on what you need to do to make it happen. This isn't perfect, being more like playing a video game with detailed set of objectives and the perfect strategy guide than Contessa's canon plot device level Path to Victory, but assuming there isn't any interference from factors outside of your powers precognitive sight successfully pulling off the objectives it feeds you will result in success. You can still make a mistake, or fuck it up, but the part of your goals where you need to know what to do to make it happen is handled for you. Just remember that it relies on your ability to pull it off, and while a path will adjust and modify itself based on the circumstances messing up might result in completely ruining your shot at victory. Paths given are effective based on your desires, but your power decides those parameters by analyzing you. Your biases can very well leak into the path, and even ignoring that you can screw yourself over by not asking the right questions. This power is also much more straining then the others on this list if not used in moderation. Post-Spark this evolves into a full fledged perfect Path to Victory, no limitations, no downsides.

(10) Tinker: Whereas other parahumans get the power to do incredible things, Tinkers get the ability to build incredible things. Tinkers essentially have a database of extremely advanced scientific data and technology in their heads, letting them build and create things far ahead of their time. This data follows a certain theme, whether that be bombs, efficiency, vehicles, or otherwise which defines what their power lets them build and work with. Tinkers need resources, time, and effort to do what other parahumans can do casually, but they are incredibly adaptable, able to show up to the next fight able to completely shut down opponents that were untouchable in their last encounter, all because they can build the right tool. Within their specialty a Tinker can build nearly anything they can imagine. Tinker abilities seamlessly integrate any such knowledge of technology and science you possess, meaning you don't have to make any extra effort to use your powers along with any other tech based perks you might have. The knowledge you gain is basically the collected science of hundreds of advanced civilizations within your area of expertise. You don't necessary have the capability to process and sort through it all at once, but your power will continue to feed you data and knowledge relevant to your endeavors and what you're building.

> 1 & 2: Miniaturization and Efficiency - You can miniaturize anything down to levels that any sane man would consider impossible. A fusion reactor the size of a watch battery would be the absolute minimum of what you are capable of, and you'd be able to make it far smaller than that. Your power also makes you a master of technological efficiency, anything you make needing barely any energy to run compared to what it should and continue to do so for a very long time. These specialties also make you a master of nanotechnology and similar pursuits. Of course you aren't barred from building something big like a giant robot, just that it'll be impossibly efficient and crammed full of more weapons and subsystems then should be possible.
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> 3 & 4: Programming and Computer Science - Supercomputers are your bread and butter, and Artificial Intelligence is your idea of a PDA. Data, programs, and digital devices are your playthings, not to mention that your understanding of such systems mean you can hack anything that could possibly be hacked. There isn't really any limit on the extent you could push computing hardware, and any kind of software you can imagine is within your grasp. Please do note that flaunting this is likely to attract some attention from a few major players in particular. Then again that might not be a bad thing depending on your disposition and plans.
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> 5 & 6: Medical and Biological Science - You know how to cure cancer, AIDS, and pretty much everything else. The working of flesh and bone is casual to you, with even the most difficult procedures capable of being performed half asleep and blind in one eye as easily as you breath. You're the perfect medic and doctor, but your skills and knowledge extend much further then that. You could create some truly incredible monsters if you wanted to, whether out of whole cloth or test subjects. Lets not even get started on biological warfare. Biology and anything to manipulate or interact with it are all within your capabilities. From genetic engineering, to human enhancement, to even cloning with the proper samples and resources.

7 & 8: Reverse Engineering - While you still possess an amount of scientific knowledge beyond the curve of modern society, your base technical knowledge is far less than other Tinkers. This is however because your power lets you reverse engineer the principles and workings of anything you can get your hands on, and then apply that knowledge and understanding to your own work. Just seeing a device and watching it function gives you a vague idea as to how it works, and examining something means you can derive the hows and whys as to its functions. This requires time and effort on your part, in addition to the time and resources it'll take to actually implement this new knowledge, but as long as you put in the necessary investment you can always understand virtually any new technology. Your Tinker abilities will continue to expand as you gain access to new technology and knowledge, with potentially no upper limit as long as you can keep gaining samples to work with.

(11) Trump: Parahumans whose powers effect or manipulate abilities in some manner. Whether their powers adapt to their opponents, nullify other parahuman abilities, temporarily grant them, or simply gain new skills out of thin air. Trumps are notoriously dangerous, considered by many to be the strongest category of parahumans, an opinion that is in no small way influenced by the most powerful parahuman in the world being a Trump.

1 & 2: Enhanced Mastery - Your ability allows you to master any skill or field of endeavor you care to name at an incredible pace, and to keep growing your skill from there. Within a few days of studying or practicing something you'll be on the level of the professionals in the field, and within a week you'd be among the experts. Your growth slows down from there but your ability to learn means that you always see noticeable increases in your skills whenever you put effort into them, with continual refinement always possible. Aside from that however your ability to learn and improve your skills is superhuman. You also possess perfect technical retention and execution, meaning that your skills and knowledge never degrade, and you always perform at the top of your game. As a rough guideline treat hours as months for learning and training time. This power only effects your skills, developed attributes like strength or energy pools aren't affected.

3 & 4: Contractor - You are capable of granting people you touch powers, up to ten people at a time. These can be normal people or those who are already parahumans, and you can decide what these powers are. At any time you can revoke a power you've granted, regardless of where the target is. You have no special control over those who you empower, cannot empower yourself, and you cannot stack more than one granted power onto somebody. These powers are roughly mid-range for parahumans, nothing impressive, but nothing bad. Alternatively you can drop the amount of granted powers you can have out at any one time down to five, with those being the equal of those granted by the Cauldron Vials in the gear section.

5 & 6: Iterative Improvement - Each day you gain a certain amount of charge, which you can spend to effectively "enchant" objects with superpowers. The more charge you invest in a particular object, the more you can improve and expand its abilities. A single days charge would give an object a minor power, but over time you can increase it with no upper limit beyond your investment. These objects only work for you unless you make it otherwise. As you use your power, experiment with it, and it matures from conflict and experience, the amount of charge you gain per day will increase. You can hold about a month's worth of charge at any one time, any more will be wasted.

7 & 8: Complete Arsenal - You are a poor man's Eidolon. You have three slots which if given a minute will be filled with a power that somehow fits your current desires or needs in some way, starting out at mid range for a parahuman and growing to high mid range over the course of five to ten minutes. You have no control over the specifics of these powers beyond keeping or releasing a power, and while they will always be of use to your needs and wants these are not tailored to your exact whims. This doesn't change the incredible versatility this power grants you, but these powers won't be on the same level as the others on these lists. You have an innate understanding of what these powers are and how to use them as normal.

(12) Changer: Parahumans who are able to manipulate and change their physical form in some manner. Changers are in many ways the same as trumps, possessing a adaptability that makes them difficult to completely subdue. The nature of changer powers means that nearly all of them also qualify as Brutes, able to take incredible punishment, dish it out, and simply make any damage disappear with a little effort. Most changers have a core that functions as their only real vital organ, and unless otherwise stated the below powers do. As long as it is intact you'll remain just fine, and can recover with no negative effects at all, able to return to your normal bodily state none the worse for wear.

1 & 2: Quantum Evolution - Your body exists in a perpetual state of quantum uncertainty, and suddenly warps and evolves based on the stimulus around you to better fit your needs and desires, primarily survival. Falling off a building would result in you growing wings, bullets find themselves flattening on bio-armor that wasn't there when the weapon was fired, and strikes in combat will find natural weaponry perfectly suited to their target shaped by the time they land. The nature of this power means you can casually switch back to your base form, and regenerate at high speeds. Retaining a change will result in its constant refinement and enhancement, the effort and energy that would be spent on adapting instead being constantly funneled into improvement. Issues like muscle memory and being unused to your forms changes aren't a problem, you are able to use them instinctively. You can exert conscious control over your power's changes, either total or simply guiding it in your preferred directions. Your power can evolve anything physically possible for a biological system, although its an admittedly generous definition. Your power is a lot like Crawler's, you're just not permanently mutated. You do not possess a core, relying instead on your regeneration and adaptation, though you'll never suffer negative effects from needing to regenerate your brain or similar issues. Too much of you being destroyed or damaged at once can still end in your death if you're not careful.

3 & 4: Imaginary Form - You're capable of warping your physical form into a mental projection, which can be roughly anything you can imagine up to roughly twenty feet tall, or proportionally larger of your base size differs from human norm. This form doesn't need to biologically or physically viable, a swirling nimbus of light or a massive beast made out of fire is perfectly fine, and will interact with the world as those forces normally do. Your body itself is able to be casually reformed from any damage it might take, but you still possess a core somewhere within it that will result in your demise if destroyed or significantly damaged. Reforming your body is relatively quick but takes mental effort, and doing so continuously will fatigue you. Note that while you can become anything you can imagine, this doesn't mean you can just imagine "A thing that does X" and have that ability. An understanding of physics will allow you to get the most out of this power.

5 & 6: Assimilation - You are capable of merging technology or non-living materials into your body, your power recording their properties and allowing you to manifest them at will. These objects require a little time to digest, but once that is done you can manifest them with your body in any way you care to imagine. Assimilate titanium and turn your bones into it, turn your arms into weapons, bud computer systems along your nerves to add processing power, and overall transform into an ever-shifting cybernetic monstrosity. Larger pieces of technology are possible but you're limited to being about five times your base size, space ships and the like are probably beyond you. Expendable resources will be provided by your power assuming you have assimilated a sample of them. Ex: Bullets, fuel, etc. Doesn't work on magic, but does on magi-tech, since it is sufficiently "science".

7 & 8: Inorganic Avatar - You can draw in material to cover and fuse with you, and manipulate it to effectively turn things like stone and steel into an extremely powerful body that you can control. You can shape and mold the material that makes up your form, modifying its form, shape, and composition, limited only by the material you've taken in. With this power you can grow to around ten time your base size as your upper limit. You're far more durable then the sum of your parts in this form, but not invincible. Enjoy turning yourself into a living Golem.

Drawbacks

Earth Bet is bad enough, but if you really insist I could make it even harder for you in exchange for some more points. You may gain up to 1000cp. If you take Everything Gets Worse you may instead gain up to 2000cp, it's your funeral. Any additional drawbacks are only for your personal masochistic pleasure.

What Came Before (+0cp): Whatever the future is going to bring, a great many things have already happened in the past. The golden age of capes, the founding of the Triumvirate, the emergence of Behemoth and then his siblings in turn. If you'd rather see these events firsthand or possibly change the face of the world as it would come to be without your presence then you may take this and set your starting date much earlier, to any time between the normal start date and January 1st 1984, a little under two years after the first sighting of Scion and when superheroes first began to appear. You will remain until the normal end date of this jump regardless of your choice. Take care with what ripples you might make, for better or worse.

Forgot My Cell Phone (+0cp): Annette forget her cell phone and therefore didn't die in that car accident. Taylor still has her mom, and butterflies mean that Emma never gets attacked and winds up turning on her. She's living a happy life with her family, has friends, and barring direct action on your part will never suffer enough to trigger. As long as the world isn't actually destroyed all of them will live and make it through alright, living a good life. On the downside you just butterflied away the girl who was gonna stop all those incredibly dangerous threats headed Bet's way.

Personal Problems (+100cp): You have some personal circumstances that are less then ideal. Maybe the bullies who made you trigger are still around, you and your only parent are still distant, or maybe your life situation just isn't all that great. Drop-Ins suffer from arriving in probably the worst parts of their starting location, and will be running into trouble right out of the gate. Dealing with this is simple enough in theory, but its gonna be a thorn in your side that takes up more of your time and effort then you'd like to spare. You also tend to just suffer these sorts of issues more then normal. Enjoy the Drama.

No Respect (+100cp): Your reputation is roughly around the same level as Uber and Leet. Getting anybody to take you seriously is an uphill battle at best. This reputation seems to stick with you a bit more persistently then is otherwise normal, but you can change it with effort. No matter what you're starting out as a laughingstock though.

Gang pressed (+100cp): Somehow you've been shanghaied into working for somebody you don't want to. Forced to join the Wards or Protectorate on probation, recruited at gunpoint into one of the gangs, or strong armed into working for a particular company. With effort you'll be able to get out of this, but in the meantime somebody is holding your leash. Somehow there are some nasty consequences if you just decide to violate this, ones that you don't really want to deal with. Alternatively instead of being drafted you simply owe Cauldron three favors, with serious consequences if you refuse to fulfill one when its called in.

Uber and Leet's Jumper Special (+100cp): Uber and Leet know about your jumper nature, and they are incredibly jealous that you've been (or will get to go) to the video game universes that they love so much while they are stuck here on Earth Bet. They've made it their personal mission to cause as much trouble and misery for you as physically possible. It seems that something about this has effected Leet's power, he doesn't seem to be limited in what he can build anymore, almost like his Tinker abilities were ecstatic at this turn of events. Expect a whole lot of Tinker bullshit to be thrown your way in these two's personal vendetta. Every single moment will be captured on film and streamed to their web show. You'll be pretty famous pretty quickly. Even if you don't start in Brockton Bay, they will find you, no matter what they have to do.

On the Radar (+200cp): Cauldron knows about you and you are officially a person of interest to them. Expect things to be manipulated behind the scenes to influence you in accordance with their agenda. Granted they're technically on the side of humanity, but they have a distinctly ends justify the means attitude. Hopefully you fall into that sweet spot where you're equal parts too useful/dangerous to kill or try and forcibly draft. Unless you're a serious threat to humanity they shouldn't want you dead. You aren't one of THOSE jumpers, are you? Note: The main difference between this and just catching their attention through normal Jumper shenanigans is you get their scrutiny right off the bat, and you're effectively on their top ten priority list. Why this is depends on the individual circumstances, but you're not gonna just coast under the radar this jump. For Cauldron Conspirators this means that you're effectively on a short leash, and under more scrutiny than you would otherwise be a target for. Ranging from constant oversight to more demanding expectations.

"Meh, I can take her" (+200cp): You have a dangerous habit of underestimating the threat certain people pose, and this always ends up biting you in the ass. Big players like Kaiser, the Triumvirate, Lung, etc are exempt from this. Instead this drawback triggers whenever you go against somebody like Uber and Leet, Circus, Parian, the Undersiders, etc. This drawback always activates against Skitter, no matter what, and any fight with her ends with you beaten, even if such should be impossible. Especially if it should be impossible. Expect a lot of humiliation to come your way that could have been avoided, and to get yourself killed if you're not careful.

Being Taylor is Suffering (Can't be taken with Forgot My Cell Phone, +200cp): You are now Taylor Hebert. You retain your origin to decide what your discounts and freebies are, and wake up in bed the morning of the start of your jump. Her memories and personality will influence you more strongly then an origin normally would, for the duration of your stay here you are just as much Taylor as you are yourself. Fate seems to conspire to put you through the ringer just like Taylor in canon, so you can expect conflict to find you if you don't find it first. Also take Personal Problems without gaining any points from it. I know, sucks right. When will the poor girl catch a break? If taken with What Came Before you must start at some point earlier in Taylor's life and not before.

Passenger (+200cp, Mandatory Shard): Congratulations, you are now somebodies Shard. Your origin and rolls are kept to determine the details of your host (Drop-In's being the passenger of some freshly triggered amnesiac, or freshly abandoned case-53 if they've taken that drawback as well), but they are otherwise a typical person. Just like a normal passenger you can influence them subconsciously, but your peculiar nature means you can also directly communicate with them as a voice in their head. You can share all of your powers, perks, skills, and knowledge with them at will, (basically treating them as you for having any of your abilities, qualities, or traits you'd like) and you have final control over all of these. You can only directly control your host's body and actions if they allow you to, otherwise you're just the power manager. You're still capable of taking purely mental actions. If your host dies then so do you, and your chain is over. If taken with Being Taylor is Suffering, then instead of its normal effects you're Taylor's passenger, and may God have mercy on your soul. You can grant access to your warehouse, and call up your companions from there. If you've imported a companion you may instead choose to be their passenger.

Wanted (+200cp): Well I guess you'd technically be wanted by the law anyway if you were a villain, what this drawback means is that right out of the gate you're a primary target for whatever the local powers that be are, and they're taking it seriously. Time and resources are openly dedicated to hunting you down specifically, with other priorities falling by the wayside. Barring very pressing matters you're on the top of somebodies shit list. Heroes and Rogues are targets for a local criminal faction, and will have to deal with open attempts to take them down. Villains can have either other criminals or the heroes after them, and Drop-Ins wind up making some powerful enemies rather quickly.

You Needed Worthy Opponents (+300cp): Something about your presence seems to attract the attention of the Endbringers, and just to be clear that is not a good thing. Nine times out of ten their attacks will be focused on you, and while they'll still be aiming to advance their particular goals at the same time, you're effectively a high priority target. They'll be specifically modifying their tactics to force you to confront them, and if they aren't able to follow you they'll neglect their self imposed limits to cause as much death and destruction as possible. When, not if, people catch on to this, you can expect to be dealing with some serious scrutiny and unwanted attention on top of everything else. If you're particularly skilled at evading confronting them, then they'll ignore the attack cycle to take you down.

Fucking Jumpers (+300cp): Your nature as a Jumper is revealed to the world at large, including every organization and faction on the planet. On the upside everybody believes it, and people won't think you're crazy when you talk about your adventures. On the downside, a lot of people now believe you're an extra-dimensional S-Class threat in the making whose only going to grow stronger as time goes on. This includes the PRT/Protectorate having a full rundown on all of your capabilities, complete history, favored tactics, and psyche profile included. There's also all the interested parties who want you under their thumb and might not exactly be nice about trying to accomplish it. I'm sure that file they have on you would be one hell of a read though. Hopefully it paints you in a decent enough light. You get a copy for free, no extra charge. It wouldn't be too hard for you to get it anyway since its all over the internet right now.

Kill Order (+300cp): I don't know how you did it, but there's a kill order on your head. Anybody in the world can murder you with no legal consequences whatsoever, and in fact will be rewarded for doing so. Heroes especially will be gunning for you whenever they have a chance. All those unwritten rules which discourage actually killing someone in a cape conflict no longer apply to you, and your opponents will be going all out. Best go to ground and keep out of sight. This includes your identity being known, so just trying to live out a civilian life isn't going to keep you safe either.

Case-53 (+0-300cp): You are a Case-53, with mutations that while not necessarily grotesque definitely makes you stand out. For 100cp these are minor, like Canary having abnormally yellow hair with a feather or two in it. For 200cp these are major, putting you up there with the likes of Gregor, Newter, and Weld, inhuman but otherwise fine. For 300cp these mutations are severly debilitating to you, like Sveta and Noelle you'll actively have to struggle with them every day of your life. There's a high chance you're a serious danger to everyone around you at this level. For +0 points you can choose to just have the tattoo and no physical mutations, which may be helpful if you're a Drop-In. Your Case-53 form will be an alternate form you can switch into at will post-jump. Any physical and power drawbacks that would have stemmed from it are effectively removed, although the form will remain otherwise the same.

A Bad Influence (+0-300cp, Mandatory Parahuman): Shards want information to learn, grow, and evolve. They do this by influencing their hosts towards conflict in order to pit their powers against on another in ways which let them see how the hosts use their abilities in order to overcome their opposition, or innovate in novel ways. By default it's assumed that your Passenger is effectively benign, content to watch you and do it's part in managing your abilities in return for the unique information you can provide it. But if you wish for additional points you can make their influence more hostile. For +100cp your passenger gives you the basic conflict drive all parahumans have at a base, your highs might be a bit higher, your lows a tad lower, and you'll find conflict attractive and fulfilling in some way. For +200cp the urges it instills in you are constant, and you'll find yourself resorting to conflict first and foremost, even if it's not the most ideal solution, though you can still make sure to manage it in a productive manner.. For +300cp the urge to conflict is omnipresent and irresistible. You and your passenger are practically merged at this point, you'll do everything in your power to indulge in and cause as much conflict as possible, regardless of the long-term consequences. At this point your only hope is choosing where to aim your urges at and little else. Trying to resist will only result in increasing mental instability as your shard makes it's displeasure known.

Bent to Broken (+100-300cp): This is a harsh world, and even the lucky ones tend to have their scuffs and scars. You're one of them. For +100cp you've got some basic struggles and issues, the kind that any normal person might have. Difficulty socializing, past baggage or grief that still effects you, the urge to push people's buttons to be the smartest person in the room, etc. Things that might cause minor but otherwise manageable issues with basic effort. For +200cp your issues are much more serious. Maybe you have a need to tear people down to prove to yourself that you're not weak. Maybe you see everything in the terms of predators, prey, and survivors in order to justify your own harshness and past suffering. Or maybe you're so mono-focused on your soldier like mentality and striving to accomplishment that you wind up abrasive and with serious lapses in judgement. These will require effort and self-awareness to deal with, and are likely to result in major mistakes and problems. For +300cp your issues are severe and hamper nearly any attempt to be a functional person. Whether it's some sort of disorder that renders you unable to do anything but try and offend and anger everybody in any way possible, violent insanity that you can't help but indulge, or something similarly debilitating. The issues and problems it presents will be constant and serious.

The Jumper Cycle (+600cp): You don't have anything from any previous jumps aside from your experiences, knowledge, memories, and skills, including your warehouse. Only imported companions are with you, and they lose access to anything that isn't gained from this jump as well. You're gonna have a long hard road ahead of you. Oh, and all those powers and perks you don't have anymore? People are starting to trigger with them as their parahuman ability. The infinite mayo guy isn't all that dangerous (maybe), but god knows what else you just kicked up. Post-jump you may choose to have vague recollections of how people used your powers, although this is vague memories only and you gain nothing but the added perspective from them.

Golden Morning (+800cp): It seems that your benefactor got into contact with Zion and has told him that if he kills you then not only will they bring his mate back to life, but will send them both along the chain in your place. He will be seeking you out constantly to eliminate you, and does not care in the slightest about how much damage he does in the process of killing you. Fortunately part of the deal was he had to do it personally, he couldn't just blow up the planet you're on and be done with it. Running would be a good idea, hiding somehow an even better one.

Everything Gets Worse (+1000cp): No exceptions. You're gonna face the absolute worse the Wormverse has to offer, and nothing you do can avoid it. You will regularly be right in the middle of horrific and terrible conflicts and disasters, and expect to wind up face to face with multiple S-Class threats, even ones that weren't seen in canon. If you're in North America then you're nearly guaranteed to be involved in the Slaughterhouse 9000 incident, and Jack Slash is not only going to survive up til that point no matter what, but Golden Morning is going to happen, and you'll be right there on the front lines facing the full brunt of it. It's do or die time, because if you don't fight with everything you have you will die. Even then it'll probably be a close call...

So you survived 10 years in this hell hole and now you've got a few choices. There's a few additional rewards too for completing your stay here. All drawbacks are removed as normal.

Consolation Prize: No matter what you leave here with perfect mental health, all psychological issues, trauma, and scars healed like they were never there. Even any you might have gained before this jump. Same for all of your companions and anyone you take with you. You get this if you stay as well. Jump-chan also offers you free hugs for life. This isn't mandatory, but why on earth wouldn't you take it?

I want to go home: After all of this you realize just how much you need the people you care about, and you wake up in your bed with everything you've gained up until this point. Reconnecting with them might be difficult after everything you've seen and done, but maybe that's what you really need the most.

There's still work to be done: This place is terrible, full of violence, suffering, and worse. But maybe that's why you decide to stay, wanting either to make a difference or keep whatever empire you carved out. Back home you just vanish, and your loved ones find peace and move on after awhile. Jump-chan makes sure of it.

The Cycle Continues: Plenty of better worlds out there, and plenty of worse ones. You move on to the next jump, keeping whatever you gained here. Maybe you'll find your way back someday.

Notes

After this jump any powers are now part of you instead of your shard/passenger, and its connection is severed completely. All other shard limitations are released, even if you stay, letting Tinkers mass produce their tech, precogs see the Entities and Endbringers, etc. This doesn't enhance your power, only removes things like the Manton Limit that held it back before. The same applies to your companions and anyone you bring with you.

The inability of other people to properly maintain Tinker-Tech is simply because a Tinker's shard is hard coded to make it so anything they build is too complex and advanced to learn how to properly do so in any reasonable time frame. Like trying to teach cavemen how to build and maintain modern day computers. A Tinker completely understands the science behind what they have built, but would have to write a massive document to properly explain the maintenance procedures. After this jump this is no longer a problem and you can make things that are easily maintainable and mass producible by others, with the caveat that it doesn't do away with the normal issues of trying to do so. Like said caveman example up above. You can design things to make it much easier, with your power helping instead of hindering.

Tinker abilities give you an insanely large and advanced database of scientific knowledge and superhuman skill at employing it, all within their specialty. Your power will always mean that within this field you'll learn, innovate, and improve in superhuman ways, growing beyond what you start with. This scientific information can be spread and taught just like anything else you know, others simply don't have your impossible skill and talent at it.
It's up to you on how powers budding off works in your jumpchain. Whether they do, or don't, or there are limits to it. You don't personally control this, but you can fanwank whatever you want. Your Jumpchain, not mine. For those of you who aren't familiar with Worm, people close and somehow important to a parahuman will have what is known as a Second-Gen Trigger. Unlike First-Generation triggers these only require very little stress, and result in powers that are similar if different to the original parahuman. A single Third generation trigger was confirmed in canon, happening to a five year old.

Powers do grow with time and use, but this only expands already present parameters, it doesn't allow the development of new ones. Range, area, precision, strength, etc all increase, but your power only does what it could always do better, not gain entirely new capabilities. For example Skitter's range for her bug control expanded with time, she learned to comprehend more of her bug's senses properly, and her bugs began acting with perfect coordination to her desires with nearly zero effort on her part.

Assume that outside of this jump powers are still functional. Being able to nullify parahuman abilities would mean you can do the same to other incredible powers for example. Fanwank something.

If you purchased Cauldron Vials the same points above apply to powers granted by them. As an additional clarification the powers granted by this are roughly what would be considered top tier among the parahumans of a given city. You'll have great capes, but nobody like the Triumvirate. Think of the Travelers as a good benchmark. With time and effort, you might be able to figure out a way to get stronger powers then this, but it'll take investments beyond just the vials the case spawns.

If you've taken the Passenger drawback, then aside from effectively being, well, a passenger in your host's body, they count as you as far as power and perk use and consequences are concerned. Captured souls or the like would leave with you for example, and you'd count as having done what they have for perks that require that distinction. Yes, you can only grant portions of your abilities, or place limits on their use, and even activate them as long as your host isn't actively fighting to stop you from doing so. Your host has final say in their actions, but you have the final say on powers. Once the drawback is revoked the host may retain a copy of whatever parahuman power you gained this jump if any, and may be taken along as a companion should they be willing. If you've imported a previous companion and were their passenger then they don't retain a copy of your power unless they didn't take one.

Purchased items will be in the warehouse if you've taken the passenger drawback, although you may choose to have them in the possession of your host. Regardless you'll have them when you leave here. You paid for them after all.

Mirror Worlds are worlds that are different due to a timeline divergence at some point. Some may be uninhabited, some simply have a few differences in events, some can be entirely different in culture or even geography. Do note that Doormaker and the Dimensional Breach controller have no control over what divergent mirror worlds exist, they only allow you to travel there. Granted as in Wormverse, Mirror worlds tend to number at around the same ballpark as the number of particles in a single universe. So there's a very good chance of you being able to find something that fits your preferred criteria. Although on the other hand, finding the one you want might be difficult, even with the Breach Controller or your power doing a lot of work for you. An individual jumps cosmology trumps this should they directly conflict.
The whole bit about Shards and Entities is known by at most a handful of people in setting. Anybody else is gonna file you way as a conspiracy theorist at best, and at worst said people would like to have a word with you.

Spanner in the Works won't help against raw intelligence passively, but proactive use of it's other effects would still let you dodge and mess up the predictions of super geniuses. Basically the difference between being able to tank a bullet and being able to see where somebody is aiming to dodge it.

When in doubt, fanwank responsibly.