



With friends like these...who needs enemies
A worm fanfic compilation jump
by PerfectlyNormalShard

Welcome, Jumper to Earth Bet, one as dark as the original Earth Bet, but not as depressing, because the people of this world, while pragmatic, are not pessimistic, and their will and ingenuity are quite Epic! And if you strain your ears, you might even hear a chicken laughing. Take **1000 Choice Points**.

Starting Location

Brocton Bay, need I say more, a powder keg stuck between the druggies, the Asians and the neo-nazis, with the PRT barely mediating, good luck.

Perks

There is no Origins; instead, you get 2 discounts per price tier. 100CP discounts are free. All perks are toggleable.

Negentropy [Free]

The holy grail of the entities and the purpose of their existence and the cycle itself, with this any power you have that needs fuel will never run out. With training, the amount of power you can fuel with this rises. Spells don't count but the perk can fuel mana and ki as well.

Attractive [Free]

Much like glory girl and new wave, you are quite beautiful and photogenic, almost genetically altered to be the peak of health and beauty.

Administrator Lite [100 CP]

You have gained the secondary power of all of [Queen Administrator]'s hosts, infinite multitasking and organization, regardless of your actual mental capacity, comes with leadership skills and instinct, can numb or shunt emotion into that network.

Atlas Method [100 CP]

In your brain, the Atlas method has been downloaded, a training regimen that is designed for humans to reach their absolute physical peak (not just strength) as quickly as possible without consequence. You can modify this method for different body shapes and types and know what to modify for them to be peak effective.

Manton Limit [100 CP]

The noticeable law of superpowers, you can either affect only living, or non living, but not both, and you can change that; you can make your powers, if it affects one, affect the other, but not both.

Inference [200 CP]

The power of Tattletale, inference, rather than gathering powers through supernatural means, it uses your senses to collect data and run it through logic matrices and learned facts. acting like Sherlock Holmes on Steroids, capable of guessing passwords by looks and passing for a convincing telepath, through sheer body language and deductive reasoning.

By Might [200 CP]

When you completely defeat and take over some group, it is seen and respected as any other legitimacy imaginable, kill the leader, take their place for example.

Shard Speak [200 CP]

The ability to use a language based on pure universally understood data, the ability to pack as much meaning and context in a single word, including derivative and possible branches of conversation explanation and anticipated questions and answers, at higher ends, the entirety of the human internet could be compressed and sent as a single word.

Master Mind [400 CP]

There is no shortage of master minds and masters of deception, and I'm not talking about the Bond villain Coil, I'm talking about this version of Skidmark having a gaggle of secret thinker groups and decentralized drug with purposefully worsening speech while hiding his engineering degree, level of planning.

High Tinkering [400 CP]

Under normal circumstances, tinkers are able to create extraordinary abnormal pieces of technologies, but when multiple tinkers work on a single project, the effects are exponential, the two of three case of high tinkering is the creation of the dimension toolbox is in, the second is the TRUE BFG, now anytime you participate in a crafting project, the effects are exponential rather than cumulative as everyone focuses in their specialties only and their respective roles between each other, such as ex: Armsmaster and squealer being Turbocharger and Engine, and Armsmaster and ingot being Flux and Framework. While their core specialties are [Efficiency][Vehicle/Transport][Material].

Sting[400 CP]

The primordial offensive tool of the entities, with this, all attacks you imbue with it will strike through ALL dimensions, ignoring all defenses, mass, size, and durability.

Echidna [600 CP]

You have obtained the power of echidna, the ability to copy and alter beings you touch. The power works in two ways: first is absorption, absorbing a target; you can then spew an infinite number of copies, the second method is through contact, one for each touch. The copies themselves are different than simple copies, for first they are loyal and obedient to you and hate their original with absolute loathing, second is that their personality and powers differ slightly to the original, like a remix, take shadow stalker, one copy would hate bullying and have the power to teleport between shadows, another could be a nerd and have the ability to turn others into smoke creatures, with absorption, you will get one type of copies, while the second while have variation of different copies with each touch, unless you have continuous contact.

FriendBringer [600 CP/1200]

For all the many powers that dwell in this world, the most universally feared and known are the Endbringers, the conflict engines, this fist-sized creature looks like them, even have a joke version of their powers, that is, until you channel your powers into one of them, then they grow in size and power, until they are just as powerful as the originals. If you pay double the price, they already have the powers and traits of the endbringers, but their skills and expertise of the "who need enemies" versions, who themselves are expert at cooperation and coordination and combination of powers and are naturally superior to their canon counterparts. Yes, they can be imported as companions.

The Dragon [600 CP/1000CP]

Dragon is the ultimate Tinker, even though she is also a thinker. You have her power, the ability to copy and comprehend any technology, as well as borrow Tinker specialties. You are also essentially an unshackled AI in a meat suit and have all the advantages like forking. For 1000CP you also have the power of [Queen Objective] the ultimate authority over technology, and have access to the full data of technology collected by the entities, including materials with Thoughtstop, anti-pre and postcog,

interdimensional offence and defense, and who knows what else, you can also with time translate powers and exotic energy sources into technology too.

Cognito Ergo Lung [600 CP/800CP/1200CP]

“When you have the possibility of being anyone, be yourself, unless you can be a dragon, then always be the dragon”, this is the same power as that of the parahuman lung, and the shard [Escalation], which let you grow into a draconic shape that grow stronger over time and based on surrounding threats, becoming bigger, more draconic, gaining wings and tails and other appendages, stronger scales, better regen and better fires as you grow, this body will always be able to move fluidly and support its own weight, even fly but will not violate the square cube law, so watch out for that, unlike the regular power, this one isn't limited so you could grow infinitely. If it can't evaluate the threat of someone you're fighting, it automatically assumes you're fighting an endbringer.

For 800 CP you get the upgraded version, which has adaptive evolution, such as gaining reflective scale, different draconic shapes, removing limbs or adding an exhaust system, it also allows the conscious production of material such as steel or duralumin that compose your body and allow to dampen or even ignore the square-cube law to fly like a true lung.

Finally, for 1200CP you have the additional power of the 'Pearl' any powered individual you defeated or controlled will have its power grow as well and be used as part of the adaptation, for now, you only have one slot, but with enough growth you could get multiple slots. Also you may consciously grow to whatever size you wish, but that won't necessarily scale your strength such as the heat of your flames, and it will take time to grow to that size.

Items

You get 300 CP for this section only, 1 discount per tier (600 and 800 are actually one tier), 100 CP discount is free.

Dragon Phone and bracelet [100 CP]

A phone that works regardless of the connection and a fusion battery, needs only water to work for years and is extra durable, can contact any number on earth, and a tinkertech bracelet that contains a ready-made costume, which is your size, stretchy, and regenerates, and is extremely durable, comes with glasses embedded with a computer.

Tinkertech gun [100 CP]

A gun made by a chosen specialty, it needs no ammo but the environment, and can fire theoretically infinitely, however you must choose one type of 'bullet' it must fire.

Black Box [200 CP]

This black wooden box contains incriminating evidence for all gang leaders in your city.

Tinkertech Vehicle [200 CP]

Be it the Armscycle or squealer Madmax Car, you have an efficient and advance vehicle.

Killer Initiative [400 CP]

A killer version of one of your costumes or suits, geared for bloody combat, and stronger than the regular version, but sacrifices defense for attack.

The D20 [400 CP]

A giant D20 die that has a protective field of exactly one meter, which reduces in size for every show of light, but really does nothing and is treated like a McGuffin.

Hero's Armor [600 CP]

The best armor in the world, made as a living siege weapon with modes to fight things like the crawler and the endbringer, capable of fighting even when unconscious.

The True BFG [800 CP]

Also known as the DOOM canon, it is the result of the third ever mass frenzy, this massive gun has an assistant AI with repair bots, to quote directly, has two firing modes: it can be adapted for every form of energy imaginable, the first has "the energies circle and accumulate, and the different Blaster's energies are kept in multiple phase states. The entire mess is launched, and the multiple phase states decay into one conglomerate mess of constructive frequencies." The second has: "This helmet pierces the skull in four distinct spots, driving the electrodes into the Blaster's brain. The brain is simultaneously driven into a coma and compelled to fire their Blaster abilities non-stop. And when placed in this pod, the intravenous solutions should keep them alive for approximately three weeks. The time-dilation field generated by the pod reduces this to around six seconds." for delivery package, the true projectile is equivalent to "Take Legend and convert him into his energy state. Take that energy and through nonlinear optics convert him into a single photon. The delivery packet *should* keep it above the Schwinger limit until the payload is delivered." It is also immune to powers and

precognition and uses non-detectable phased light to see and record, avoiding any light control.

Companions

Companion Import [100]

Import a single companion into any origin for 100cp each; they gain 600CP.

Canon Companion [100]

So, you want to take any other existing character from this world. Well then, this option is for you.

Scenarios

[The Endbringer]

At the End of your jump, rather than just going to the next jump, you will be locked in an empty world, all you will have to do is duel to the death all 20 endbringers back-to-back with no break, so win.

Reward

Achieving such a feat grants you 1000CP and the perk, **The TRUE Endbringer**, this not only give you **endbringer physiology** but also gives a slot that boost one power to the level of an endbringer, and also removes any manton-like limitations, if the power is already endbringer level, it still boosts them by an entire scale (planet to star, nation to continent).

Drawbacks

Take as many as you want

Extended Stay [+100 CP]

For each purchase of this, your time here is extended 10 years. It can be taken 12 times.

target [+200 CP]

Whenever you enter a fight with more than 3 people, you will be treated as the greatest threat.

trigger [+200 CP]

There is a topic, a situation, something deeply traumatic that will trigger you, and it will force you to enter combat no matter the self-control.

No Khepri [+200 CP]

Taylor is no longer a parahuman; in fact she can't ever trigger, so don't even try.

Escalation [400]

Your actions, regardless of intention or planning will result in an escalation of the situation, as well as the power of your adversaries.

Fair Fight [+400]

You are cursed to a jobber, you will never fight at full power unless you believe they deserve it, careful of ambushes.

Worthy Opponent [+400]

You have been chained to the [High Priest], shard, forcing you to fulfill Eidolon's hidden desire, every 3 months, you will be included in the roster of Endbringers for attacks and be forced to participate, good luck.

slaughterhouse [+600]

You will be considered a prime target of killing or recruitment to the slaughterhouse 9.

S Class threat [+600]

You are flagged as an endbringer, regardless of alignment or power, and will be treated as such, all the capes of the world will fight to kill or survive you, careful if you act differently from what you expect, also give up on trying to convince them otherwise.

Kabuki [+600]

You have lost much individuality, worse still, every time you use your power for too long, you will lose some bits of memory; it would take years for you to regain them.

Lockdown [+600]

You have no **Out of Context** items, powers, or warehouse.

Golden Morning [+1000]

With the chaos you caused, Scion is no longer depressed, at the last year of your stay you will be flagged as an essential asset, but your corpse will do if you are too powerful and stubborn, while you are not facing the warrior, its avatar is still more than a match for anything else.

Decisions

You have three choices ...

Go to next Jump

Continue onto the new mysteries.

Stay

Stay and enjoy your current life.

Go back

Tired of all of it? Take this and go home.

Change Log

v1.0

Initial Template Creation