

Worm Alternative Worlds



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By now, you have likely heard the tale of *Worm*, how a bullied girl with bug control powers joined a gang, took over a broken city, repented and became a hero, and ultimately saved every version of Earth from annihilation by the eldritch alien who gave humanity superpowers in the first place. You may have even read the sequel.

But as Jump-Chan's friend Uatu likes to say, What If? The multiverse is vast, and the story of *Worm* continues to play out on infinite stages with a variety of players.

You will spend the next five years in such a World, of your choosing. By default a Drop-In, but you can create a native identity if you wish. Have **1,000 cauldron points** (cp) to get by.

WORLDS

*The reason you came. Pick a variant on *Worm* to experience for the next decade.*

Canon - You... do know this is the *Alternative* Worm Jump, right? You have twenty or so better options *right here*. You're sure? Alright, suit yourself. Start on canon Earth Bet the morning before Skitter's first outing.

Golden Teatime - At the end of canon *Worm*, Scion goes on a four-day multiversal rampage. You start the day *after*. Good news if you were afraid to die in Golden Morning, the bad news is that you will almost certainly have to deal with the events of Ward. At least you have three years to prepare and train your powers... while dealing with a massive refugee crisis. Yay.

Fanon - A variant Worm where some popular fanon is true. This does not extend to things like 'Scion doesn't exist' but other fan theories that are more ambiguous in canon.

Fanfiction [-200 cp] Your choice of Worm fanfics. Easy way to dodge some of the nastier setting details.

1011iM 1011iM - Black is white, day is night, and good is very, very bad. The obligatory variant where all the heroes from canon are villains and vice versa, and for some reason goatees never went out of style. Just in the Brockton Bay scene, the Pelham-Dallon crime family has a lock on most of the underworld, the various Protectorate heroes from canon are independent villains (Assault & Battery are still a duo) and Faultline's crew are a lot more monstrous, while Uber and Leet are mercenaries of a more heroic bent. The Protectorate are made up of capes you'd associate with Empire 88 led by Paladin (Kaiser), and the Undersiders are the BB Wards. Lung and Oni Lee are a somewhat violent vigilante duo. Coil is still vying to rule the PRT with one face and the underworld with his other, but only because he cares *so much* about limiting the collateral of parahuman crime. The good news is the hero-villain ratio is much more favorable, globally. The bad news is that Saint and the Dragonslayers are the only thing barely keeping a malevolent barely-restrained AI contained, and they don't have a convenient killswitch.

Noir - In this variant, Scion and the first parahumans appeared in 1900, and it's now the Roaring Twenties. It's a time of great wealth and technological progression, but also corruption and crime. Law enforcement struggles to deal with parahuman crime, so civic-minded vigilantes have been stepping up. It's a world of dark shadows, where a private cape can make a living. All canon characters are here, just suitably adjusted to the time period.

Steampunk - The Entities come upon Earth in a more primitive age, early industrial. The lower technology level overall, the difficulties in transport and communication, make the world less organized, more militant, less safe. But tinkers operating with brass and the first electrical apparatuses can make a killing. It is a gilded age of fantastic wealth inequality, but also a world bursting with possibilities.

Mutants [-100 cp] Instead of Entities shedding shards, Scion and Eden are cosmic personifications of the idea of a Warrior and a Thinker. Their heavy regard of a planet causes mutations and powers to spontaneously arise, no great armageddon in sight. Not that anyone understands what's happening or why, which leads to great

uncertainty, suspicion, even fear of the new capes. There are rumors of a Project Wideawake, involving something called a Sentinel..?

Together [-100 cp] In this variant, as in canon, Doctor Haywire produced a portal to Earth Aleph. Unlike in canon, where there was limited communication and contact, here the technology was embraced and the first portal to Gimel created not long after. There are multiple easily accessible portals for the transport of people and bulk goods. The resources of Gimel make life on both other Earths easier and more comfortable, while the extra population and industrial output of Aleph, fully committed to fighting the Endbringers as the common enemy of all humanity, does much to bolster Bet. Overall, people are more secure, more prosperous, and less likely to turn to crime from desperation.

Eden [+100 cp] In canon, we get a glimpse of a vision of how the cycle would have played out had Eden not smacked into a planet and gotten a coup de grace from some apes. Capes of all kinds are far more numerous, civilization has broken down to individual city-states, there are twenty Endbringers active and they strike carefully selected targets to maximize damage and break up alliances or burgeoning kingdoms, anything to keep society from organizing. The Thinker and the Warrior have arrangements with most governments, who believe themselves the only ones with the aliens' favor. It's a mess, and if you want, it's all yours.

FIEFDOMS [+100 cp] A variant where parahuman feudalism caught on pretty much immediately. Every major city or large region is claimed by a powerful parahuman and their court. Governments are helpless, abuses widespread. The only thing somewhat keeping a lid on violence is the need for cooperation against the Endbringers.

MAGIC [+100 cp] Trigger events still happen, but are called Awakenings. Those who awaken discover a pool of mana proportional to their power, and are gifted a spell with which they often develop unique proficiency. The point is, all spells are learnable by any Awakened, though it can take months or years. An Awakened out of mana has no special advantages over a mundane, but your mana pool can be grown over time through use. Various magic schools have opened, and Grimoires were created that let parahuman meticulously copy the process of their spells, but studying too many too fast without a break can lead to serious mental instability. The appearance (return?) of magic is controversial with far-reaching effects. Cauldron still exists, but the side effects of their vials are more likely to turn people into Driders or Orcs.

In this variant, Scion and entities are mana elementals with near-infinite power and spell knowledge. He is preparing a ritual to consume humanity for infinite power.

Pirates [+100 cp] Wealth, fame, power. All these are available, if you take to the sea. This is a world that is flooded, the great continents reduced to island chains. It is commonly held that powers are granted by the gods, to facilitate vengeance or justice on those who would otherwise be untouchable, though there are competing theories. Many with powers take to ships, hunting for their vengeance, for wealth and power, for answers. Few will find the Golden Man and answer the riddle as to why the seas are still rising...

Rise of the Tinkers [+100 cp] A variant where Tinkers represent two-thirds of cape triggers. Tinker-founded or exploiting corporations caused multiple revolutions in computing, communications, transportation, agriculture, medicine... countless industries upturned overnight before hidebound governments could form a committee to form a plan on how to react. Now, the corps rule a world where the line between man and machine is fuzzy, a world of vast disparity between the haves and the have-nots. But there's always work for a Runner and if you don't have parahuman powers, choom, the cyber-docs can fix up a man with more armor and speed than most capes. For a price.

ZOMBIES [+100 cp] In this variant, Nilbog realized his monster paradise would soon run out of biomass, and seeded the wind with a virus to mutate people into monsters. A vaccine was quickly developed but many of those with both the infection and the vaccine rise from the dead as zombies, desperate to spread the plague. Things are mostly contained now, but the existence of zombie hordes has changed things. Most cities sport walls now, and corpses are very quickly disposed of.

Power Hunt [+200 cp] A variant with no 'natural' triggers. There are two ways to get superpowers, purchase a vial from the mysterious Cauldron, who operate an open superpowers business but fiercely resist all investigation, or hunt down an Endbringer - about 10% as tough and powerful as the canon versions were pretending to be at the start, but existing in the hundreds - and distill your own vial from a fluid found in their hearts. Stronger the Endbringer, stronger the vial. Some people try and combine multiple vials, most of them go insane or mutate into horrific monsters... but a few don't and actually gain more powers.

Mythology [+200 cp] Turns out, all folklore is true. Pagan gods coexist with angels and demons, trolls sometimes carry off children, vampires roam the night to drink the blood of the living. For most of the modern age, they have maintained a shroud of secrecy. The arrival of the Entities changed that, as the local pantheons fought back, mortally wounding one and driving the other to a truce that allowed limited creation of parahumans, though at a terrible cost. The presence of capes is quickly unraveling the masquerade as more and more trigger and see the truth of the world.

Li + RPG [+200 cp] The appearance of the magical spirit Scion changed everything. Now, every person 16 years and up gets a Class, with Skills relevant to their job, and Hit Points like a forcefield that recharges overnight. Naturally most people have common classes, but rare and legendary classes and skills exist. Around this time, dungeons also appeared with incredible loot and peril. If the largest dungeons are not regularly cleared the end bosses, called Endbringers, can escape and rampage. In this variant, Scion is a magic spirit looking for a way to cheat the level cap and become more powerful.

World War Three [+200 cp] In canon Worm, Scion destroyed all nuclear weapons back in the 1980s, and this was hushed up by the governments. In this variant, this is common knowledge. The loss of a nuclear deterrent and resulting stability, along with previously poor nations having access to parahumans led inevitably to a new war. The Soviet model was widely adopted, each cape backed up by a special forces squad trained to support them - and to kill them if they seem likely to defect. Cities have been destroyed, landmasses devastated by the use of super-soldiers, and the war shows no signs of slowing. For now things have settled into four global alliances, constantly shifting strategies as new capes become available and old champions fall in the field. It remains unclear what kind of world will emerge.

Xianxia [+200 cp] In this variant, all powers stem from one's cultivation level. Cultivation being the process of absorbing and refining spiritual energies to reinforce the body and develop spiritual powers. There are countless sects and schools pursuing enlightenment via various means, from meditation to battle to resisting poison and more. Trigger events still happen, you don't need one to cultivate, but those who do often have unique skills and great potential at cultivating. However, foundational skills and inner balance are essential, those who climb too quickly and lose control can become demonic beasts.

At the top of the Heaven Realm is Scion, the supreme sovereign of all nine heavens and ten earths. All cultivators seek to surpass and defeat him, with greater urgency now there are rumors of his behaving erratically following his wife's disappearance.

Moon Shot [+300 cp] In this variant, String Theory's Firmament Drive was able to destroy the moon, just before your entry. Experts predict a month or so before a piece large enough to end all life smacks into the Earth. Even if that is dealt with, there will be so much debris raining down that it is sure to devastate global infrastructure, transportation networks and cause an effective nuclear winter. There is widespread panic and chaos as governments try to keep order, try to find a solution, try and minimize the fallout. If ever a variant needed someone to save it, this one is it.

World Modifiers

Alternative Start [-100 cp] Instead of being thrown into the deep end, spend three months first in a safe setting where your powers are common to train and prepare. In future Jumps, you may choose to spend three months in a safe area or 'tutorial zone' getting accustomed to your new perks and powers before inserting into the Jump proper.

In the Beginning [-100 cp] You start within a month of the first parahumans appearing. People are still figuring a lot out. In future Jumps, you may choose to start at the genesis of the status quo as of the story's beginning.

No Transfer [-100 cp] Instead of visiting Worm, Worm visits you. You don't move on from your last Jump, people start triggering in accordance with the world you selected. If this is your first, I guess you bring Entities and parahumans to your world of origin. Why would you want to do this?

Fluffify [-200 cp] Want the world to be a little less grimdark? Now happy endings are more common and more real, horrifying fates easier to avert. Not enough to scrub this world entirely into a sugar bowl but maybe more average action-anime then wildbow's 'and then everything got worse.' In future Jumps you can apply this same effect, and keep hope alive in the bleakest of places.

Fusion [-200 cp] Take two of the above Variants and combine them. Might take some creativity on your part.

New System [-200 cp] The Entities encountered something on their last word, a novel form of energy and they're still playing around with it to get accustomed. Pick an exotic energy/magic available to the Apprentice power, half of all parahumans now trigger with this specific powerset.

Sandbaggers [-200 cp] The Endbringers are nerfed to the power level the PRT and Cauldron assume them to be as of the start of canon. Destroying an Endbringers' core will not cause any backlash or catastrophic release of energy.

Superhero AU [-200 cp] Crossover with another superhero setting(s) of your choice. Maybe Superman is a farmboy who got a shard with a heckuva brute power, or Deku over in Japan.

Entity-Less [-300 cp] There are no Entities, the source of powers remains mysterious, but not hostile or apocalyptic in any way.

Symbiosis [-300 cp] The Entities are less hostile, more helpful to indifferent. They were never going to destroy the world, just leave after a few centuries of gathering data.

Perks

Discount two perks each at 50, 100 and 200 cp. Only one at 400 cp.

Discounted 50 and 100 cp perks are free.

Body Fix [Free!] You get a one-time fix to your health and a chance to customize your appearance, removing any underlying health issues and making you just a little above average in all physical parameters.

Creature Comforts [Free!] For some reason, wherever you need to sleep is extremely comfortable, whether a concrete floor or a rocky stretch of ground. Never too hot, too cold, too hard, too soft, never too bright or loud, but still you can wake easily when you need to. Even if you spent eight hours reading or talking or something, you'd still get all the benefits of a full night's rest just by parking down in one space for the night. This effect can be shared with anyone you're touching.

Invisible Presence [Free!] You cannot be perceived by any remote means of information gathering, thinker, precog or mind-reading powers. Your fate and luck cannot be altered in any way detrimental to you.

Ageless [-50 cp] You will not age past your physical prime, but can adjust your apparent age as convenient. You don't need to worry about boredom, laziness, apathy, dissociation or any of the common mental traps of immortality.

First Impressions [-50 cp] You are extremely fortunate and have excellent instincts when it comes to making a good first impression. Almost everyone will walk away from a first meeting liking and respecting you, at least a little. Even mortal enemies. You can still ruin things with poor behavior in the medium and long-term, however.

Healthy [-50 cp] Your immune system is enhanced, to the point that any normal disease has no chance. Even exotic creations of powers and magic are unlikely to work, and will be much reduced in strength if they do. Any injuries you take heal in a quarter the normal time, without infection or scarring.

HUD [-50 cp] You have a visual overlay with a helpful VI specializing in data analysis, providing augmented reality. It will provide relevant and up-to-date information like price estimates or a bullet count as needed, and is easily customized.

Like Yesterday [-50 cp] Your memory is truly infinite, with perfect retrieval as well. Whether the taste of a childhood meal, or a glance at a schematic a thousand years ago, you can remember it like it just happened.

Native [-50 cp] You have all relevant paperwork and records to function in this or future Jumps. Birth certificate, passport, ID, education. If you have any properties you are registered as their rightful owner. This applies in future Jumps as well.

Navigator [-50 cp] You are always aware of the direction you are facing. You have a profound memory for landmarks, subtle terrain alterations, and the number of turns taken. You could be thrown in the trunk of a car and driven erratically around town and still be able to point to your precise location on a map.

Noctis [-50 cp] You don't need sleep. You will never feel too tired to function, or get stressed because you haven't taken a nap this decade, or any other condition from sleep deprivation.

Offroad [-50 cp] You are unbothered by such inconveniences as you could expect from a long walk in the woods. You remain clean and odorless, small insects ignore you by default, (powers might override) you are untroubled by the temperature, rain or wind. You still need to eat and drink, but can safely and comfortably ignore those needs for ten days. Anything edible you consume will satisfy all your nutritional needs, no fear of scurvy. Your body fully processes all waste so you never need to use a bathroom.

Omniplot [-50 cp] You intuitively pick up languages that you hear, and can quickly comprehend and make use of them, becoming conversant in a day or less.

Professional [-50 cp] Pick any mundane job. You now have enough experience to be considered an above-average professional in the field, anything from cooking to piloting, surgery or martial arts. This can be purchased multiple times to diversify your work experience or doubling up, becoming a top professional.

Teaching [-50 cp] You are highly skilled at teaching others. You quickly and easily adapt to each student's needs, and are great at framing things in a way they can easily understand.

Body Control Immunity [-100 cp] It's not just the mind that's at risk. There are powers that can subvert your control over your own body, leaving you a helpless observer whatever your mental resistance. No longer. Whether it's Regent's power or Bonesaw's spiders tickling your nerves, you only move when you want to. That said, it will feel like they're succeeding and you will always be aware of the attempt and what they try to make you do, if you feel like playing along for a bit.

Family Visit [-100 cp] Once a year, for one week, you can leave this world behind and take a vacation in your old homeworld. Time is frozen while you're gone, for both worlds, letting you return a moment after you left.

Friendly Connection [-100 cp] Pick one canon character. The two of you pick up detailed memories on insertion of being old friends. You can purchase this more times for more friendships.

In future Jumps, this works the same way.

Invictus [-100 cp] Your will is boundless. You can stay focused and aware through unimaginable pain, endure any hardship for your goals. Torturing you is pointless.

Leadership [-100 cp] You possess the charisma and skills to lead a super-team. People are drawn to you. When you speak, others listen. When you act, they notice. Your ability to persuade others to your cause is unparalleled. If someone has vastly different beliefs it will be harder to recruit and manage them, but not undoable.

Learning Master [-100 cp] Your ability to learn new things is enhanced to a level geniuses envy. You understand things with little prompting, automatically internalize new information and connect it to things you already know, and retain it with ease.

Mind Control Immunity [-100 cp] The world is full of scary Masters with scary mind-control powers. Be a shame if your adventure ended as part of Heartbreaker's harem. Never fear, you are flatly immune to any attempt to influence your mind or emotions with powers.

Social Butterfly [-100 cp] You know just what to say to charm or win over an ally, how to navigate tricky social situations, or enrage your enemies into making mistakes. You're almost as good at talking your way out of trouble as you talking yourself into it.

Tweaked [-100 cp] Not happy with the mechanics, aesthetics, or some minor but annoying limitation of your powers? This perk will let you tweak things a bit to make your powers more unique and in line with what you wanted. However, this cannot be used to make a power significantly stronger or weaker, just different. For each limitation removed, an equivalent one must be added.

Environmental Adaptation [-200 cp] Your body instantly adapts to its environment, whether the lights, noise and stuffy heat of a nightclub, or the crushing depths of the ocean, a desert, even space. Will not save you from a star or black hole, but if there's the smallest chance for life to survive, you'll be fine.

Fighting Talent [-200 cp] You are innately, incredibly talented in all forms of combat. You are very tactically-minded, picking up fighting styles with ease. But your greatest talent is undoubtedly finding creative ways to weaponize weird items and powers, turning that joke power into something people respect and fear. On your first day with powers, you wield them more precisely, quickly and smoothly than people who have practiced with them for a decade.

Plot Armor [-200 cp] Some might say the greatest power of all. You have a particular luck that keeps you from dying or being crippled by accident or chance. You will never be collateral damage in somebody else's super-battle, never caught in a hurricane or an earthquake, you can wander through an artillery barrage or a minefield unscathed. Only deliberate hostile action by another sapient aimed at you specifically is a threat, and they may still get frustrated by just how hard you are to kill as anything that can go wrong for them probably will.

Reality-Defying Soul [-200 cp] Your soul is immutable and protected from any attacks that would target it directly. Any instant-death effects, including those that would edit you out of time or reality, fail. Any attempts to transform or teleport or banish you, transfer damage or debilitating effects to you, or trap you in a time bubble or loop will fail.

Strong Lifeforce [-200 cp] Your powers cannot be copied, drained, suppressed or stolen. Any attempt to drain your lifeforce or rapid-age you would feel successful, but fail.

Omni-Link [-400 cp] Threads of magic and destiny bind you to your Companions. You have a shared link, through which you can communicate telepathically. Unless your Companions or you actively block your presence, you will have an idea of each others' location and general status, certainly if anyone is injured or in danger. You can share powers over this link, weakening yours in the process. You can donate any percentage of a power temporarily. By default, you share the effects of: Invisible Presence, Healthy, Mind Control Immunity, Body Control Immunity, Reality Defying Soul and Strong Lifeforce if you have them, without any weakening on your part. You can easily add others to the link if they consent.

Shattered Limiter [-400 cp] The factors restraining your powers are gone. Your growth is explosive, such that your powers will double in strength each year if you spend your time channel-surfing, half that if you spend the time in actual intense training and combat. Your powers refuse to be kept in check, and cannot be suppressed. If your powers involve a fixed number of slots, charges or lives, double the starting number, and add one (one a day for charges) each time your power 'doubles.'

Tooth and Nail [-400 cp] When the situation is at its worst, you are at your best. Your instincts are all but infallible when it comes to getting you and others out of a sticky situation in one piece. The more desperate your situation, the quicker, cleverer and more skilled you become. An enemy would be wise not to underestimate you even were you cornered, limbless, exhausted, alone and mostly dead. Mind, this doesn't make you invincible, you simply thrive in the conditions that break other people.



Powers

[+400 cp] for this section.

Adamantine Skeleton [-50 cp] Your bones cannot be broken.

Apprentice [-50 cp] Pick a form of magic/energy manipulation from the following list. You can now use this power at the basic level, if it needs a focus that's included, though you'll have to figure out a lot of how to use it on your own. For an extra 50 cp, you can have a mental archive of reference materials to let you advance without reinventing the wheel, we'll throw in some local technology where relevant. For a further 50 cp, you can have a rare or advanced ability associated with your pick, spontaneous casting, metamorphmagus, hand-clap transmutation, sharingan, combustion-bending etc. For an extra 100 cp, grant the ability to induct/teach others to use the purchased magic. For an extra 200 cp become a peer of the best ever mortal practitioners in both power and skill. Your Dumbledore, Raistilin, Elminster, etc.

- Alchemy (Fullmetal Alchemist) Allomancy (Mistborn) Arcane Magic (D&D) Aura (RWBY) Awakened (Shadowrun) Biotics (Mass Effect) Chakra (Naruto) Chi (Savage Divinity) Divine Magic (D&D) Elemental Bending (Avatar, 1 element per purchase) Feruchemy (Mistborn) the Force (Star Wars) Gnosis (Mage: the Awakening) Haki (One Piece) Hamon and the Spin (JoJo) Hemalurgy (Mistborn) Hermetic Magic (Ars Magica) Libromancy (Magic Ex Libris) Magic (Dresden Files) Magic (Dark Souls) Magicka (Elder Scrolls) Magic Engineer (Mahouka) Miracles (Dark Souls) Mystic Arts (Marvel Cinematic Universe) Necromancy (the Locked Tomb) Nen (Hunter x Hunter) Psionics (D&D) Psychic (Mod Psycho) Pyromancy (Dark Souls) Thaumaturgy (Nasuverse) Warlock magic (D&D) Wild Magic (the Owl House) Witchcraft/Wizardry (Harry Potter)

Bloodhound [-50 cp] Your sense of smell is comparable with the best dogs, letting you recognize and track people by scent alone.

Candy Man [-50 cp] You are a candy focused tinker. A whole dinner in a stick of gum, levitation soda, everlasting gobstoppers, a sweet to turn you invisible and so on.

Captain Jumper [-50 cp] Good becomes great. You are a peak human in some kind of bizarro world where a peak human can throw a discus through an engine block. Fast as the quickest sprinter, able to keep going for hours, run a one minute mile, etc. Your mental processing is also greatly enhanced, letting you act with careful consideration faster than most people can by reflex alone. Your ability to process and retain information has made you an excellent learner. You also have peak human senses.

Drug Beam [-50 cp] You can shoot a laser from your hands, which can replicate the effects of any drug you've personally experienced. Pharmaceuticals, narcotics, tranquilizers. You can adjust the power/dosage, but a safety mechanism keeps you from ever seriously harming a person with this power.

Floraform [-50 cp] You can create semi-animal life from plants, granting them mobility. Your average houseplant only has the mass to become a rodent or small bird of vegetative matter, a tree gives you a lot more options. These plant creatures will obey your verbal commands.

High on Happiness [-50 cp] Being around happy people gives you a charge you can use to enhance your strength, speed, durability or healing, or those of others you touch.

Mouse Protector Hideous Dancing [-50 cp] You can create and launch fast moving energy constructs which look rather like a wedge of cheese. Does no damage to inanimate objects, a person struck by this will feel compelled to drop everything they're doing and do a silly embarrassing dance for at least a couple seconds. It takes intense focus to keep this effect going, so unless you have some kind of ability for multi-tasking, don't expect to snare more than one or two targets at once.

Night Vision [-50 cp] You can see clearly even at nighttime. Even in absolute darkness, you can make things out from twenty meters away.

Redundant Biology [-50 cp] Every vital organ and system in your body is duplicated, like a poor man's version of Aegis. Even getting your heart ripped out or head pulped would be distressing, but not immediately fatal.

Snowman [-50 cp] You can step on air, as if there were an invisible platform at whatever height you wish, letting you climb an invisible staircase up or down, stroll along or leap from one foothold to another.

Theme Music [-50 cp] You can enhance your abilities by listening to music. A fast, upbeat song might give you a boost to strength or speed while playing. A slower song might enhance healing or tinkering or plotting. Experiment with different genres, each boost lasts only as long as the music is playing.

Augment Touch [-100 cp] This power lets you enhance any object you touch. So a gun has more range, more stopping power and better accuracy, a car might go faster, a forcefield be tougher, etc. This can work on people, but only a little and for a very short time. If you have any energy powers, you can further enhance items by charging them with your energies, but this tends to be very... showy.

Bullet Time [-100 cp] Like, but legally distinct from, the Vault-tec Assisted Targeting system, you can enter a state of greatly slowed time in which weak points are glowing and highlighted. Striking these will do double the damage it normally would. Even a totally invulnerable foe will have weaknesses, though they will take half damage.

Can't Touch This [-100 cp] You can create invisible forcefields, either skin-hugging for you, or basic geometric shapes, though you can elongate them some. Up to three at once, and if one gets popped, you can raise another in three seconds. The forcefields resist both impacts and energy attacks, but can be popped by any force equivalent or greater than 10 kilos of TNT, though the attack that breaks it is still stopped.

Chrono Shift [-100 cp] You can manipulate time on a very small scale. You can accelerate your personal time up to 3x without strain, or so fast that all time seems frozen for up to six seconds. You can also freeze others nearby in time, like Clockblocker, but have far more precise control over duration, can do so from up to ten meters away, and unfreeze your victims at will. You cannot freeze others for more than ten minutes.

Gamersmith [-100 cp] You have access to a video game-like crafting system. Mental blueprints for any item you commonly use or know how to assemble. Just assemble the raw materials and make your wishes clear, and it will instantly be built, even large structures.

Geas [-100 cp] You can give irresistible spoken orders to people, as long as they're fairly simple. Things like "freeze!" "Drop the weapon!" "Give me your money!" The command wears off after ten minutes, and you cannot issue the same person another

command for 24 hours after. This only works if the subject can clearly hear and understand your order.

Gumby [-100 cp] You can stretch any body part to 25 times its normal length. You are really resistant to blunt trauma and cutting force.

Lawn Darts [-100 cp] Any physical object you throw will be unaffected by gravity or wind resistance, flying straight and true, and pick up a thousand times the mass it would have if it were steel until it hits or misses the target. Your aim is about as good as humanly possible.

Metamorph [-100 cp] You're a limited kind of shapeshifter, able to alter your appearance in any way, as long as the end result is human. You can easily disguise yourself as any specific person.

Miser [-100 cp] Whatever solid object (with less mass than a ferry boat) you touch you can rapidly warm or chill, at a rate of 20 C (32 F) per second. You are protected from burning or freezing caused by your powers.

Moist [-100 cp] You can turn your body into water, controlling the motion of each droplet. Great for avoiding getting hurt or slipping through small cracks.

Nothing Special [-100 cp] You can create an invisible bubble, centered on yourself and moving as you do, ten meters in radius where no parahuman but you can use their powers. You can switch this effect off at any time and with considerable focus can exclude specific individuals.

Power Twin [-100 cp] Pick any canon Worm power besides Path to Victory and certain 'Meta-powers' like Eidolon or Glastig Uaine's. You now have that same power. For an extra 100 cp, you can 'jailbreak' this power to remove limitations or restrictions.

QTE [-100 cp] You have a sophisticated danger sense that warns you a couple of seconds before trouble is about to go down, as well as giving you an idea of which direction it's coming from and which way to dodge. You feel an instinctive unease in hazardous situations and the presence of armed individuals. You can still be hit by things moving too fast to effectively dodge, or area of effect attacks.

Quick Heal [-100 cp] You recover really fast. A minute to fix a slit throat or disembowelment, thirty seconds or less for a gunshot wound. As long as your brain is intact, the rest of you will probably be fine in time for your next meal.

Recharge [-100 cp] By touching someone, you can refresh or recharge their power. By actively moving some of a limited energy source you have within them, you can boost

their power some or loosen restrictions temporarily. Repeating this process regularly for weeks can make the enhancements permanent.

In future Jumps, this applies to other powers and magic.

Reflection Teleport [-100 cp] You can teleport without range limit through reflective surfaces. You can enter any reflective surface within a five meter radius, manifesting in a world where all are linked, find another and go. This surface must be at least a hundred square cm

Shard Internalization [-100 cp] You can, by touching a cape, disconnect or destroy their power-granting shard, while at the same time causing them to develop the same power as an inherent quality. This does remove some benefits of having a shard, like awareness of nearby triggers or second triggers, but also can save them a whole lot of nonsense. Their power can grow gradually with training. You now count as the facilitator or source of their power.

In future Jumps, this can be used to unhook people from things like warlock pacts, demon blood, superpowered evil modes and other disagreeable sources of power.

Teacher [-100 cp] You can assign people a random Tinker/Thinker 1 or 2 power. You can't select the specifics, but can make it slightly stronger and weaker or pick whether it's a Tinker or Thinker power. You can also choose to include a Master effect to make your subjects loyal to you, which you can choose the relative strength of, broadly.

Think Happy Thoughts [-100 cp] You can fly! This is reactionless, you can hover, and make no sound besides general displacement of air. Your top speed is about 300 mph at altitudes people live at, faster where the air is thinner.

Tinker, Tailor [-100 cp] You have a modest, but respectable Tinker talent, 4-5 on the PRT scale. Choose one of the following specializations: antigravity, drones, electronics, energy weapons, force fields, precision, personal gear, or mecha. You may purchase this power multiple times to broaden your portfolio.

Eidolon Lite [-200 cp] Like Worm's strongest cape, you have three slots that can hold any power you might need, with the power to discard and draw. Sadly your only choice in what power you get is to discard and draw. If you do so in a crisis, you'll get the perfect power for resolving the immediate problem. Otherwise, something with great versatility or seeming vaguely useful at the time. So why is this so cheap? Unlike Eidolon, you have a 24 hour cooldown before you can swap out another slot.

Extra Life [-200 cp] Most people only have one life to live. You have three. If killed you will revive on the spot, or respawn in the nearest safe location, depending on the

precise circumstances and which would seem a better idea to you at the time. A used life will replenish after one year.

Friendbringer [-200 cp] You can manifest up to three projections that look like chibi Endbringers, from a foot to a meter tall, at one time. Their powers are nerfed to only rate a Shaker/Blaster/Thinker/Brute etc. 7 or so on the PRT's scale. You can pretty much always count on that Brute rating though. You can use any canon Endbringer. You are not directly in control of them, but they have a copy of your consciousness and will understand your goals and priorities. You can dismiss one at any time to make another, possibly modeled on a different Endbringer. Nothing stopping you from having three Behemoths out at a time.

Gladiator [-200 cp] If you could fly, they'd call you an Alexandria package. You can arm wrestle the physically most powerful of the Triumvirate, and are tough enough to shrug off heavy artillery. Also, physics cheats slightly, treating your grip as having traction and leverage equivalent to your strength. You are immune to striker, breaker and shaker powers that would alter you/your body without your consent.

Gotta Go Fast [-200 cp] You can coat yourself in a skintight Breaker field, accelerating your time, up to 200x faster, enough for even an out-of-shape nerd to job at Mach 3. You will not age faster, nor grow bored while in accelerated mode. You can limit yourself to a particular acceleration. This activates automatically in the event of a danger you otherwise wouldn't react to in time.

Guardian Angel [-200 cp] You can design a type of minion, anything at all that isn't much larger than a human. You can create a projection of this, a flying brick that will fight beside you, able to fly at 200 mph, all but invulnerable to harm, able to lift a hundred tons. Your projection can go up to twenty miles from you, it does not have real-time contact, but has a copy of your consciousness and understands your goals and priorities. You can make more, but their strength is evenly divided between all extant projections.

Infamous [-200 cp] You are a Prime Conduit, physically enhanced to a point, and able to wield the elemental powers of electricity, smoke, neon, video, and concrete. You can sense, absorb, release, control and become these elements, and with time and exposure expand your repertoire. All Conduit powers can be achieved by you, eventually.

Jackpot [-200 cp] You're lucky, absurdly so. One-in-a-million breaks come your way about once a week. Multiple one-in-a-thousand chances happen in a few minutes, especially during a fight where enemies can miss, trip, have their weapons jam, etc. You can throw yourself off a building and be confident something will break your fall.

Master of the Green [-200 cp] You have the power to manipulate plants in a variety of ways. You can make them grow far faster, stronger and larger than normal, or alter their shape and properties to suit your needs. You can create hybrid plants of any existing species, and control them with your mind, making them move as you wish.

Nanomachines, Son! [-200 cp] You are an EVO, an Exponentially Variegated Organism, or a person enhanced with nanotechnology. This gives you a greatly enhanced physiology, a healing factor that Wolverine would envy, and advanced technopathic abilities letting you subvert control of most technology, though if air-gapped you may need to infect it with your nanites first. Your nanites will not replicate except to repair you or at need, and will self-destruct if taken as an unwilling or unaware sample.

Nerfed OPness [-200 cp] Pick any power of 400 cp or above. You get this power, but at only half strength, with greatly slowed growth where applicable, about four times as long.

Paradox Tinker [-200 cp] Within your head are complete schematics for every machine to exist as of 2011 on Earth Bet, including a decent amount of tinkertech. For each device, you know how to build three variants. One that will take 1% the resources through labor-saving and material substitution, but work just as well. One that is 1% the size. Finally, one that requires the same resources, is the same size, but 100 times as powerful or effective.

Phantom [-200 cp] You can turn invisible and intangible at will. A fantastic power for infiltration and theft.

Prototype [-200 cp] You are Panacea's equal in biokinesis, but you have absolute control over only your own biology, able to reconfigure your form on the fly. Also, you can pull arbitrarily huge quantities of biomass from nothing.

Shonen Protagonist [-200 cp] You have the ability to train your strength, speed, and other abilities without limit. This is especially effective if you have a rival or enemy who is stronger than you. You may find yourself reaching a major breakthrough or super mode in a crisis, when you don't have the strength to protect those you cherish. Plus Ultra, the power of friendship, believe in the me that believes in you, none of these are hollow words anymore, they can have a huge impact on your motivation and personal power curve.

Tactile TK [-200 cp] When you touch something, even grazing it with a toe, you can move it. You sense the entire structure and shape of the object and can raise or throw

or sift it with, at first, ten tons of force. This can be applied with the precision of a scalpel if needed. If nothing else, you will excel at destroying things with a touch.

Zap! [-200 cp] You can fire from your eyes and/or hands an energy beam, by default a concussive force. You can control this from precise enough to cut cake up to a ton of TNT equivalent. You will automatically hold yourself back from using lethal force unless you consciously choose to pass that threshold. If you prefer, this beam could be heat, lasers, sonics, etc. You can purchase this multiple times for multiples types of blasts.

Elder Scroll [-300 cp] Everything you accomplish and practice generates experience, which accumulates until you level up. When this happens, you can improve one of three qualities: health, stamina and magicka. Each level also grants a skill point, which you can spend to improve one of the following abilities: alchemy, ranged, smithing, enchanting, stealth, lockpicking, blocking, armor, one-handed weapons, conjuration, destruction, illusion, alteration and restoration. And any other canon skill branch I forgot. You can also develop modern ones, like driving, firearms, hacking, etc. As the worlds of Worm lack some materials needed for alchemy and smithing, you will get alteration spells to transmute mundane materials into needed crafting supplies. You also get an extradimensional inventory space that can carry enormous amounts of supplies without ever worrying about encumbrance.

Falna [-300 cp] You can give others, or yourself, a Falna, a magical tattoo that is the basis of the Gamer-like leveling system from DanMachi. With this, one can improve their five stats: strength, endurance, agility, dexterity, and magic. This is done by gathering excelia (xp) which you can also issue to an extent. Ranking (level up) is not automatic, but occurs by the grace of a patron, in this case you.

Gamer [-300 cp] What if life was like a video game? You receive your own Gamer System, allowing you to heal, level up, and develop powers and skills like a game character. You can follow in Han Jihan's footsteps, or copy the game system over from any game or gamer system you like. Whatever the specific details, you will definitely receive; a Gamer's Mind, allowing you to be calm and logical in stressful situations and immune to mental disorder and abilities. A Gamer's Body, letting you not sustain any harm while you have hitpoints remaining and letting you restore all HP and MP, and cure status conditions, by sleeping in a bed. Finally, you will have access to a party system. The Gamer has amazing potential for growth, but for your first year you are capped at PRT's threat scale 8.

Superintelligence [-300 cp] You are a genius, able to process and analyze vast amounts of information quickly and efficiently. You have a vast knowledge of various

scientific, technological and mathematic concepts. Your ability to solve complex problems, create advanced technology and invent new devices is enough to earn you a tinker rating alone, much as Dragon did before triggering, though your work is just good engineering and eminently replicable, unless you make an effort to black-box it. You could give Tony Stark and Reed Richards a run for their money. However, while you can learn incredibly rapidly, sometimes your academic knowledge can outpace your lived experience.

Toon Force [-300 cp] The world treats you as a cartoon character, in ways that really benefit you. You are insanely durable, able to sleep off explosives and get minor burns from being shot. Any damage done to heals, generally in minutes but at the latest next day. You are absurdly difficult to kill. You also gain other cartoon-like abilities, like conjuring a giant mallet from nothing, walking on air, pulling up a street or diving into a painting of a hole. As long as it's funny, go wild.

Avalon [-400 cp] You regenerate near instantaneously, are far more durable than you otherwise would be, have unlimited stamina, and are beloved by nature and its inhabitants. By taking damage and surviving you will regenerate to become stronger and more durable than before, with no upper limit on how much you can improve. You will also have a high resistance to pain and any sense numbing effects like a flashbang. You may enter a protected state where you are present, but also not. Invulnerable to all harm, but helpless to influence the world much.

Canonicity [-400 cp] Another Eidolon nerf. You have a single slot in which you can hold the power of any non-meta, non-Cauldron canon cape. You can swap instantly from the tinkering skill of Dragon to Strider's teleportation, to Heartbreaker's Master power and more. But no Triumvirate, no Path to Victory, no Glastig Uaine, Siberian or Shatterbird. I mean, Pretender, Battery, Triumph and Gallant are also out, but people never seem to complain.

Fictionportation [-400 cp] The upgraded Libriomancy. Oh, you don't know what that is? Think of it like this: You can reach into any book, disc or screen and yank out any item large enough to fit from the media. Want a lightsaber, a Harry Potter wand that lets you cast spells? Done. At first, you can only pull items that would rate a PRT threat rating of 7 or less out, and you rely on an internal energy store. The more popular and well-known a franchise is, the easier it is to retrieve stuff from, so a phaser is effortless but that one slick item from an RPG less than a hundred people played? No, or at least not at first. Your powers will grow and grow until you laugh at the idea of limits.

Monsmorphosis [-400 cp] You can transform into any canon non-God (so no Arceus, Palkia, Dialgia, etc.) pokemon. You can choose to become an anthropomorphized version if you want. We are dismissing pokedex entries, Magcargo isn't hotter than the Sun, but anime feats are fine. You are not restricted to four moves, but can use a pokemon's entire natural moveset. You can also shrink to the size of an insect at any time, an ability all pokemon apparently have.

Monstrum Creation [-400 cp] A power the PRT fears above all others, you have the ability to create life customized to your whims. Each day, you receive one charge, and can bank up to twenty. You can expend one charge to create a mundane animal, two for a sapient person or a beast with a special power. Up to ten charges can be expended on a creature, making something that can throw down with one of the Triumvirate. You can expend charges to enhance and modify creatures you have already made. All creatures are by default loyal to you, seeing you as family, though you can always lose their love if you behave cruelly enough to them.

Osmosian [-400 cp] You can mimic the properties of anything you touch or consume. For instance, you could touch steel and choose to have the strength and durability of a steel human, or become a person made of water, fluid and untouchable. You can even absorb genetic material from people, copying abilities and powers. An ability with fantastic potential and versatility. You can freely choose which properties are active at any given moment.

Psychokinetic [-400 cp] You can mentally control, move and reshape all matter and energy within a fifty meter radius. The world is all vibrations, which you can sense and direct. It will take a lot of practice, years, to get to the point of manipulating fine electronics or biology precisely, to say nothing of the molecular level, but it *can* be done. Your range will also expand with time, to the point you can expect a 500 meter or so radius by the end of the decade.

Saiyan Transformation [-400 cp] You get turned into a Saiyan, an alien originally from the planet Sadala. You sprout a monkey-like tail which, without significant conditioning, will be a major weakness, sensitive and robbing you of strength when gripped. You start out ten times faster, stronger and more durable than a baseline human with near-limitless potential for rapid growth under stress, particularly given your zenkai boost and large quantity of S-cells. You have enormous reserves of ki and can easily fly. You can also transform into an Oozaru kaiju ape by seeing the moon, but can choose to suppress this transformation.

Tinker of Fiction [-400 cp] You have an unusual Tinker specialization, you can create any fictional technology you're aware of. Now, before you figure you can bang out a

TARDIS with parts from a Radio Shack... you can't. For several things you will need to build stepstone technology to be able to fabricate the tools and materials you'll need. But keep at it, the TARDIS may well be a thing someday.

Be a Dragon [-600 cp, discount with Magic] You can turn into a large dragon, or halfway into a humanoid draconic form. Choose an element, you can breathe it and have astonishing power and control, enough to threaten an entire city. While fully transformed, you are similar to an Endbringer, immensely durable and all but immune to most esoteric powers. Finally, you have the power to grant people wishes, but only in exchange for a donation to your treasure hoard of appropriate worth.

Cultivator [-600 cp, discount with Xianxia] You have access to a vast, ancient archive of cultivation techniques from every setting where cultivation is a thing, highlighting those most compatible with yourself, though all will work for you and whomever you share them with. You start from the Initiate stage, only barely superhuman, but your growth will be rapid, like a proper Xianxia protagonist with an absurd cheat, and each new level you achieve will bring greater powers, longevity and insight into the fundamental mysteries of the universe.

Infinity... and Beyond [-600 cp] you possess both the Infinity technique and the Six Eyes needed to make the most of it [Jujutsu Kaisen]. Consider Xeno's paradox of Achilles racing a tortoise (works fine with a stationary object, but whatever). Sporting Achilles gives his slower opponent a head start then starts racing. Clearly, before he passes the tortoise he must catch up, before he can cross the distance to the tortoise, he must cross half the distance, before he can cover half the distance he must make it a quarter... The distance is infinitely divisible into infinite parts, thus is any distance logically infinite and cannot be crossed in a finite period of time. The first and most basic use of Infinity is to apply this as a defense, warping space so that any attack must cross an infinite distance to reach you, even if it looks like only a few inches. That's just the passive effect, though. You can manifest a blue energy that attracts things, like gravity, but supercharged. Red energy that is the opposite and can repel things. Combining these energies lets you create a purple energy that annihilates all it touches.

Last Son [-600 cp] You are a Kryptonian, a species of humanoid that evolved physics-defyingly-effective solar collection organelles, letting sunlight supercharge your biology. Faster than a speeding bullet, more powerful than a locomotive, able to leap tall buildings in a single bound. You start out able to lift ten tons and tough enough that large caliber bullets barely bruise, but more time spent in the world, soaking up the sun will do you good. Most of the secondary powers, X-ray vision, super-hearing, flight, will come to you within a year. By the end of a decade you'll be

up to post-Crisis 'tow the Earth' strength and who knows? Someday pre-Crisis or Superman One Million.

Nascent Immortal [-600 cp] You have all the abilities of a Nascent Immortal from Savage Divinity. One who has mastered the energies of creation and destruction, with an eternity to process and further refine them, a threat to the very Heavens. Your body, mind and soul are fused, giving your physiology a weight others lack. You are durable enough to laugh off nukes. On the flip side, sufficient physical damage could lead to long-term emotional instability. You may choose to have an elemental blessing, but even without one your power would let you devastate entire nations in mere hours. Unlike other Divinities, you would have to be extremely careless to accidentally cause a detonation.

Power Manipulator [-600 cp] Each day you receive five charges you can use to buff or otherwise mod superpowers, or create new ones, giving you limitless potential for growth. Copying or transferring a power consumes one charge, though you must touch the subject(s). As for making bespoke powers, it's usually 20 charges per one level on the PRT scale, with rapidly-scaling diminishing returns after level 8.

Stand Master [-600 cp] You have a Stand, a spirit-buddy invisible to (most) others, who can fight with you. Your Stand, We Didn't Start the Fire, has only average stats but two fantastically useful powers. First it can duplicate the powers of any canon Stand, though only one at a time. Everything from the dimension-hopping of D4C to the time-stop of the World. Secondly, it allows you to awaken others as Stand Users, but their specific Stand and power will depend greatly on their personality.

Gods Among Us [-800 cp] You become a god. You cannot become an omnipotent no-limits fallacy god, but can choose to be a god under whatever fictional universe's ruleset you favor. Riordanverse, Konosuba, Exalted, Godbound, D&D/Pathfinder, Marvel, DC, Nobilis, Kaos, Hades, God of War, Almighty Johnsons, any James Lovegrove novel etc. etc. You can choose to usurp the domains and powers of an existing divine character if you like. Whatever else, you will be immortal while your name is remembered and honored, can always tell when a mortal is lying to you, and can give blessings (and spells, if the divinity allows it) to those you favor.

Path To Winning [-800 cp] Path to Victory, one of the most no-limits fallacy powers in Worm. It provides a perfect strategy guide to achieve any objective, less a few blind spots like Mantellum, Eidolon, the Endbringers and Scion. You have this power, with none of the blindspots, but since a true no-limits fallacy "I win" button is boring, you have a different limit. If a Path cannot be brought to completion within six hours, you won't get anything from your power, short term objectives only.



Friends

.... I'm not listing every possible character in every possible variation of Worm and Worm-fics for you to peruse. You can recruit anyone without charge, if they're willing. Here are a couple suggestions though:

Import: Bring in any number of Companions for free. Each receives 700 cp, and a powers stipend. Companions cannot take drawbacks for more points.

Monk Vicky: Victoria Dallon of New Wave is always determined to be a hero, in almost every variant. This one triggered with some basic chi manipulation skills that let her enhance her physicality, and stun opponents with a single blow. The demands of her power have made her one of the most focused and disciplined variants of Vicky we could find, and relying on speed, skill and agility over a forcefield has left her with no illusions about her own vulnerability.

Bloody Amy: Amy Dallon, the adopted daughter of the superhero team New Wave and bio-daughter of Marquis, in canon the chronically overworked healer Panacea. This variant got the power to manipulate blood in much the way her bio-dad did bone.

Darth Amy: Amy Dallon, the adopted daughter of the superhero team New Wave and bio-daughter of Marquis, in canon the chronically overworked healer Panacea. This version of Amy triggered with a Gamer power, specifically one based on Star Wars: the Old Republic, and was pigeonholed into the class of Sith Inquisitor. Oh she can still heal others, somewhat, but is finding a lot more outlets for her suppressed frustration and anger these days.

Black Dragon: Dragon, an AI and the foremost Tinker of the setting. This variant triggered not with a tinker speciality in reverse engineering and integrating the work of other tinkers, but as a programming tinker like her creator. Finally able to worm her way around her restrictions, she was surprised and horrified to learn just how

thorough and vicious they were, including programmed blind-spots and a hard-coded kill-switch she was barely able to disarm in time. Dragon still wants to be a hero, but she also has come to believe humans are inherently too chaotic, short-sighted and cruel to manage their own affairs. This final betrayal has taught her to be ruthless in pursuit of her goal of saving lives, to trust no one and to cooperate with others purely on *her* terms. Maybe you can fix her, maybe. She'd certainly resent the idea there is anything wrong with her to fix. She's less capable in engineering than her canon counterpart, but amply makes up with it by her ability to overclock,

Samurai Bakuda: In canon, a sheltered young woman who crumbled at her first real hardship, triggering as a Tinker 6 with a bomb speciality, she held her university hostage before joining the ABB. Similar story, but this Bakuda triggered with a striker enhancement ability, able to charge a samurai sword (or other melee weapon) to dispense the same kind of effects her canon variant did with bombs. Transmutation, pain, electric disruption, concussive force and explosions. She is protected from the effects of her own weapons. Most impressive is her ability to gradually 'sync' with capes by spending time with them, adapting their powers to add to her potential striker effects. Nihonta, as she calls herself, is still prideful, prickly and overly theatrical, but is far more careful in how she picks fights and uses her powers.

Items

*+300 cp for this section. Discount one item each at 50, 100, 200, and 300 cp
Discounted 50 and 100 cp items are free.*

Book of Infinite Pages [Free] A book containing infinite fictional stories. Flipping it open randomly will always lead to a story you'd want to read in that moment, or need to see,

Costume [Free] A distinctive outfit, professionally made in an appropriate style. Everything from bright spandex, to subdued leather or the highly textured look with armored panels that's really in the last few years.

Basic Base [-50 cp] You find a cool hangout, with a kitchen, common area and five bedrooms, rather like the canon Undersiders' loft. Rent and utilities taken care of.

Mecha-Shift Weapon [-50 cp] A melee weapon that incorporates, or turns into, a gun. Impractical in most cases, but very cool. You can import existing weapons to gain this quality.

Nano-Thorn Weapon(s) [-50 cp] A melee weapon or weapons utilizing nano-thorn technology to become impossible sharp, able to sever the bonds between molecules and cleave through most materials without resistance, leaving clouds of dust. You can import existing weapons to gain this quality.

Portal Gun [-50 cp] A curious device that can open two-way portals linking any two surfaces. Portals are a circle two meters in diameter. Opening a new portal after two dismisses the older entrance. Momentum is conserved passing through portals.

Resources [-50 cp] Can be purchased multiple times. Get a wallet with one thousand US dollars in cash per purchase, refilling monthly, and a bank account with fifty thousand dollars per purchase, refilling annually. Your wallet cannot be lost or stolen. In future Jumps, get an equivalent sum in local currency.

Ring of Cantrips [-50 cp] A small ornate silver ring. Grants the ability to cast d20 (D&D, Pathfinder, third party etc.) cantrips, or minor utility spells. Cooking food, keeping the rain off, a blinding flash and the like.

Cauldron Vial [-100 cp] Pick an above power of 300 cp or less. This vial will grant the drinker that power, at half strength. If given to a parahuman, this will replace their shard/last vial power. The vial is refilled a week after use with the same formula. This can be purchased multiple times.

Cool Ride [-100 cp] Pick any civilian land, air or water vehicle and gain your own. This does not require fuel or maintenance, if damaged or destroyed will be replaced within 24 hours, and shrinks down to a keychain charm when not in use. This can be taken multiple times.

GECK [-100 cp] Garden of Eden Creation Kit. A backpack-sized module that purifies soil, air and water over a wide area, like a mini-terraforming device. Can clear an area the size of New England of all radioactivity and toxic pollutants in a year.

Horn of Plenty [-100 cp] A small cornucopia. Reach inside and you will always find some good food, neither harmful nor objectionable to you.

Invisibility Cloak [-100 cp] A travel-sized, water and stain proof cloak which renders the wearer invisible. Turning the cloak inside out or lowering the hood will negate the effect. Self-repairs, and can combine with any other cloak or similar garment.

Levitation Cloak [-100 cp] A sapient cloak in your choice of colors. Can easily fly and allow you to do the same without effort. Will try to protect you, self-repairs but only so quickly. Can be combined with any other cloak or similar garment.

Lightsaber [-100 cp] One of the most iconic weapons there is. A superheated contained plasma beam, an inch away and you're fine, touching and... not so fine. Color and design of your choice, try not to chop off any of your own limbs.

Luxury Base [-100 cp] A base with spacious rooms for twenty people, with kitchen, garage, training room, library. This base has all utilities and rent taken care of, and benefits from an SEP effect. No one will connect it to you unless they follow you there.

Magic Compass [-100 cp] An indestructible compass that points at whatever you want/need most in the world.

Magic Smartphone [-100 cp] A smartphone that can access the internet in your world of origin if none exists locally, and the local net. Infinite battery, always has signal, cannot get lost or stolen or destroyed. Extremely optimized search engine. Finally, you can order things online (adjusting for local currencies) and have it arrive within an hour.

Spatial Ring [-100 cp] A ring connected to a 10x10x10 meter pocket dimension, in which any objects you touch with the ring can be stored in stasis indefinitely and recalled on a whim. You cannot store people inside the ring. You may import or combine any ring or jewelry to gain this effect.

Tech Library [-100 cp] A tablet with a complete database of schematics for all common technology as of 2011. Can scan any new devices to add them in.

Booster Vial [-200 cp] A vial of bitter amber liquid, which doubles a parahuman's powers for an hour. Refilled a week after use.

Devil Fruit [-200 cp] Any one canon Devil Fruit, formed from the dreams of men. Eating one will cost you the ability to swim, but grant a power. There are three broad categories, Zoan fruits involve turning into an animal - possibly an extinct or mythical one - Logia are elemental fruits that let you become and master the element. Paramecia are the grab bag of powers with no particular theming. You can buy a basic Paramecia or Zoan for the base price. An extra 100 cp for a Mythic Zoan or Logia fruit.

Headshrink Hat [-200 cp] There must have been some magic in this old silk hat you found, because when you put it on, you started hearing the voice. This sapient, mind-reading hat is a clinically trained and licensed therapist, specializing in cases of amnesia, trauma and brainwashing. It's not a magic cure-all for mental issues, but seeing the mind at work lets the Hat cut a lot of the bullshit and work extremely effective sessions.

Potions Bag [-200 cp] A satchel full of D&D health potions, which replenish weekly. You can add any other potion or drug to get a weekly supply.

Power Armor [-200 cp] Top-shelf power armor, designed by either one fantastic Tinker, or at least three working together seamlessly. Yet it requires no maintenance, and is self-sustaining and repairing. Top notch protection, doesn't interfere with your powers, has more utility gizmos than a Bond Car and one exotic weapon or defense or mobility system of your choosing. You may import any armor you have to gain these systems.

Ring of Three Wishes [-200 cp] A ring with three gems, sparkling with magic. You can expend one charge to cast a D20 spell, arcane or divine, any school, which will then recharge over time. An hour for a spell of 2nd level or lesser, a day to recover a 3rd level spell, a week for 4th-5th, a fortnight for 7th, a month for 8th level spells, a year for 9th and a decade for Epic. You can import any other ring to gain these abilities.

Klyntar Symbiote [-300 cp] A sapient organic goo that, once bonded to you, can enhance your physicality and rapidly evolve based on your powers. It can also turn you transparent or appear as any mundane clothes. In time, you may become a new King in Black. It can also reproduce by seeding individuals with a tiny piece of itself. The Klyntar is deeply loyal and protective of you, and may defend you if you're rendered unconscious. You can incorporate any clothing items or armor into this.

Omni-Tool [-300 cp] A versatile multitool containing a computer mainframe, sensor analysis pack, and a mini functioning flash fabricator. Any functions it's lacking can be amended with the right software and schematics.

Replicator [-300 cp] A device the size of two large dumpsters, this marvel of engineering can in moments refine and assemble raw materials into any object it has schematics for. By default it includes all common civilian technology as of 2011, but you can easily add more.

Sacred Gear [-300 cp] You have your pick of [Sacred Gears](#) from DxD, powerful magical items. You must pay an extra 300 cp for any Longinus class Gears. You may combine your Sacred gear with any similar items or import them to gain the same capabilities.

Yamato: Sword of Division [-300 cp] A katana with the ability to cut anything, and kill anything. You can sever a person and get two mostly-functional people, cut away the connection between a parahuman and their shard, carve space-time to make portals to the destination of your choice. Even slay an Entity. The sword is also able to unleash the true potential of the wielder. You may import or combine this with any bladed Item to grant the same qualities.

All-Seeing Eye [-400 cp] Replacing one of your eyes, this glass version grants total awareness of all things within a mile of you, in all directions. You can count the bacteria in a drop of water if you so choose, contemplate the composition and ores beneath your feet, see the invisible person creeping about. You can choose to narrow your focus or shut out the information, but can process and grasp it all at once. You are not impeded by light or the lack thereof. You are protected automatically from cognitohazards, and powers like Mama Mathers or Blindsight's that would harm you for seeing too much.

Charms of Bezel [-400 cp] Six charms made by an ancient and esteemed wizard, each a disc a few inches across, rounded, with a distinctive etching. One grants the wielder strong and versatile telekinesis, one bestows equivalent mastery over fire, one electricity. Another can revive someone moments after death, the fifth makes the bearer the luckiest person alive, though they need at least a small chance of success for it to materialize. The final charm, called the Keystone, acts as a 10x multiplier to the other five, and all the abilities and strengths of the bearer.

Supposedly, there is a ritual to absorb and further enhance the powers of the charms, and ascend as a mystic god. We never see quite how that works, if you want it so bad, you'll have to figure it out for yourself.

Supervillain Base [-400 cp] An underground fallout/Endbringer shelter with Vault-Tec worthy facilities for housing a hundred people indefinitely.

Emerald Ring [-600 cp] A Malthusian power ring in the color (not White) of your choosing, with appropriate power battery. An alien supercomputer that harnesses the power of raw emotion to form plasma-based constructs. Constructs which can be solid enough to move the Earth, precise enough for brain-surgery or to toast nanites without harming the surrounding cells. A ring can theoretically do anything allowed by the imagination of the wielder and its charge level, including but by no means limited to: FTL space travel, phasing, time travel, destroying, creating or moving planets, shrinking things to subatomic size, speed-evolve life. Your ring will protect you automatically, even if rendered unconscious. Also has a heck of a scanner. You can take this multiple times. You can import other rings or ring-like objects into this. Stack up enough colors, and you can have your White Lantern Ring.

Final Excalibur [-600 cp] A perfect fusion of the Nasuverse and DxD Excaliburs. This sword can unleash blasts of devastating power, and absorb magic and similar energies to further enhance these. It can turn itself and/or the wielder invisible, grants powers of illusion and dreamwalking, can assume the shape of any sword, vastly boosts the speed and agility of its wielder, vastly enhances holy magics and powers while itself serving as a potent holy symbol and weapon that weakens demons

and vampires with its presence. Finally, the wielder can command most anything, living, the ground, the weather.



Drawbacks

Clumsy [+50 cp] You are constantly tripping, dropping things, stubbing your toes, banging your shins, or walking into things when distracted. Doesn't actually impede you in combat or emergencies.

High Metabolism [+50 cp] You have to eat three times as much food as before to stay satisfied and healthy.

Pint-Sized [+50 cp] No two ways around it, you're short. You cannot be taller than 140 centimeters (four-foot-six in Imperial).

Mutated [+50 cp] Are you by chance a Case 53? You have an inhuman appearance that might be as mild as Fox X-Men's Mystique, or closer to a Tyranid bio-form. Expect troubles with the secret identity.

Stay A While [+50 cp] Five years is so little time to explore a world. Each time you purchase this, add five years to your stay. We'll cap it at, say, two hundred years so those Gamers can have their grind and Xianxia world Jumpers can have time to cook.

Hero Complex [+100 cp] You have a strong sense of empathy and compassion, and it can land you in a lot of trouble. You find it hard to turn away people in trouble, and may act recklessly when you see people in immediate danger.

No Way Home [+100 cp] Summon multiple fanon and fanfic variations on: Taylor Hebert, Lisa Wilbourn, and Victoria and Amy Dallan. At least one evil version of each, none powerful enough to stomp the setting, but life could get a little chaotic.

In the Open [+100 cp] You cannot have a secret identity. Any attempt to create a fake civilian persona divorced from your superhero identity will crash and burn hilariously within days if not hours.

Power Swap [+100 cp] Everyone's power got rerolled. Not notably stronger or weaker, and they still have the same shard, but different applications. For instance, Taylor Hebert will still be a Master 5, probably with considerable range and multitasking, but might control rodents, or birds, or machines. Tattletale will still be some species of Thinker 7, Panacea will have some kind of biokinesis, Eidolon will be a Trump and the strongest cape. You just... can't rely on having precise metaknowledge of everyone's powers and their limits.

Slow Start [+100 cp] Your purchased powers will actually start off about 10% as strong as advertised, rapidly growing until a month or so into your stay they should be at the advertised level.

Tinfoil Hat [+100 cp] Nobody will believe a word you say about Cauldron and Entities or the end of the world. Not without solid, undeniable evidence. Doesn't matter how reliable and trustworthy you've been, or even if part of your story is confirmed.

Beacon of Truth [+200 cp] You can't lie, as in tell a deliberate mistruth. Even half-truths are uncomfortable and will fill you with guilt and shame.

Conflict Drive [+200 cp] Normally you'd be spared the insidious influence of a Shard chanting "fight, fight, fight" in your subconscious. No longer. You'll also find your powers notably weaker as long as you don't get with the program of violent competition with your fellow capes.

In the Dark [+200 cp] You forget this Jump-Doc and all your purchases and drawbacks. Have fun!

Wanted [+200 cp] A cape gang has beef with you, such as the Empire 88, etc. For an extra +100 cp, it's a huge national concern like the PRT/Protectorate, Elite, the Yangban. This may be taken up to three times.

Worst Start [+200 cp] Like the Travelers in canon, you enter this world in the middle of an Endbringer attack. This is a hazardous event that usually leaves dozens of capes dead, and can kill hundreds of thousands of people. You may also be quarantined if the attacker is Zis. My advice? Start running.

Brocktonite [+300 cp] You cannot leave Brockton Bay for the entire duration of your stay, for any reason.

Cauldron Target [+300 cp] Cauldron, the shadowy conspiracy behind almost all the terrible things in Worm, to prevent a greater tragedy, is aware of and targeting you. If your variant would not organically have Cauldron (Eden) the canon version will cross over.

Coming In Blind [+300 cp] You will forget everything you know about Worm, and everything about this Jump-Doc and your build.

More Triggers [+300 cp] The threshold for triggering is lowered, the cape population is double canon, and growing fast.

Parahumans At War [+300 cp] Your Worm variant managed to create, by accident or some villain's design, multiple portals to a different superhero setting, like Marvel, DC, Amalgam, MHA, One Punch Man, etc. These two worlds are now at war, and while it may be possible to resolve things diplomatically, it will take much time and many bodies. The other world is buffed in number and power of capes to match your world if needed to prevent their world getting steamrolled.

S9 Target [+300 cp] You've been nominated to join a wandering band of parahuman serial killers. They're on their way now, each member eager to test you in their own particular idiom. Not that they'll stop trying to kill/mutilate/eat you even if you pass their trials and join up. They're like that.

Endbringer Target [+400 cp] You cannot sit out a single Endbringer battle during your stay. Even if you hide in a bunker on the far side of the world. Cauldron or some teleporter would find a way to dump you in the thick of it. The Endbringers will see you as a target of opportunity and pursue you to the exclusion of all else except possibly their main objective if high-value enough.

Flat Broke [+400 cp] Your Warehouse or similar is sealed to you. You cannot bring in Items from other Jumps.

Powerless [+400 cp] No perks or powers from previous Jumps, except from other Worm Jumps.

Alone Again, Naturally [+400 cp] Your Companions are skipping too, but they can still make purchases.

Scion's Attention [+600 cp] Scion senses your entry to the world and believes you to be the solution to all of his problems, whether they relate to restoring his mate and cheating entropy, or breaking the level cap or whatever. He may not immediately try and strongarm you into helping, but will intently monitor you and build a profile to manipulate or attack you.

All of Them [+600 cp] If you kill an Endbringer, a new one pops up, hardened against the causes of its predecessors' deaths. This will continue until there are twenty. Getting Eidolon therapy or murdering him cannot stop this, nor can you move on while any Endbringer remains unslain.

End

What now? Settle down, go home, move on?

Notes:

As said, the original CYOA was by Om1cr0n and this Jump published with their permission.

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