

Lt Ouroumov's Worm ICYOA v6 - IXL

Link : <https://ltouroumov.github.io/worm-cyoa-v6-fork/viewer/>

Shard Points = SP = 0 / Character Points = CP = 0 / SP;CP = 0;0

Meta:

You (+5sp) 5;0

CYOA

Difficulty:

Easy

Higher Starting Points (+100sp / +100cp) 105;100

Scenario:

September, 2008 (just after the first Iron Man ends)(+10sp / +10cp) 115;110

Setting:

Alternate Earth

Marvel Cinematic Universe (+40cp) 115;150

City (New York)(-3cp) 115;147

Power Source:

Shardless (-10sp / -10cp) 105;137

Character:

Drop In (+5sp / +5cp) 110;142

Male, Masculine

X-x—

Drawbacks:

Trouble Magnet (+15sp / +15cp) 125;157

Child Of Fate (+30sp / +30cp) 155;187

A Little While Longer (x2)(no leaving just the MCU for ten years)(+16sp / +16cp) 171;203

Acclimation (+20sp / +20cp) 191;223

Jet Lag (+20sp / +20cp) 211;243

Snail's Pace (+40sp / +40cp) 251;283

Snails Are Quicker Than You (+40sp / +40cp) 291;323

Starting From Nothing (+30sp / +30cp) 321;353

No More, No Less (+30sp / +30cp) 351;383

Second Wave Parahumans (royal / tier seven)(+120sp / +120cp) 471;503

Mass Awakening (high / tier eight)(+169sp / +169cp) 640;672

Perks:

Blank (-5sp / -15cp) 635;657

Mental Barrier (-1sp / -5cp) 634;652

Sanctity Of Mind (-1sp / -3cp) 633;649

Trumped The Trump (-5sp) 628;649

Immortality Failsafe (-3cp) 628;646

Other A Sith Deals In Absolutes (-3sp) 625;646
'Plot' Armor (-5cp) 625;641
Just As Planned (-10cp) 625;631
Serendipitous Luck (-3cp) 625;628
Inner Harmony (-4cp) 625;624

Skills:

N/A

Items:

N/A

Missions:

N/A

Companions:

N/A

Point Conversions:

(+312sp / -624cp) 937;0

X-x—

Keystone Powers & Upgrades:

Planeswalker (-25sp) 912;0

Elder Planeswalker (-35sp) 877;0

Reality Check (-10sp) 867;0

All Angles (-10sp) 857;0

Planar Births (-10sp) 847;0

Absolute Summoning (-10sp) 837;0

True Immortality (-10sp) 827;0

WALLS OF PAPER UNLOCK (free)

Polymath (-25sp) 802;0

Atlas (-35sp) 767;0

Advanced Analysis (-10sp) 757;0

Quantum Supremacy (-10sp) 747;0

Toposophic Emergence (-10sp) 737;0

Jade Disciple (-25sp) 712;0

Great Sage (-35sp) 677;0

Grand Star Meridians Foundation (-10sp) 667;0

True Yang Body (-10sp) 657;0

True Yin Body (-10sp) 647;0

Grand Teacher (-10sp) 637;0

Freak Of Nature (-10sp) 627;0

XIANXIA PROTAGONIST UNLOCK (free)

Way Of The Warrior (-17sp) 610;0

Path Of The Warrior (-23sp) 587;0

Harmony (-10sp) 577;0

Mixed Art (-10sp) 567;0

Foundation (-10sp) 557;0

History (-10sp) 547;0

Nature (-10sp) 537;0

WORLD UNLOCK (free)

Sorcerer Apprentice (-17sp) 520;0

Sorcerer Supreme (-23sp) 497;0

Beloved By Magic (-10sp) 487;0

Infused With Mana (-10sp) 477;0

Core Matrix (-10sp) 467;0
Attunement (-10sp) 457;0
Artifact Extraordinaire (-10sp) 447;0

Nascent Mind (-17sp) 430;0

Almight Mind (-23sp) 407;0
Precognition (-10sp) 397;0
Clairvoyance (-10sp) 387;0
Psychometry (-10sp) 377;0
Telepathy (-10sp) 367;0
Psychokinesis (-10sp) 357;0
MAX UNLOCK (free)

Prototype (-25sp) 332;0

The One Who Crawls (-35sp) 297;0
Darwinism (-10sp) 287;0
Brethren Moon (-10sp) 277;0
When Evolution Breaks (-10sp) 267;0
Soul Container (-10sp) 257;0
Inorganics (-10sp) 247;0
EVOLUTION UNLOCK (free)

Blacksmith Of Potential (-17sp) 230;0

Divine Craftsman (-23sp) 207;0
Time (-10sp) 197;0
Resources (-10sp) 187;0
Method (-10sp) 177;0
Myth (-10sp) 167;0
Armory (-10sp) 157;0

Foundation Powers & Base Upgrade:

Dynamist Jr. (-20sp) 137;0

Breaker Of Chains (-25sp) 112;0

Dimensional Projection (-22sp) 90;0
Endless Reserves (-20sp) 70;0
Engine Of Ascension (-30sp) 40;0
Am I Supposed To Be Impressed? (-20sp) 20;0
Merlin Reincarnated (-15sp) 5;0
Seeker Of All That Is Supernatural (-5sp) 0;0

—x-X-x—

Key

8mhz,0wyi,deasy,gzmj,mgth,icne,28bt,d0mx,uh4g,42jg,tyrb,w0ll,z6c1,3vpf,akq3,iq1q,uqzv,x9od,m85g,7vo3,zo2d/ON#2,ucs6,uscv,474z,f2x8,ruhe,qcgp,a7lx,msaw,swry,vjg6,h0qq,3ndw,p1pi,mv8b,5vch,fx7m,xube,olmb,v37b,tioo,eo6y,m6kb,zsjt,w63z,r12o,2epe,1ud6,qwpc,dp90,6ova,j04r,bxwj,wg47,xa04,6mw8,jhfd,jdvw,pq2b,bpit,fwoo,5cbj,jhc5,z280,ij3h,mknh,r36j,wlso,bnvs,50hu,y8vs,nomm,06t9,9kvs,h7uu,Ma3f,jk1o,wgmm,wolm,sezr,gn7t,xsdn,du0m,1rxn,b8sv,xepo,2n9g,hbzh,yqs3,6crn,mcl1,6mfc,nvss,2muc,i2wv,tz70,wpu x,9g81/ON#3,qp7g/ON#6

—x-X-x—

Story

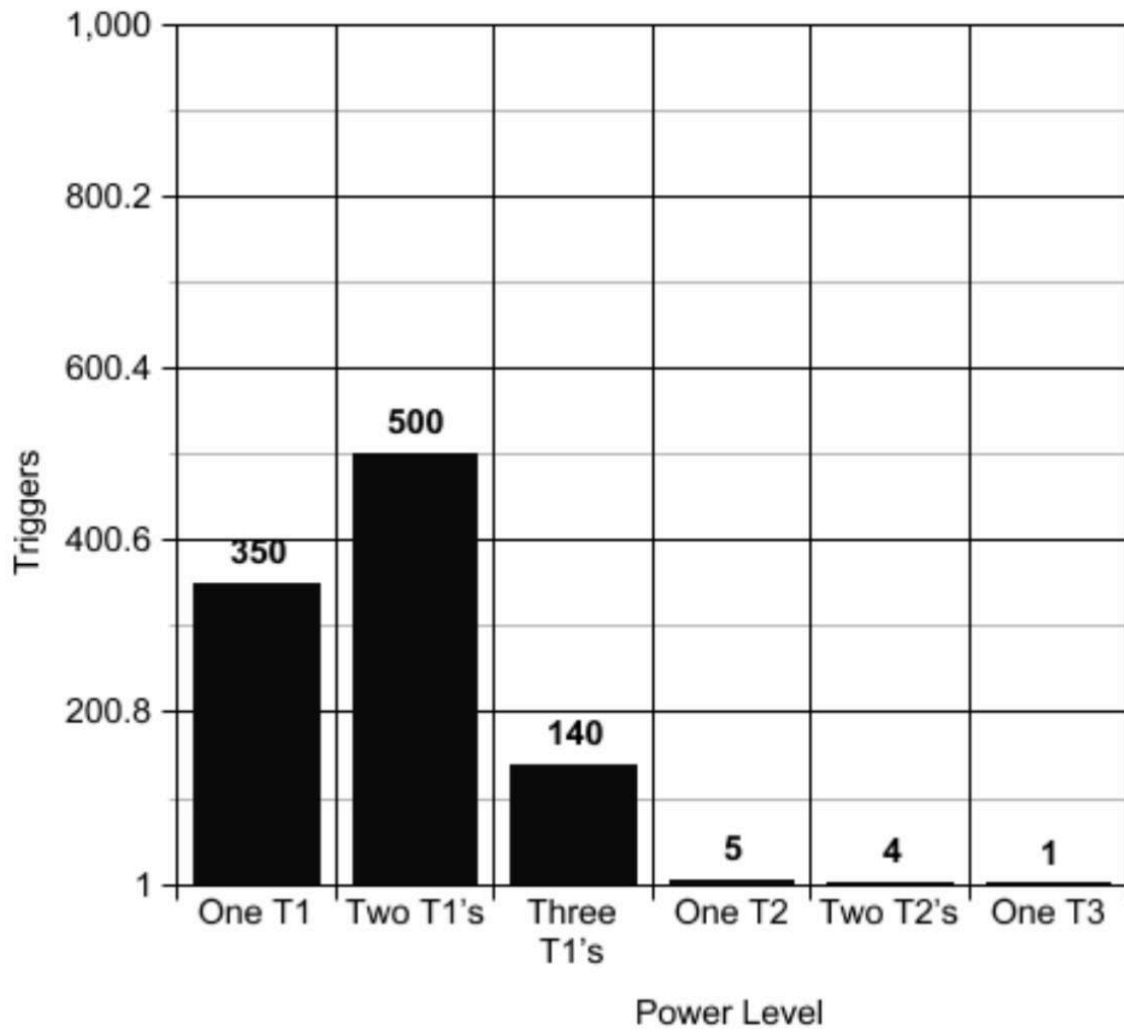
Between one moment and the next, just after getting dressed in the morning, but before pulling my things in my pockets, I vanish; materializing in an alleyway, where I collapse onto the damp ground in shock. It takes me several hours to discover the *nature* of my displacement, but as I hear of Tony Stark admitting to being 'Iron Man', a soul-deep *certainty* settles within me. Already I'm feeling much better than I have in a *while*, the aches and pains of age falling away from me— one of the Choose-Your-Own-Adventures I've played has come true. Assuming this to be the most recent build I've done, I start making my way towards 177A Bleecker Street (the New York Sanctum Sanctorum) while considering my situation.

I'm starting off as a baseline human, but I'll eventually *grow into* being the conceptual pinnacle of all eight Keystone disciplines; physical, martial, mental, magical, psionic, planar, cultivative, and creative. My powers will grow exponentially both vertically and horizontally, they'll always be totally under my control, and their range will be equal

to their power. I'll be immune to fate and the like, as well as harmful magics, and a prodigal master of all the supernatural, more so than just magic. As for perks, I'm already supernaturally lucky and not unlucky (which is kind of a power in its own right), and I can't accidentally affect the plot of any setting I'm in; I'll always enjoy the little things in life, be at peace with myself, and able to decide what wins in a battle of absolutes. I also won't be visible to supernatural scanning/predicting, mental/emotional/sensory manipulation, or power theft/nullifying/copying, of any kind. But due to drawbacks it'll be ten-to-twenty years before my powers grow to full strength (going from 0% to 100% at a rate of about 0.0136% each day, or twice that if fighting); I won't be able to *leave* this setting for at least ten years; I'll be a 'main character' of whichever setting I'm in (with a plot of 'interesting things' that follows me around); and an additional 1-in-65,000 people will gain either shard-based or shardless powers over the course of the next thousand days (going from 0% to 100% at a rate of exactly 0.1% each day).

Coming up to the sanctuary, I look up at the looming building. It all starts here— if I'm going to be ready for what is to come, I'm going to need to learn magic; and while I *could* do that on my own, as a homeless nationless nobody, I'd *rather* study under masters, and be a known player of the game. Maybe I'll involve myself in the scientific community once I get a little bit smarter (build my own Iron Man suit)? Maybe I'll see how the X-Men feel about a friendly neighborhood psionic? But all the same, I plan to show up to the Battle Of New York as a Brethren Moon (to steal the Mind Stone), scare Dormammu half to death as the fledgling Planeswalker that I *will be* (with 40% or more of my true power), kick the Dark Elves asses (for the Reality Stone), and then kick *Thanos'* ass (for the Soul Stone). He can have Power, and maybe Space, but Strange isn't going to give up Time, so there will be no Snap. Taking a deep breath I step up the stairs, and knock on the door...

Shard Based Power Triggers



Shardless Power Awakenings

