

Planned Changes: Option to be a Shard. Titans from Ward. Fix things incompatible with sections.

Who?

Scenario

Alignment

Character

Twinsies/Character-Inserts for

Rune, Emma Barnes, Sophia Hess, Oni Lee, Squealer, Mush, Trainwreck, Labyrinth, Nilbog, Kid Win, Dennis, Bakuda, Skidmark, Ash Beast, Number Man

Make Simurgh Containment Zone and Radioactive Wasteland incompatible with 1982.

Increase costs for Character choices?

Add Greg

Retired option

Alec is Bisexual

Shard

Character choices lock Shard type

Wrathful typo: Should be Gain 2 SP, Gain 1 CP

Point Conversion

Perks and Drawbacks

Selective Amnesia has CP where SP should be and SP where CP should be.

Fix Second Wave (And make a Shardless version of Second Wave)

Make Rich have the some requirements as poor.

Make backup and Wildbow? Where have I heard that before? Separate from those of whatever setting you choose. (Neither should work on Earth unless you arrive in the past or are not from this Earth)

Perk to connect a power with Aura or Magic (If you're in a magic-universe and have Magik or Magecraft) so they're no longer Shard based.

Sanity perk

Fallen Worship requirement Case 53 (Or other options)

Priority: Powers trump those of a similar nature.

Selective Amnesia has the CP and SP gains flipped.

Another Way: Shards no longer choose hosts based on trauma. You decide what their new criteria is. Whether that is ingenuity, kindness, or ambition. This would be from insert forward, not retroactive

Nothing To Replace, Required: Character Insert, Reincarnation: You don't get any of the memories or skills from the person you're inserting into that you would normally get, and are no longer able to act like them. Morally speaking, this could be considered murder, but it's best not to think too hard on that. Has no effect on powers which transform you into someone else.

What about having an ability or Perk that would allow you to pause other universes when you are not in them (Except Earth Bet obviously)

Skills

Rebalance skills

Change language skills to omnilingual and multilingual.

Add a therapy skill.

Presentation: You know how to play a crowd. Whether it's for good or ill you make being a cape look good.

Powers

If you have Tier-4 Trump, you can get (Trump) Letter-Swap. You can change a single letter in the power description. You can only change one power per person. You can revert their power, allowing you to change another one of their powers. Your range is 16 feet. This works on yourself, but not on this power. You can erase a character or replace a character with a space or symbol if it makes sense. You can swap two characters. Whatever you edit the description to, it needs to be an actual word spelled correctly. You can also add a character. The power's strength is not altered, just its versatility and applicability. At least 1,000 people must use the language as their primary language. 1,000 does not include clones. (10 SP)

Tier-4 Trump gives you the power description in every language you know. You get one description per power if someone has multiple powers.

Change Raven from teleportation to portal.

Look at Redistribution of Pain and Reconstruction

Multitasking with Forest

Twinsies for

Rune, Sophia Hess, Oni Lee, Squealer, Mush, Trainwreck, Labyrinth, Nilbog, Kid Win, Dennis, Bakuda, Skidmark, Ash Beast, Number Man, Vista

Make Skittering Legions say nonsapient instead of nonsentient

Make the Return by Death description more explicit about how you get it immediately regardless of when you Trigger.

Increase costs for Twinsies?

(Changer) Endbringer has unlimited powers. (I may have already changed that)

Buff Door Me (Portals can be placed relative to any object, allowing them to, effectively, be stuck to an object)

Emiya Shirou Combo power

Switch Wildcard with something else.

Maybe switch out a teleportation power or two for something else.

Glory Girl forcefield power currently costs more than Glory Girl twinsies.

Unnoticeable costs more than Imp even though Imp is better.

Rebalance Combo powers.

For Flying Bison power increase acceleration so that it's at least 1 mph/h.

Make Lycanthrope human-level intelligence instead of sentient. (Forest as well)

Fix confusion between (Brute) Aegis and twinsies Aegis, and (Stranger) Truth and combo Truth.

Fix wording issue with (Breaker) Immune Response.

Harpe: Wounds you inflict cannot be healed by powers, shard-based or otherwise: this power can be deactivated at will.

Make it so Meta Knowledge doesn't require Cloak or Tattletale.

Specify that Antares is from the start of Ward.

Speed up Vibranium

Buff hookshot.

Rework Temporal Tempo

Retroactive Empathy has a typo

Fix technopathy, electronic is apparently not a noun

Kage no Bunshin: Power should be Powers

Mono y Mono should be Mano A Mano

Make The Gamer costlier (But still Tier 2)

The Gamer should allow modpacks that appreciably change the game.

Rimuru Tempest Alt-Power

Oops

Rebalance the Oops section.

Add DanMachi - x

Add Legend of Zelda - x

Make it so you can only choose 1 setting in oops. - x

Make it so newly added worlds are incompatible with Location if they don't have Earth

Make it so you can choose Shardless instead of Second Wave Parahumns with world options.
(Along with other options) - x

Make it so the unpowered strength of humans in any universe effect Captain America and Olympics - x

Add Undertale - x

Perk Idea: Shard Pocket: Normally a person's shard would be located on an alternate uninhabited earth preventing them from using their power after reaching a certain distance from earth, but not you. Your Shard instead resides within a pocket dimension of it's own creation, due to this fact there is no range limit for your power, cross the universe and you can still use your power. Now the only way to lose your powers is the permeant destruction of your Corona Pollentia.

Tabs:

1. [bxz5] Scenario (lht3)

2. [va5k] Alignment (k5wl)

3. [cjyq] Character (Incarnation, Age, Sex, Gender, Appearance, Identity, Civilian Identity, Location

bhi3 / r3ou / 89d2 / a5tt / zhd4 / zll / isi5 / 1xru

[fqch, a6nc, mapp, c3ih, jvpg, 5dq9, 58k6, le0g]

4. [xy6v] Shard (Shard, Shard Ranking, Shard Influence)

6ouk / 6gqo / zk33 (pp)

5. [6dri] Point Conversion (Point Conversion, Shardless Point Conversion)

zgyq / p5ar (28)

6. [b0pr] Perks and Drawbacks (gra1)

7. [wwyj] Skills (fvd3)

8. [udrw] Powers (Power Classifications, Tier 4 Powers, Tier 3 Powers, Power Copy, Combo Powers, Tier 2 Powers, (Master) Custom Endbringer Powers), (Master) Custom Endbringer Appearance, (Changer) Custom Endbringer Powers, (Changer) Custom Endbringer Appearance, Tier 1 Powers)

puoi / dljy / io2d / jsch / qldk / zg2f / o58j / qd5r / jmco / ab0a / e018

[udjo, ibrt, wf8r, an1a, piiq, ou9p, hp0h, ovbo, wxs1, epvx, ezx6]

9. [j9ec] Oops (56t8)

@Glyphicus "Temporal tempo should more clearly indicate how you create the fields, as its unclear whether its by touch or sight etc. within the description" Noted.

@Aldar "(Drawback) In One Ear...

You can't explain your powers to others. If you try to, no information is conveyed in the attempt, even if the explanation was a lie (speech sounds silent, writing doesn't appear on the page, etc). Others can come to their own conclusions on how your powers work just fine, although attempts to confirm or deny their theories fail as well.

(in Natsuki Subaru) If you take In One Ear... and attempt to explain the nature of Return-By-Death, you will still die." I like it. Noted.

@Nicolie "Chaos Theory

Everything that can go wrong... Will. According to Murphy's law. You say, "Fuck that!" and decide that everything that can go wrong, well, doesn't matter. because everything can happen!" I like it. Noted.

Can everyone stay silent on this chat until I note that I'm done with suggestions for today?

Thanks.

PixelGMSToday at 11:34 PM

@Glyphicus I think I've already put changing the names for the Pokemon powers on my todo list.

Note: Make a section for non-Shard based powers (Magecraft, Aura, Force, etc.)

@EmptyIndex "Tier 1 Power: Gestation (Master/Trump): Every Parahuman you make physical contact with has their Shard controlled by your own. This effectively means you can add or remove restrictions to the power of those under your control, or even shut their powers down entirely! The longer this effect lasts the more the Target will find their willpower drained to become little more than a puppet to your will, and those you affect can share powers through this "web" including you and yours besides this one. This control can be broken by having or being close to a Trigger Event or if their connection to their Shard altered drastically (Bonesaw or panacea's work for example)." I like the idea. It'll be tweaked, but noted.

@pishSandwich Basically, remove ambiguity with choices w/ same name. Noted. Probably already noted previously, but noted again.

Note: Mess with Second Wave Drawback. Make sure Heracles isn't referenced.

Note: Edit Olympic to something else. Apparently the Olympic people are really touchy about their logo being used, even when it isn't being monetized, and better safe than sorry.

@Govus I will add the DxD world if someone writes the Oops... stuff for me, I'm not familiar enough with DxD to do it. All I know of DxD is from crossover fanfiction.

@EmptyIndex Like the idea, but not sure if it should be that expensive, so no Avalon combo. Some power that allows you to progressively create better tech.

Note: Fix up the Striker and Stranger sections

@Nicolie A thinker power that helps you learn. A self-master/Thinker power that increases Determination. Only useful if you already have a different geas, since Geas can already do this, but I'll put it in.

Stupid message character limits...

Just to be clear, I'm only responding to things I'm thinking of implementing.

And some of the things I'm implementing don't have @ messages and are in notes since they're not direct responses.

@Aldar Combo power (Ryoga / Homecoming) that can send you anywhere in the multiverse.

@pishSandwich I might put that in the non-Shard based power section. (Note: True Magic non-Shard based combo)

@Aldar Mods have already been discussed with WoG. Modpacks that make a significant difference to the game count as a separate game. I will make sure to make that clear in the power description.

@pishSandwich Disability (Requires Handicapped)

@Aldar Perk to make it so you don't owe Cauldron anything if you took a Thinker Shard with Reincarnation/Character Insert

@Aldar Combo power to allow other forms for Pokemon.

Shounen Protagonist (Requires: Shounen, True Good, Inspiration, FMMS): Like a good Shounen protagonist any enemy you beat in a fight will begin to see things your way. While beating someone in a mock battle might make them ponder your words, beating them into the ground during a fight makes them your best friend who shares your views on almost every topic.

Combo Power Idea: With Friends like These (Req: Friendbringers, Golem): Eliminates the weaknesses of your Golems and allows your friends to have powers up to the cost of twenty points. This power also allows you to "Spawn" any Golem or Friend that was destroyed in the past. While there is no limit on the number of minions you can have you can only have a single instance of a minion at a time (You're still limited on the initial amount of friends, but not Golems you start with).

Round 2. Fight! ((Weaker than Endbringer +10 SP/+10 CP - Equal to Endbringer +20 SP/ +20 CP)

Choose another universe or fictional story. Upon the first endbringer victory/defeat you must fight the endboss of that story within 48 hours cooldown. Examples of events that trigger this drawback are the Brockton Bay attack, Newfoundland, or Kyushu depending on your timeline.

Split Personality (+5SP/+5CP for Neutral alignment, +15SP/+15CP for Evil alignment)

Every 24 hours you lose consciousness and another consciousness of a designated alignment takes control of your body and powers. If your shadow self is of a neutral alignment, (s)he will merely act as an extreme short-term hedonist, using your resources and powers to fulfill its desires. If enemies attack, this being will choose self-preservation and escape, being willing to sacrifice people you otherwise care about, or causing collateral damage. If your shadow self is of the evil alignment, assume that (s)he would be a no-brainer recruit for the Slaughterhouse 8. You have no memory what your shadow self did in this time but it's assured to throw a wrench in your plans. It is possible to warn people about this, however your abilities of persuasion might have to come in handy to convince them that tomorrow's you is a very ugly person. If you possess a thinker power such as Sleuth you may be able to determine what problems were created and how you may resolve them. A possible cure may exist but it will only appear along the following timeline:

2000 Hours - finding a cure

1000 Hours & gathering approximately 1 million USD - searching for the necessary precursors and gather equipment.

1000 Hours - testing and finally applying your cure

simurghToday at 6:49 PM

The Flame that Burns Twice as Bright (+15 SP / + 15 CP)

Within 365 days of you receiving your powers you will lose all of them them, reverting yourself back to the level you had before you received them. You may keep any possessions and the world will otherwise be roughly the same as you left it. Hope you can make enough progress to make this stint worth it.

Cinderella (+30 SP / + 30 CP)

Same as above except you now only have 24 hours to use your powers. Get cracking!

Why does it hurt?

Any time you use your powers you experience painful feelings like a migraine, gastrointestinal discomfort, or muscle spasms depending on how all-out you go.

I'm shy and three's a crowd.

You can only use your powers in a situation where you are either by yourself or alone with a single opponent. The second you become aware of another person you lose your powers.

"1v1 me m8 no re"

Don't ask me to leave

Choose a space that is 100m * 100 m. You now can only use your powers within that space.

Lovestruck

You fall hopelessly in love with someone random in your universe. Once you hear of them or meet them, your thoughts will drift towards them and how you may be together. You cannot use your powers offensively on this person and will sacrifice your life to save them. This person is not guaranteed to reciprocate your feelings.

How good is your game?

Combo Power Idea: Shard Administrator (Requires: Power Sight, Code): A Shard could be compared to a giant crystal computer if you need a Metaphor to comprehend how it works, but to you this is no metaphor at all. You can "reprogram" a shard within your line of sight allowing you to add or remove restrictions and at the highest level replace the Shard's "Consciousness" with an AI of your own creation theoretically allowing you to have total control over someone's power.

EmptyIndexYesterday at 12:20 PM

Combo Power Idea: Retroactive Love (Requires: Bluff, Nice Guy): Upon physical contact with another person you can choose to activate this power, when activated this power will create and alter memories to make you the most important person within the target's life. The nature of your relationship is up to you, and whether you are their Lover, Best Friend or their employer this

power will act the same. The effects of this power are permeant and will persist even if you die. Any memories that your target receives will also be given to your from "your Perspective" divorced of any emotion the memories might give your target.

EmptyIndexYesterday at 12:36 PM

Combo Power Idea: Babel's Fury (Req: Redirection, Fluctuation, Fae Court): If you come into contact with the effects of a power you can choose to "absorb" it to gain a copy of the effect (This power can be used as a defense). You can then use this effect yourself or even combine them. You can use this to create new powers, have panacea use her power on you and stand in Grue's darkness and combine the effects to create a darkness that allows you to control the biology of those inside. Keep in mind that combining effects "destroys" them and you must "Absorb" another instance of it to gain another, Combining effects is the only way to lose them however and you are free to use the base effects however much you want, and you can also copy effects from your own powers. Note that some powers cannot be absorbed for example if heartbreaker used his power on you you could absorb the effect but you couldn't absorb "Bug Control" if skitter attacked you with insects.

Drawback Idea: Dreams of conflict (Requires: not Noctis cape): Your shard has decided that sleep could also be a source of conflict if used properly. For as long as your Shard has energy you will be plagued by horrible nightmares involving your friends and enemies. This will at the very least leave you sleep deprived and can lead to a phobia involving meeting new people lest you see them in your nightmares.

EmptyIndexYesterday at 12:51 PM

Combo Power Idea: No Mercy (Requires: Holmes, Weakspots): You can see the physical and Psychological weaknesses of others and know how to exploit them for the maximum amount of damage.

EmptyIndexYesterday at 1:00 PM

Combo Power Idea: Primordial Forest (Requires: Forest, Wither Repair): When you are transformed into a forest you can cause all technology that enters your area of control to rapidly decay into dust. This effect is particularly potent on tinkers causing most equipment to immediately fail upon entry. This aura doesn't only effect physical technology but any sustained higher thought causing mild pain the more "orderly and organized" the thoughts are. Trying to preform even basic mathematics will cause horrible pain reminiscent of the worst Thinker headaches. This effect can be turned on and off.

EmptyIndexYesterday at 1:09 PM

Combo Power Idea: Nicolas Flamel (Requires: Love Potion, Enchantment): Your potions can now bestow parahuman Powers onto others. Your created potions are now much stronger and have few limits allowing you to combine potions for new unique effects.

Perk Idea: Shard Sustenance: You no longer need to eat, drink water, breathe or exercise as your Shard will sustain your body for as long as it has energy.

That's all for now folks

a simple idea, based on the fact that I usually see myself taking confetti or another of the mini-masters:

(Thinker) Taskmaster:

You have unlimited capacity to multitask. Regardless of how many things you're doing at one time, you're capable of applying your full attention to all of them, as though it was the only thing you were doing.

EmptyIndexToday at 12:23 AM

Combo Power Idea: Precognitive Dissonance (Requires: Meta Knowledge, Khepri): Whenever someone has a precognitive simulation with you inside it you can hijack the simulation. This allows you to control almost every thinker power and can be used offensively (Think Naruto's Tsukuyomi).

I don't know about this one but it popped in my head

Changelog V6.1.2: Replace points with SP/CP (Star Wars, Locations). Make it so Heroic Spirit is a Trump/Changer power. Make it so if you take the option allowing you to know you're in a simulation that you'll gain all memories from simulated versions of you. State that the Siberian's physical age is not 11, just her chronological age. Make it so Case 53 can be taken by people with the Warrior Shard again. Move lost to Locations. Insert + Thinker Shard owing Cauldron issue. Fix how poor says insert is required when they're incompatible. Added Monologue drawback. Perk allowing travel outside Earth. Allowing travel to any of the Oops worlds. Add more locations. Nerf Gate of Babylon. Make Soldier of the Future work with Twinsies Miss Militia. Add option to play as someone else (Yourself, Someone Else, Fictional Character). Tier-2 Tinker Power. Look over Tier-4 powers again to reduce redundancy. Maybe make it so Tier-4 Brute allows you to use 100% of your muscle capacity at will? Add Fairy Tail setting. Percy Jackson setting. Fixed Second Wave Parahumans and made it a lot worse. Butcher powerset. Change Tier-4 Changer so that it gives a 1-time change in appearance. Make programming/hacking cheaper. Make Learning skill help with kinesthetic learning, learning from written-text, and self-study. Subaru combo power combining Time Loop + Conscious Geas that nullifies both of them in exchange for a cheaper Demiservant Subaru. Also, add Re:Zero to Oops section. Lost no longer refers to Self-Insert. Changed Tier-4 Changer power again. Added perk to change appearance once. Add restriction to Geas options. Sting Tier-1 should be able to make things ignore select laws of physics. Made an option to put the entity in a permanent comatose state, made an option to kill all Endbringers. Made the option to kill all endbringers incompatible with all powers that turned you into an Endbringer, controlled Endbringers, or the drawback Endbringer Target. Made Orphaned incompatible with actual Orphans in Character-Insert. Make Fan Service compatible with Cosmetic Shapeshift, and made Cosmetic Shapeshift cost 8 CP. Replaced mentions of heracles in the Oops section with Olympic. Made Corona Pollentia give more SP and CP. Let people choose between EU Star Wars and Canon Star Wars. (But either way all Force Feats shown in EU or Canon are possible). Made it so Deadpool can be killed if the Coronas are destroyed in a certain way. I fixed the spelling of resurrection. Fixed all cases of Neutral Good or Neutral Evil, replacing them with True Good and True Evil respectively. Fixed the misspelling of Target Acquired. Made (Stranger) New Identity only cover a 100 mile radius, and Mime now only costs 5 SP. Soldier of the Future works. (Changer) Custom Endbringer Powers section is now limited to two powers.

Changelog V6.2: Made it so the "True" Alignment makes it so you can opt out of alignment benefits/drawbacks.

Clarified the Good alignment.

Made Character-Insert cost the same as Reincarnation.

Made Insert give 8 SP and 8 CP

Cauldron Member, Mundane Criminal, Gang Member

Tweaked Teacher and PRT in the Civilian Identity section.

Suggestions

Nicolie 09/13/2020

Tier 0 powers that cost 50-65 points each.

Example: Master of Skills

You get 10 charges to spend on a skill of your choice. You can spend 2 charges for a tinker power (at PRT rank 2). Points increase by 10 a day.

(Literally Inspired Inventor)

The Man of Jewels

You are given the Kaleidoscope with none of its knowledge. You can travel entire universes, cut off parallel worlds, and even cut off travel to said parallel worlds. You operate them. You can time travel, even go to dimensions that don't 'truly' exist. You can look at a game of Black Ops and decide to go to any of its universes. You are unrestricted in travel and can even learn anything! Grab a grimoire from an alternate reality, merge yourself with magical powers.

Avalon EX+++

Enjoy Avalon? Well, with EX+++ , you adapt to all attacks at an astonishing rate, you are immune to reality warping, and Zion's stilling and Sting won't work on you. You can punch and destroy the Siberian without it being able to even hurt you. You are effectively immortal and never aging.

God Mode

All powers you pick are increased five fold. Tinker powers just make you tinker 5x faster with 5x better results.

Nicolie09/14/2020

Also, tier 3 trump/thinker power - "Victor"

Steal Skills and Talents like a thief!

Glyphicus09/14/2020

that sounds like a victor twinsies with extra steps (which would be nice)

avalon ex++ sounds like the tier 1 immortal

Nicolie09/15/2020

avalon EX++ is basically immortal but way better

Glyphicus09/15/2020

why have a minor situational buff be a whole new power, and why name it after a regen focused power when its a slightly better version of immortal, it would make more sense as immortal ex++ , but all it is is immortal plus trump immunity from tier 3

Nicolie09/15/2020

It's immortal + avalon + immunity

Glyphicus09/15/2020

what part of it is like avalon

Nicolie09/15/2020

but immunity is just resistance instead

Glyphicus09/15/2020

lets gen

Nicolie09/15/2020

the fact that you regenerate quickly, you grow, etc.

Glyphicus09/18/2020

There may be a typo for santaclause, it says first twice.

Nicolie09/20/2020

I demand Repair be changed to Bob The Builder

DeadNet09/20/2020

...Thanks now you got the song in my head.

Glyphicus09/21/2020

Bob the builder fits jack of all trades more, can he build it yes he can

Nicolie09/21/2020

no, tier 1 power

"Bob The Builder"

(Cost: 50)

Your tinker specialization? EVERYTHING!

Glyphicus10/21/2020

there are two powers called "(Changer/Trump) Pokemon"

maybe the tier two power could be called legendary pokemon or something to indicate its different.

EmptyIndex10/21/2020

Combination Power: Sorcerous Shard (Req: Love Potion, Magik, Enchantment)

It's said that there is little difference between magic and advanced technology, and while this saying must be stressed to work here it is important to keep in mind lest you forget that you're not using actual magic.

Spells, Schools, alchemy and other traditional works of sorcery are now within your grasp your "magic" expanding with your knowledge and experience. Do note however that this is the work of your shard and should it die or fail your magic goes with it, but there is no true limit to what you could achieve and if you had a few centuries of nothing but study you might even be able to kill an Entity.

I know that Magecraft is a Power but as someone who has never seen any TypeMoon I wanted an option for a "lore-friendly" Magecraft Power and this seems to be the logical group of powers for it.

Glyphicus10/21/2020

agreed, Even having seen the first season of a type moon show its annoyingly hard to quantify what it can do

DeadNet10/21/2020

Maybe you could add Hunter x Hunter or Dxd

Glyphicus10/21/2020

Combo Power: Eye of the Mind (Req: stuff like Power sight, Fluctuation, Trade)

You can copy the mechanical aspects of powers you have interacted with. you can use this index of mechanics to modify other parahuman's powers. modifications must maintain manton limits and other safeties or they will fail.

Example: take copy of vista, modify clockblocker to modify his power so that it works by stretching the flow of time in the area around him,

not sure if I like this one

EmptyIndex10/21/2020

Tier 1 Power: Gestation (Master/Trump): Every Parahuman you make physical contact with has their Shard controlled by your own. This effectively means you can add or remove restrictions to the power of those under your control, or even shut their powers down entirely! The longer this effect lasts the more the Target will find their willpower drained to become little more than a puppet to your will, and those you affect can share powers through this "web" including you and yours besides this one. This control can be broken by having or being close to a Trigger Event or if their connection to their Shard altered drastically (Bonesaw or panacea's work for example).

Glyphicus10/21/2020

I like it, not a lot of villainous feeling powers in the cyoa despite it being worm sort of bizaro-teacher

EmptyIndex10/21/2020

One drawback I wasn't sure I should have put in was that if your Shard gathers a big enough "Web" it might try to replace Eden and restart the cycle. Forcing you to limit the amount you effect, but I thought it should be up to the author to add something like that.

Glyphicus10/21/2020

yea a serious drawback like that wouldn't fit the idea of tier 1 powers, great idea for a fic.

EmptyIndex10/21/2020

I try

Glyphicus10/21/2020

the power should probably be (Master/Trump)

EmptyIndex10/21/2020

fixed

Glyphicus10/21/2020

:)

I find myself coming back to power editing builds, panacea and bonesaw is the best combo for that, but at that point power editing is like 10% of the potential which is weirdly annoying to me when making the build.

EmptyIndex10/21/2020

I feel you man

Omniscient is annoying in that I feel it's both the strongest and weakest tier 1, and despite being the tier 1 power I like the most I can never make a build I feel fits.

weak in that according to the description you can't control what questions the power answers

I feel that a certain number of questions that can be answered before a cool down is better as it's more balanced and interesting

Glyphicus10/21/2020

omniscience is kinda meh since we have vision. its pretty much just a removal of blind spots. Simulating scenarios sounds more interesting and powerful than asking questions

EmptyIndex10/21/2020

I always saw it as a computer (Shard) simulating everything and everyone in existence and when you ask a question it "tunes you in" to the simulation

Glyphicus10/21/2020

they even cost the same when you take into account all seeing precog and the cost of a queen shard, 40 each

lets go to general

EmptyIndex10/21/2020

at that point though you may as well just take the Combination Time-Loop, as it's basically the same thing for cheaper right?

Glyphicus10/21/2020

the tier 2 time loop?

EmptyIndex10/21/2020

lets move this to general chat 2

Glyphicus10/21/2020

k

pishSandwich10/21/2020

I feel like the two Language skills is a bit confusing to talk about, given that they have the same name, are in the same section, do very similar things, but have certain nuances to them that make them different. Very difficult to tell which one someone grabbed at first glance, if you just look at a build post. I feel like even just adding an "s" at the end of the one that gives access to all human languages could fix this problem, making it possible to see which is which in build posts, given the format those come out in, without having to add up points or clarify which was chosen.

Glyphicus10/21/2020

Second Wave still refers to the now renamed heracles perk. should be changed to olympic

Govus10/21/2020

i wonder if you couldnt make an dxd highschool world as well

EmptyIndex11/02/2020

combination Power: Free Tinker (Req: Jack of all Trades, Avalon): Any non-Tinker, or "normal" technology you produce benefits from Avalon allowing you to create different "generations" of technology. These generations are almost always more advanced than the rest of the world is capable of producing while still being "Normal Tech". Each generation you produce is better than the last. Example: you make a normal gun and generation one is far less likely to jam, you then upgrade the gun to generation two and reduce the recoil considerably, generation three you create a rail-gun effect, etc. You must still take the time to create these items and upgrades, but do to the fact that it's not Tinker-Tech it only requires as much maintenance as a piece of normal tech needs and with enough generations not even that anymore.

Glyphicus11/03/2020

Some of these have likely been suggested before but im writing them out anyway since its been a while since theres been any talk about them.

(striker) Forget me yes. I would recommend making this power more versatile. Perhaps "Whoever you touch will forget anything you choose that happened within the last 24 hours"

(Stranger) mime is rather dissapointing on its own, merging it with invisible woman would likely make the two more worthwile, as I've seen few builds that use them. replacing the now missing stranger power could be something like (Stranger) One of those faces: People will see you and recognise what your doing, but be unable to commit to memory any notable features such as your appearance, mannerisms, or names. This effect will noticed until they attempt to recall information about you.

(Striker) vector alteration and (Striker) Stop! could also be merged, as stop is arguably worse than vector alteration despite being 6 more points. you could either reduce the number of striker powers if you wanted to have the same amount per category, or you could replace it with something else. Perhaps

(Striker) What once was: You can mark any object or person with a touch. You have a maximum of 20 marks. at any time you can return the marked subject to its state when it was marked.

also I would like to just express my support for emptyindex's magic power idea over or in addition to magecraft

Nicolie11/09/2020

Thinker power: Improvisation

This is a thinker power that improves your ability to learn, adapt, and overcome! Everytime you do something, you slowly get better at it. People take years to learn programming of C++, javascript, AND python to an acceptable level altogether. You? You take months, if not weeks if you are diligent.

Thinker power: Willpower

Improve your drive. You are more determined to do things. This thinker power is effectively a permanent master power that makes you focused on completing tasks that you assign yourself. Great for dealing with ADHD!

Aldar11/15/2020

Drawback:

Already Somewhere Else

Required: Ryoga Hibiki

Required: Homecoming

your teleportation power extends beyond your current Earth, and is now capable of sending you to any planet within the multiverse that your shard can function in, although your arrival point must still be unobserved.

pishSandwich11/19/2020

Combo Power: True Magic

Required: Negentropy

Required: Magecraft

(Possibly) Required: Mage

You have approached the Root but did not touch it. In doing so, you have acquired the powers of one of the True Magics of Type-Moon.

Possibly require Omniscient.

Nicolie11/19/2020

Required: Negentropy

Required: Magecraft

Required: Trumped the Trump

Required: Extended Range

Choices:

Kaleidoscope (cost: 20), Entropy Manipulation(Cost:10), Denial of Nothingness(Cost: 25), Complete Unknown (Cost: 5), and Heaven's Feel (Cost: 20)

pishSandwich11/19/2020

What about the Blue?

Nicolie11/19/2020

the blue is Entropy Manipulation

that's how that true magic works

it causes entropy to speed up by using a bunch of energy at once or extends it by gifting energy back

pishSandwich11/19/2020

Well, I mean, the Blue isn't really explained in depth. Touko refuses to comment on it, outside of noting that Time Travel shouldn't be all there is to it since the Kaleidoscope deals with that, so we really don't know how it really works. I take it Complete Unknown is supposed to be the Fourth or a theoretical Sixth?

Nicolie11/19/2020

Fourth.

The power works by making you completely unknown, same with your other powers, whenever you want.

Aldar11/21/2020

Tier 1 power:

The Gamer+

Identical to The Gamer, but with the added benefit that you gain access to any mods or console commands you've used as well

pishSandwichYesterday at 7:57 PM

Drawback: Disability

Requirement: Handicapped

Not only do people believe you to be handicapped, you actually have a real disability. Whether you are deaf, mute, blind, paraplegic, or something else, no powers can recover what you have lost.

AldarToday at 9:34 AM

Perk:

Unsolicited Concoction

Required: Character Insert, Reincarnation

Required: Shard of the Thinker Entity

Instead of getting your vial directly from Cauldron, you'll instead receive your vial from a portal containing it. This portal will arrive sometime when no one is with you and you'll have plenty of time to hide it if necessary. As a result of this, you do not owe Cauldron any favors or money.

GlyphicusToday at 8:58 PM

this language is a bit confusing "If your plan is going to take a whole century to complete, or is very complicated, it might take years for you to complete your plan" maybe use "If your plan is going to take a whole century to complete, or is very complicated, it might take years for you to create your plan"

GlyphicusToday at 9:24 PM

Also time to complete might not be the best measurement of complexity, number of steps could also work

AldarToday at 10:39 PM

Combo:

Gotta Catch 'Em All

Required: Pokemon (Tier 3)

Required: Pokemon (Tier 2)

You can transform into forms of Pokemon which would normally require special items (Giratina Origin, Mega Formes, etc), use Z-Moves, and Dynamax.

(if this is too powerful as-is then Z-Moves and Dynamaxing could have a cooldown added)

GlyphicusToday at 10:54 PM

(Thinker) Chessmaster:

You can see the past actions and events surrounding each and every thing within your field of vision. you can also see the future actions that will be altered by each things presence. the detail of this sight fades the further from the present each event is. Move a pebble and save a life, jam a locker and change the world.

AldarToday at 11:10 PM

(Combo) Double Up!

Required: Demiservant

Required: Heroic Spirit

Doubles the capabilities of the Heroic Spirit you picked, in all areas. This can take power above the normally-imposed limit. You no longer gain any other benefits from Demiservant, and cannot change into the character chosen for Demiservant.

(Combo) World Manifest

Required: Temporal Tempo

Required: environment Shaping

Required: Forest

Required: Dungeon Core

Required: Vista (assuming she gets added to twinsies)

You dungeon core exists as a separate entity distinct from yourself, but under your control. The speed and scale at which your dungeon grows is doubled. Your dungeon can now create ecosystems of any existing type and control non-sapient beings within itself. It can also distort time and space within itself.

Questions

Glyphicus09/13/2020

rocky lets you output as much energy as the strongest blow you have taken, if you have taken a 1000 pound blow, can you put out 1000 pounds in a poke, or do you need to fully exert yourself in a full body kick or something?

pishSandwich09/13/2020

Under the circumstances of "living human speaker of it in the universe you're in," does this apply only to the universe you originally enter or any you've been to? For example, if I started inside of Wormverse but ended up going to Nasuverse, would I then learn how to speak the Unified Language, given that Satsuki Kurogiri is a thing? Or would I only know and remember languages that are alive inside of Wormverse?

On a similar, speaking power related subject, in the Dovahkiin power, it states you have the powers of the Dovahkiin from Elder Scrolls V, but it only mentions things about the Thu'um. Does this mean that you have only shouts or do you have access to everything you can do as the Dovahkiin in Elder Scrolls V, like magic, enchanting, potions and stuff?

Glyphicus09/13/2020

Can inviolable barriers be summoned inside of something, and if so is that manton limited in any way?

Aldar09/13/2020

are Dovahkiin shouts' power based on lore or on game mechanics entirely? and also, are endbringers counted as "dragons" for shout purposes?

Aldar09/13/2020

if you share an opinion with (Stranger) Truth, does it make people believe the opinion itself, or just make people believe you have that opinion?

Glyphicus09/17/2020

what is the time scale on which reinforced objects lose their effect?

Aldar09/19/2020

does It Gets Worse have the same level of power as Taylor's power from the actual It Gets Worse fic, or is the name just a coincidence?

Nor09/19/2020

is the case 53 drawback supposed to be takeable with the shard of the warrior?

Aldar09/19/2020

yes; it was changed in a recent update to be able to do that

Nor09/19/2020

ok thanks

DemoIceman09/20/2020

If I have a teleportation tinker-tech device will Homecoming work on it?

beastflich09/20/2020

Can you become a hivemind with biobringer?

beastflich09/20/2020

And if you can how does that interact with biomass generation?

Ecko09/20/2020

I think you can become a hive mind with any power

beastflich09/20/2020

I doubt that.

Aldar09/20/2020

with the Meta-Knowledge power, can you tell who the simulation is being given too, or the purpose of it? I'd give a far different show to coil's simulation when compared to the simurgh's, for instance.

beastflich09/22/2020

A while back you mentioned resource quality for dungeon core what does that mean exactly?

And is there some power combination for infinite resources?

Glyphicus09/22/2020

negentropy plus puella

Aldar09/22/2020

there are several that can provide infinite resources

Glyphicus09/22/2020

infinite of anything you can carry

DemoIceman09/22/2020

Hey with Fluctuation, can you scale the power boost and power debuff or 50% and 250%?

Nicolie09/22/2020

It allows you to scale it.

Ecko09/23/2020

When you get dropped into a different a world, it just says x number of years before end of canon. Is this referring to canon worm or the cannon of the world you are getting dropped into?

Aldar09/23/2020

so, all-seeing precognition is a bit weird for me in how it functions. it says you can precog anything, but there have been several examples not backed by fiat (such as fate's luck stat) which can't be precogged even with all-seeing precog. so what exactly determines when something becomes a good enough precog blocker to effectively counter all-seeing precognition?

Cookiecrook10/02/2020

Just wondering what are some useful applications or benefits of cloak mk4?

Aldar10/03/2020

does Natsuki Subaru turn you into pre-isekai Subaru, and if not, when in the series do you draw from for being transformed?

Supremacy Aqua10/05/2020

When you choose a combo power do you lose access to the powers needed to get it?

Aldar10/06/2020

how much force can you apply to each paper scrap with Confetti?

Nicolie10/06/2020

why use force when you can just cause it to be a bunch of paper cuts

paper cuts don't need any force beyond regular paper and are incredibly annoying

just slide paper real quick with an edge and bam, paper cut

Aldar10/06/2020

it's not about needing it, it's about figuring out how much I'd have

Nicolie10/06/2020

That's not force then. I imagined it was just basic telekinesis except paper only

pounds of paper is also pretty good for a defense

Glyphicus10/06/2020

Nicole i don't understand what you mean. He's talking about the amount of physical force exerted when moving the paper, not the power from star wars

And they need some force, with zero force they would not be moving

Nicolie10/06/2020

i knew he meant that. i was just saying let gravity handle it all
cause i assumed he meant how much force is exerted from the papers

Glyphicus10/06/2020

Let's gen

Aldar10/20/2020

does cloak mark II and III provide immunity to postcognition?

BenFang32210/20/2020

So, with self-biokinesis or biobringer, can you increase and decrease midichlorian counts? For example, can I increase the amount of midichlorians from 20,000 (due to "Not Midichlorians!") to 30,000 or something along those lines? Also, does it mean that I could increase the amount present in other people, giving them the ability to use the force and whatnot?

BenFang32210/21/2020

If you take Jedi Knight and Sword Art Offline, does this mean you instantly master the different lightsaber forms or you still need to learn them through the Holocrons? I wanted clarification since the SAO perk would normally just mean IRL weapon fighting.

Glyphicus10/22/2020

In regards to kage clones having weaker powers, what would that mean for powers like trade that don't have a clear quantatative aspect that can be lowered?

Chrissy10/22/2020

@BenFang322 Lightsaber Forms are based (weakly) upon real sword fighting forms, with some diffrences, i'd say taking Anything Goes Martial Arts, the Adapting AND SAO would make you capable of seeming like a master of each Lightsaber Form, with SAO just giving you the know how

beastflich10/23/2020

If you have both deadpool and hivemind at what point of damage would the original be considered dead for the next oldest clone to gain the cloning power?

If you have deadpool and lung, ha! Does your size influence your regeneration speed?

And if you are reduced to a single cell while full size lung, ha! Do you regenerate at the full size or smaller or as a human?

Can you get a refund of resources from your own dead creatures with dungeon core?

And if so would you be able to create something to give infinite resources using only the dungeon core power?

Does the forest power allow for you to create extinct species?

beastflich10/27/2020

With enchantment do you need to be the one making the item or just be in proximity for you to be able to infuse parahuman powers?

DemoIceman11/03/2020

So for the RWBY CYOA, are we in the Worm Multiverse or are we in the RWBY Multiverse?

John Smith Anderson11/04/2020

Rwby cyoa question

With the Copycat semblance to copy someones semblance do they have to be aware of their own semblance/have it be awakened for you to copy it. Like lets say I beat arc before he gets his semblance could I copy it or dose he have to have it for me to copy it by extension dose this mean I could copy someones semblance if they don't have their aura unlocked. (I havent seen anything that would disprove this in the description of copycat so it's my personal belief that its a yes but you would have to figure out how to use it from scratch/unlock it without knowing what to look for)

digbickmystic11/05/2020

With Biomass Generation, Biobringer, and Immortal, does detached biomass still maintain invulnerability? Like creating an indestructible flesh prison separate from your body?

And with Unlimited Potential and Hive Mind, do all clones gain the strength increase? Or only the instance of me that's training? What if i graft everyone together and train as a single body?

Aldar11/05/2020

regarding the hivemind/unlimited potential: each body is its own separate organism, power growth of any sort isn't transfered between (although later clones are made with copies of everything you had before splitting)

digbickmystic11/07/2020

Is Biobringer still limited by Panacea's need to touch someone?

DemoIceman11/10/2020

Hold on wait, does the the Meta option in the RWBY CYOA, give "you" (as in the one who does the CYOA), a second CYOA? Or is that just another variant of yourself?

DeadNet11/11/2020

You that's done a cyoa already.

DemoIceman11/11/2020

I've done the cyoa already.

◇ Veith ♦11/12/2020

ikea

Aldar11/16/2020

can Ryoga Hibiki teleport you to instantly lethal (for a non-brute) locations? (bottom of the ocean, inside a volcano, etc)

Nicolie11/16/2020

those locations aren't instantly lethal depending on the powers and what you've done

Aldar11/16/2020

there, I fixed it

Nicolie11/16/2020

immune response isn't a brute power

and most breaker powers can survive inside those conditions in their breaker state

Aldar11/16/2020

...dude. just. it doesn't matter that much, everyone knew what I meant.

BenFang32211/18/2020

What are the specifics of what defines a mock battle (or a real battle for that matter) in regards to the "Fighting Makes Me Stronger" and "The Legion of The Fae" powers?

pishSandwich11/20/2020

When it comes to The Gamer power, is it possible to use a modded game as your choice, or does it have to be the vanilla experience of the game? Also, are things like console commands allowed?

BenFang322Yesterday at 5:14 PM

Do (Tinker) Swords, (Tinker) Guns, and/or Soldier of The Future allow for the creation (or summoning in Soldier of The Future's case) of armor, power armor or similar?

NicolieYesterday at 9:24 PM

I mean, a tinker gun would allow armor

armor-gun! bang, you now have a conceptual "armor" on you! Bang!

AldarToday at 9:50 AM

Regarding Battle Hungry, if you totally curbstomp the opponent does it still reset the "timer", or does it need to be a challenging fight to count?

pishSandwichToday at 4:42 PM

It is to my understanding that Demiservant and Heroic Spirit limit the destructive power of anything chosen, but has anything been said on the defensive side of things? Do chosen characters keep their ability to tank reality ending hits if they were able to? Or is it similarly limited?