Shadows of the Limelight

Welcome, jumper, to a world where stories carry influence, and the pursuit of fame is indistinguishable from the pursuit of power. At the peaks of the world, the Illustrati hold sway, those for whom recognition has granted supernatural abilities. In their employ are an army of bards and troubadours, who regale every bar, inn and stage with tales of their exploits. And in the shadows are those who would see the balance of power shift from an elite few to the unsung many.

You will start in Gennaro, one year before the barely-known Dominic de Luca strikes a lethal blow against the infamous Zerstor.
Here's 1000 CP: spend it carefully, because you'll be spending ten years here.

Backgrounds:

Drop-In:
No memories, no fame. You receive 100 CP to compensate your initial lack of renown.

Runner:
Every city has its tasks for the quick. Perhaps you deliver packages, whether legal or not. Maybe you ensure messages reach the right ears. Either way, you're also a seasoned participant in the Rooftop Races, and as a consequence are quite well-known to the local excitement seekers.

Bard:
This is a world where stories hold sway, and those who tell the stories hold a power of their own. You find yourself among their number, spreading songs and poems of the Illustrati of the world.

Illustrati (200 cp):
You are one of the elites of society. One way or another, you built your way into becoming famous throughout the country, or possibly the world, and wield your powers full-time.

Domain

The exact nature of a domain is subject to much debate among the scholars of the world. However, the basics are well known. All people of this world, including you, gain power by gaining fame. A complete unknown would not benefit from their domain. A person of some repute would gain the strength to leap ten feet in a single bound, as well as weakened versions of their domain's effects. Somebody known across the country might wield incredible physical abilities, as well as the full power of their domain, and further fame might allow you to surpass even those limits. Practice will enhance your control over your abilities, but not their strength.

Roll 2d8. If your first die was odd, choose from the left column, otherwise choose from the right column. The value of your second die determines your domain. Alternatively, you may pay 50 cp to choose your domain freely. Your abilities are only empowered by your fame from the jump you're currently in. Should you gain a Spark, this restriction is removed, and you benefit from your fame across all worlds.

All domains grant immunity to harm from themselves, so long as the source of harm is equal to or weaker than your domain, as well as a natural intuition for the domain's use.

The listed abilities are not the limit of your powers; other uses can be found for a given domain. They are there to give an example of what to expect.

1: Fire. Also known as the domain of flame, or combustion, or even ignition. You can detect nearby flame, and are not blinded by its light. In addition, you can manipulate it, weaken or strengthen it, and conjure it from yourself. A simple, but versatile domain.	1: Steel. You can sense steel you touch as though it were an extension of yourself, and can alter its form, or create more of it. Wearing thick steel will not impede you as it would others.
2: Shadow. You gain night vision, and can manipulate shadows, making them larger, smaller, and changing their shape. You can also conjure equipment for yourself made of shadows, such as a blade or set of armor.	2: Animal. Pick a well-known type of animal for this domain. You may alter yourself to have qualities of that animal (such as a dog's sense of smell, or a cat's agility and balance). Additionally, you are skilled at training that type of animal, and can even control them directly or alter their size.

3: Water. You can breathe underwater, and suffer no visual impairment from it. You may produce water from an existing source, or from nothing albeit with greater difficulty. Lastly, you may move and manipulate water as you wish.	3: Flesh. You can sense and alter muscle and sinew by coming into direct contact with it. Uses vary wildly from repairing injuries, to paralyzing your target by detaching muscle from bone, to granting yourself manipulable tentacles of muscle.
4: Sound. Your hearing is improved, able to pick up even the faintest of sounds. Further, you can manipulate the volume of a given noise, making it nearly silent or loud enough to shatter glass and burst eardrums. You can also create new sounds entirely.	4: Glass. By tapping into your domain, you can sense nearby glass and cause it to move, whether along the ground or through the air. This works for panes and shards alike, the former being easier, the latter often more useful. You can also wrap yourself in glass, the sharp points failing to cut you or impede your breath.
5: Rust. Also known as corrosion, you have the ability to rapidly degrade metal. You can sense this degradation, of course, and notably can control or reshape any metal that has been sufficiently corroded, whether under your power or otherwise.	5: Wood. You can phase through constructs of wood, as well as sense their structure while in contact with them. By touching wood, you can cause it to sprout new branches, or twist its form.
6: Ash. The domain of ash represents the residue left behind after fire has passed. Though you cannot produce the substance yourself, your manipulation of it allows you to wield it in a dozen different ways: as a smokescreen, as a choking hazard, as insulation against the elements, and even to detect another domain's use, such as water or air.	6: Air. Gusts, winds and typhoons fall under your purview. You can manipulate the flow of air, as well as sense what flows are already in place. This manipulation is not restricted by the air in question being inside of someone (though a path must exist between you and any air you wish to control).
7: Lightning. A wild and heavily offense-focused domain, lightning allows you to tap into the power of electricity. Generation of electricity is possible, of course, and you can absorb it harmlessly, as well as detect any imbalances in electric charge. You might also sheathe yourself in it, interrupting potential attacks with a severe shock.	7: Earth. Your domain is that of the softer components of the ground: dirt, soil, and humus. Shifting its shape is within your power, as is passing through it, or detecting anything that makes contact with it. Supplementing earth with your power can 'reinforce' it, granting it enhanced durability until your focus on it wavers.
8: Free choice. You may also pick a variation of one of the other abilities, such as picking light rather than shadow, iron instead of steel, or bone or blood instead of flesh. Alternatively, you can pick any other canon domain.	

Drop-In

Analytical Eye (100 cp, discount Drop-In):
To judge truth and falsehood in a world of stories, even the smallest details can be useful, be they a scar on an illustrati's face, an unexplained death on the other side of town, or an unusual mannerism. These details are things that you can track with ease; although you won't always understand their significance, you'll almost never overlook a pertinent facet of a situation.

Redemption Script (200 cp, discount Drop-In):
"Don't admit to anything specific, show contrition, promise reform, talk about your crimes like they're all in the past". It's a common enough strategy, but it works. So long as you follow this formula when talking about your past, you'll find people surprisingly willing to overlook any historical misdeeds.

Domain Utility (400 cp, discount Drop-In):
A wielder of Snakes might find that their venoms can be refined to create a potent recreational drug. A user of Iron can mass produce and shape the material for economic benefit. These things are true for all with sufficient strength and skill in their domain, but for you it comes naturally. No matter what domain you possess, you are instinctively capable of finding esoteric uses for it.

Multistrati (600 cp, discount Drop-In):
How did this happen? Some secret Harbinger artifact, perhaps...? Well, however it came to pass, you may choose a second domain from the list above. This domain grows with your fame, much like your first. You may wield both domains simultaneously.

Runner

Parkour Expert (100 cp, free Runner):
Many challenges face a racer, be they uneven paths, impassable hurdles, or even bystander interference, but none of these are insurmountable. Experience has left you capable of getting from point A to point B with practiced ease, so long as it can be done by mundane means.

Adaptability (200 cp, discount Runner):
When life changes, failing to change with it can be a disaster. Luckily, you're a quick study. Learning a new skill is significantly easier for you so long as it's pertinent to your situation.

Domain Assault (400 cp, discount Runner):
A wielder of Water can force liquid into an enemy's lungs. A user of Steel can sprout spikes from a wall to impale their target. These things are true for all with sufficient strength and skill in their domain, but for you it comes naturally. No matter what domain you possess, you will instinctively be capable of using that domain to maim, injure, or harm.

Mortal Intervention (600 cp, discount Runner):
Sometimes, a fight should be beyond your ability to meaningfully affect. Perhaps two illustrati, each far more famous than you, are dueling in the town square. Maybe juggernauts of countrywide repute go to war. But even great differences can be momentarily overcome. Once a fight, you can launch a single, critical blow that is far more likely to reach its mark.

Bard

Bardic Talent (100 cp, free Bard):
Every tale requires a teller, from the local rumor mill to the exploits of the greatest Illustrati. You are skilled in the telling of stories and poems, and in the singing of verse. Your presentations naturally tend to draw attention, and as you spread stories of others, your own fame as a storyteller will grow.

Venomous Prose (200 cp, discount Bard):
If there's one thing an Illustrati hates, it's a conflicting story to muddle the waters. Unfortunately for them, those are something you're quite skilled at. Given time and material, you can present a narrative to paint your target in the worst possible light, containing just enough truth to grant it validity and enough intrigue to ensure the story spreads.

Domain Theatrics (400 cp, discount Bard):
A wielder of Sound can mislead a pursuer by creating noises in the wrong direction. A user of Bone can play up an injury's severity by displaying a shattered femur. These things are true for all with sufficient strength and skill in their domain, but for you it comes naturally. No matter what domain you possess, you will instinctively be capable of using that domain to mislead, misdirect, or befuddle your audience.

For the People (600 cp, discount Bard):
In most cases, stories and tales only affect a single person, or perhaps a select few: empowering a hero or a villain, cementing their reputations, and so on. But sometimes, what is needed is not for a single person to become strong, but for a change in the system. By your words and deeds, you have a natural propensity for the incitement of social reform, and these sentiments will spread and grow like wildfire of their own accord. That you will rapidly gain fame as a consequence is merely a happy coincidence.

Illustrati

Self-Portrayal (100 cp, free Illustrati):
When it comes to being famous, it's all about presenting a strong image to the world. Inconsistent details, like whether or not you wear a cape, can stop a story in its tracks. You have a natural propensity for making sure your appearance is stable; barring external interference (smear campaigns, for example), public perception of you will not change unless you deliberately make it change.

Search for the Numifex (200 cp, discount Illustrati):
Every quest has its objective: the kingdom's crown jewels, a spear forged by the gods, or some other item of great importance. Of course, in order for the quest to continue, there must be some hint or indication of what to do next. Whenever you are searching for a significant object, you will tend to find a chain of clues, or hints, or testimony that gradually leads you to your destination. Much like the Numifex, though, expect it to take a long time to reach it this way.

Domain Preservation (400 cp, discount Illustrati):
Stab a wielder of Blood, and they will simply refuse to bleed. A user of Light can construct a glowing brace to immobilize and strengthen a shattered limb. These things are true for all with sufficient strength and skill in their domain, but for you it comes naturally. No matter what domain you possess, you will instinctively be capable of using that domain to shield yourself and others from harm, or to keep yourself functional once you've been harmed.

Trump Card (600 cp, discount Illustrati):
Occasionally, there will be an Illustrati with access to techniques of their domain shared by none other, such as fully functional wings of light, or the ability to manipulate flesh without direct contact. Now you can develop similar such techniques. Perhaps you're simply the only one with enough fame to use them, or maybe they involve an unusual method that other Illustrati don't know exists. Either way, the abilities are powerful, and so long as you can keep them secret, they will always catch your opponents off guard. Be aware that they're not exclusive abilities; should they become known and understood, other Illustrati of similar fame and domain will be able to replicate them.

Items and Companions

Harbinger Bauble (50 cp):
You have in your possession a relic or piece of jewelry from times long past. Just the sight of it fills your mind with an inexplicable certainty that it was created during the era of the Harbingers. It doesn't really do anything, besides project that certainty, but there are people who consider such objects very valuable.

Handgun (50 cp):
Imported from the Iron Kingdom, this is exactly what it says it is. Strong Illustrati may have ways to protect against this, but it often depends on their domain.

Castle (200 cp):
You may not be royalty, but you've got the real estate for it. You now own a sprawling castle to rival that of the Iron King. In this jump, it appears somewhere near Gennaro; in future jumps, you may have it either as a Warehouse add-on or injected into the world somewhere near your starting location.

Domain Transferrer (400 cp):
A metal band, made to have a person's hand inserted into it. On the first activation, it will drain the user of all domains they possess. On the second activation, it grants its stored domains to the user. A stolen domain is powered by the fame of its original owner, rather than the fame of whoever currently wields it. Like all objects from long ago, the sight of this object fills you with certainty that it was created by Harbingers.

In future jumps, the Domain Transferrer can steal any "innate" ability a person possesses, apart from those provided by their biology. The stolen ability will remain at its original owner's level of skill.

Ombra (50 cp):
Every illustrati could use an assistant, so they say. Well, mostly it's just the people who would become assistants that say that. In any case, you now have a personal helper with a vested interest in increasing both your fame and their own. They're largely unskilled, but eager and willing to learn.

Personal Bard (100 cp):
The best way to become well-known is to have stories told about you. You could simply pay the locals to do it wherever you go, but having a dedicated bard simplifies the matter. They start with the first two perks of the Bard tree.

Experienced Illustrati (150 cp):
An Illustrati with a domain of your choice has decided to accompany you in your travels. They are moderately famous of their own accord, and have extensive practice with their domain.

Canon Companion (150 cp):
Want to bring along Dominic de Luca? Think Ember deserves a better chance? If you can convince a character from the story, they will accompany you in your future endeavors.

Import Companions (50 cp or 300 cp):
Bring along some old friends, for 50 cp per companion, or 300 for eight companions at once. Each companion gains a domain, a background, and 600 cp to spend.

Drawbacks

Narrative Delusion (+100 cp):
Stories have a logic to them, a way they're shaped. Unfortunately, reality is not so convenient. You will be steered wrong time and time again by expecting reality to conform to standard narrative beats, and its failure to do so will be a bitter disappointment every time.

Never Scam Corta (+100 cp):
You owe substantial money to a local mob boss--money that they believed you had, until it came to light that your bank note had the numbers changed. Now they want what's theirs, and if you can't pay or escape them, you may find yourself under their thumb for a very long time. Should you defeat your pursuers, they will reappear shortly thereafter, or some other debtor will come calling instead.

The Angry Bard (+100 cp):
For one reason or another, you've drawn the ire of a local troubadour. For the remainder of the jump, he'll follow you from city to city, dragging your name through the mud. He has the first three perks of the Bard tree. Should you kill him, he'll be seen as vindicated, and his stories will continue to spread of their own accord.

Unnerving (+200 cp):
There's something not quite right about you. Your behavior, your expressions, something in them really puts people off. Suspicions about you will easily find purchase, and even among your allies you'll never be truly trusted.

Taboo (+200 cp):
Like some of the worst villains, it is now outlawed to tell stories of your deeds. Unlike those villains, the law has actually proven effective in this case. You will find it remarkably difficult to garner fame, and tales you try to spread will falter and die.

Strict Pacifism (+200 cp):
Violence is abhorrent to you, as is murder. The mere thought of it makes you nauseous, and attempts to actually cause them will fail, instead leaving you ghastly ill for days.

Monostrati (+300 cp):
For the duration of this jump, you will only be able to use the domain you started with. Any other domains you gain will prove useless until the jump is over, and the same goes for any other supernatural powers you possess.

Stolen Domains (+300 cp):
Near the beginning of the jump, somebody ambushed you. By using a Harbinger artifact, they drained you of your domains and took them for their own. Any fame you garner will only make them stronger, and if you can't take back your domains by the end of the jump, they're gone for good.

ENDINGS

After 10 years, you're left with a choice to make: where does your story go next?

Full Meta:
This world is ripe with narrative potential, and you intend to see it through. Back home, it will be as though you've disappeared without a trace.

All Just A Dream?:
Your universe-hopping tales have reached their conclusion. You awaken on Earth as though you'd never left, but when you look, you find that everything you've gained so far is still with you.

The Adventure Continues:
Your saga is far from over. Continue onward to the next Jump; time remains frozen on Earth, as it was before.