Paragons

Do the Impossible
Change the World

Everyday more impossible things happen, and what is true and real shift with our understanding. But that's been true for a long time. Two hundred years ago we determined that matter was made of discrete particles. A hundred years ago we still believed in Ether. Fifty years ago we were overturning the Stable State Universe model, ushering in the Big Bang. And ten years ago we realized a man can fly.

Just as our understanding of the world has changed, so has our understanding of what Man can do. It used to be that no one had run a four-minute mile. Then it was done in 1954. Was that a supernatural event? It was a rewriting of what we knew humans were capable of, and it's been rewritten many times since. Schools, organizations, and individuals push back the limits again and again, both physical and mental.

The Breakout started small. Weird events around the world. Not big individually, but strange enough to have an appeal, attracted attention. Then… more… and more attention. And then something happened, big, in the open where it could not be denied. Maybe a plane falling out of the sky was caught by one of its passengers. Maybe

Before paranormals first appeared, we thought we understood things, the broad sweep of them at least. After, we had what was normal, and what was paranormal. But as the scientists delved deeper, the found themselves splitting more and more hairs trying to say what was Sleeper or Awakened, what was the work of a subtle Savant, or an incredible display from a norm savant. No difference has been found between a paragon and a normal, except that the paragon can perform paranormal feats.

And so the world begins to twist in Fortean strangeness, and the men of science begin to mutter of subjective reality. Most people manage to ignore the shifting sands of 'what is truth' that has gripped the ivory tower intellectuals, and focused on the practical. While the scientists can speak of the uselessness of defining terms before understanding if they mean anything, most people know what *they* mean when they speak of paranormals, of paragons.

They're talking about superheroes.

Setting Toggles

Shadowed Ideals
Really, it's not just sort of obvious. This setting really sounds like someone's mage campaign going off the rails, like a Mage the Ascension game where the masquerade fell for just a bit, just enough to add superheroes to the consensus. That's because it totally is.

It's really really clear that it is a (actually pretty creative) alt-setting for Mage, but they didn't have the Rights so the serial numbers are filed off. The Pact is pretty much the Order of Hermes: Evil Edition. The Initiative shares elements with The MiB and The Syndicate. The Imageria is clearly a take on the Higher Umbra, and so on. They have a backlash mechanic that easily turns into paradox, and complications well suited to being used for Paradox Flaws and Quiet (that's not just an opinion, there was a post on an old fallen message board from one of the devs that if you wanted to run Mage in Mutants and Masterminds, look at that second of Paragons).

You can use this toggle in several different modes. You may pick one, but you don't have to if you don't want to open that door.

- Add Mages and related factions to the world. They can absorb, replace, or exist alongside their Paragons echoes. This toggle sets the '**Why?**' button to Subjective reality.
- Add some of the groups that exist off the main map to expand the world. The Orpheus Organization and it's ghosts could easily be plopped down, and it would change little. Various monster hunter organizations could have been butting heads with the sorcerers of The Pact and their like, as well as spirits and monsters from the Imageria, and so on.
- Just import the World of Darkness wholescale. This toggle sets the '**Why?**' button to Subjective reality.

If you use this toggle, you may import an Old World of Darkness jump to add the new setting elements as appropriate for the option you picked. If you picked one of these options and don't import a jump, you may add 100cp if it somewhat adds to the danger, 300cp if it greatly adds to the danger, and 600cp if you inflict an End-Times on your jump.

For both the first and last toggle Paragons are Mages (though a few might be something stranger), and so are you, even if you never realize it IC. Keep all CP separate.

Why?
Why are superheroes suddenly appearing? Is this something new, or something that's been happening for a long time without us noticing? What does it say about the world? The answer that has the most 'support' is Subjective Reality, but they offer several alternative explanations. Pick One.

Subjective Reality
The most commonly held theory, and the one that is right if you choose this, is that reality is personally subjective. That perceiving reality changes it, that we live in a world of our own choices. Proponents of this theory reject the idea that anything is truly 'paranormal.' All humans have the capability to choose a new reality to act in, maybe all life that can perceive the universe and know itself.

For a while we had collectively convinced ourselves that we were more limited, but there were always those that could Breakthrough. In the distant past, we called them demigods and monsters, in the near past we thought of them as elite athletes and brilliant minds, and now we're once again aware of just how far it can go.

Many people drop so many 'quantums' into this explanation, as to make an Etherite blush, and offers the least mechanisms for how this observation phenomenon actually works. Despite that, it's the most scientifically popular one, with the best predictive power. Take **Hidden** free.

Psionics
Explaining it was the Paranormal as the powers of the Mind is quite common. Powers that seems to operate like classical psychic abilities are quite common, and advocates of this theory pour over old paranormal research from before The Breakout looking for evidence of historic "paranormal agents". They often times are searching for the fundamental psionic element or field through which this works.

This is the second most popular theory among scientists, and probably the most common one among laymen. It's much simpler than the Subjective Reality theory, if less predictive. It has a number of different variants, and you may choose this toggle and make one of them correct. Take **Aspected** (Psionics) free.

Supernatural
While seen as fringe among the actual scientific community (though not completely rejected), explaining the new rash of 'paranormal phenomena' as actually the supernatural is quite popular with… well… the not particularly scientific. From the *Church of Jesus Christ, Paragon*, to the Pact, many people from laymen, to secret conspirators with an ancient history endorse some variant of this. If you choose this toggle, one or more of these theories is right. Take **Aspected** (magic) free.

> **Miracle**
> Many say that Paragon abilities are the work of God or The Devil. There are many variants on this - both among paragons and among those who look up to or hate them. Some claim all such powers are divine gifts, and those Paragons of other faiths are misusing them. Others that they are snares and temptations from the Adversary. Many beliefs are not nearly so simple.

Others subscribed to the idea of some sort of personal divinity. That Paragons are demigods, or even gods. That they're the reincarnation of heroes, or enlightened to a higher state, or one of any number of reasons.

Magic and the Occult
Many Paragons explain their own powers as magic. They use rituals and call upon spirits, empower tools, practice the yogas, and work spells. Such Paragons don't see themselves as Paragons at all, they say the proper name is Wizard, one of the Wise, and they demand your and the universe's respect.

Such practitioners see their power, and the power of other paragons with methods, as magic. Some of them believe all Paragons are really Wizards, that most just are unconsciously wielding magics they have an affinity for. Others draw a distinction between the supernatural and the paranormal. Because of this, this toggle isn't exclusive. You may pick this AND another toggle to make both correct. However you only get one free perk from "**Why?**".

Aliens
While it's a fringe theory, there is a strong subculture that subscribes to some variant of "it's aliens." Paranormals are experiments, or abductees, or hybrids, or aliens themselves. Etc etc. Walk-Ins keeps this idea from being completely dismissed, but it has little traction outside conspiracy circles. Includes both extra-terrestrial, dimensional, and temporal aliens and outsiders. Pick this, and one of those explanations is right. Take one of **Aspected** (Sufficiently Advanced Technology), (Psionics), or (Biological) Free.

Conspiracy
This is a general header for all the, 'the truth is out there' theories that don't cleanly fall into one of the above. There are a lot of them. Come up with what off the wall explanation is right. Take **The Lie is Out There** free.

Nihilism
You know those shifting sands of truth we talked about above? Some people sunk in them. They see no reason or explanation towards these powers, except perhaps that the universe is a chaotic place, and that our attempts to impose meaning and order onto it, to make it understandable, are the futile scratches of a dying babe, drowning in a universe that feels no need for consistency. There is no point in seeking explanation, because any we found will be no more real or correct then that answers we had before we discovered the Paranormal. Take **You can always fail** free.

If the version of your answer you pick adds somewhat to the danger and complications you will face, add 100cp. If it greatly adds to the danger of the world, add 300cp.

Fortean Phenomena

AKA, weird shit. The events leading to The Breakout included some pretty weird shit, and it's only grown worse since. Clocks suddenly appear, staying around for an hour to chime, and then disappear. Floating metal pyramids appears above a shrine for a day. Areas where suddenly no one could speak to another person, as if everyone spoke different languages. The reverse, a city where for a time everyone spoke a universal language. Strange creatures appearing. Ghosts and spirits.

Blatant Miracles.

The reasons for all this probably tie into the **Why?**, but let's pin down the exact nature of it.

Paranormal Agents

The simplest explanation. Paranormal things happen because of paranormals. Paranormals do things all the time without quite understanding how or why, and many aspects of their power seem unconscious. Some paranormals, some Paragons, claim to be channeling gods, or visiting spirit worlds. The existence of which is dubious to most learned men.

In some theories, all humans are paranormals, so not like there are a lack of possible culprits. Anywhere humans are could have someone unconsciously twisting reality, or humanity doing it collectively.

Imageria Influence

Depending on what explanation you go for, for the Imageria, this way basically be the same as the above, if at a step removed. An entire realm of the paranormal, filled with gods, monsters, spirits, wonders, and magical lands, it's influence bleeding over into our reality could explain almost anything.

Fluid Reality

Reality just… might not be that constant. Generally, paranormal powers are seen as a deviation from normal reality. When the eggheads talk of Subjective Reality, they generally see it as a suspension or deviation from normal base reality. That there is a base, normal, unaltered reality, even if no thinking being ever experienced it directly.

Maybe that's not true. Maybe the universe is arbitrary and inconstant, inclined towards temporary habits rather than constant rules. Perhaps or island of stability was held together by everyone collectively enforcing it, and now as more and more embrace their personal potential, they are driving holes in the walls and pulling away their support for our collective lifeboat.

There are several lines of thought along this path. If you choose this to be true, you also may pick if this is important. That is to say, maybe normal reality is just everyone's Subjective Reality imposing normality, but that's fine because there are lots of people imposing reality. Or maybe it's a danger, as every Paragon pushes against consistent

reality, weakening it. Or worse, maybe reality could capsize and change for no reason at all, and in major ways.

Fortean Phenomena is unpredictably dangerous, but some options here might seriously raise the overall danger of this world. If the nature of these phenomena creates serious new dangers, gain 100cp. If it creates new existential threats, gain 300cp.

The Imageria

This alternate reality is a mysterious place only paranormal powers can reach. It is a place of wonders, horrors, transcendence. It is home to gods, demons, monsters, and things that don't fall so easily into any one category. Powers that summon things, often summon them from the Imageria. Forces and powers are called from it, and the more supernatural paragons sometimes claim that all powers flow from it. But what is it?

Nothing

It doesn't exist. Some Paragons, people who control the reality they experience, think something like this exists. It doesn't. They're wrong.

A Side Effect

Some powers needed it, and the reality some paragons chose needed it. It's not any one paragons power, but a collective effort from many paragons.

Just because it's artificial, doesn't mean it isn't real. Paragons can do many things, though creating a whole reality is pretty impressive. Though depending how it works 'under the surface,' it might be less impressive then it at first seems.

Alternatively, the paragons' powers are playing an elaborate game of smoke and mirrors on them. Very little real is actually happening, though it might not seem that way to those who experience it. Though does something have to be real to have power?

Dreamworld

An extension of the above, only not limited to active paragons. Even if it is smoke and mirrors, it's definitely something meaningful at this point, for it leverages the reality warping of seven billion nascent godlings, even if most of them sleep.

Olympus

And Yomi and the Tree of Life and… It is where the gods come from. The higher (and lower) levels of existence. Material Reality might be just a reflection of this place, or a puppet to it's currents, or something the beings of this place made, or maybe it's just a different layer.

The Upper Umbra (**Shadowed Ideals** only**)**

It might just be the Upper, or High, Umbra. Like, it doesn't have to be. It could be its own thing even in a crossover, just like the Adepts have their Web. Maybe it's the reason

there are suddenly superheroes, why some mages Awaken into that paradigm. But it can just be the Upper Umbra.

Something Weirder
Maybe it's the interface the aliens created to access the Akashic Record. Maybe the Many Angled Ones live at the bottom of the Mandelbrot set, and the Slow Thinkers at the end of time twist reality with their thoughts, and the Imageria is the protocol such minds use to whisper to each other.

Or maybe it's something really off the wall.

If the nature of the Imageria adds danger and complication, gain +100cp. If it adds serious danger, add 300. If it puts you and reality in danger of being eaten by the old ones or otherwise poses a serious existential threat to your and everyone else's existence, such that you chain is more likely to end then continue if you're an experienced jumper, it's +600cp.

Conspiracies
The world of Paragon is one where people push for their causes, both in the light, and perhaps in the shadows. Why things happen, and why they seem to have happened, can be very far apart. You must choose the balance.

No Conspiracies (-200cp)
Shockingly, nothing really important happens in the shadows. Maybe there are intelligence agencies, but they will either generally be incompetant, or their actions will quickly come to light. Though this doesn't mean they can't accomplish things. Just that those accomplishments will rapidly become public knowledge.

Truly secret organizations either don't exist, or are too incompetant to matter. You can generally trust that things are what they appear to be. At least on a group group level. An individual can still be subtle or stealthy. This option is incompatible with **Shadowed Ideals**. You can't neuter them that easily.

Few Conspiracies (-100cp)
While conspiracies aren't common, there are several powerful ones, moving things for their own incredible purposes. While most things happen for the reason they seem to, strange patterns will sometimes appear as you connect seemingly isolated events. The world seems to help conspiracies at time. They're more lucky and organized than they should be, and they manage to be effective even as they cling to the shadows.

Common Conspiracies
This is a world of duplicity and secret organizations. Every major city will have secret exclusive clubs of power brokers, like minded and ambitious paragons gather to plot with depressing regularity, and it's quite possible to accidentally end up a triple agent. There

are local, regional, national, and international conspiracies, and probably a few that fit into the angles between. Gain the **Right Proper Tradecraft** perk free.

Just Right (+100cp)
This is just right. You finally have enough conspiracies. Any more and it would be too much.

There are enough conspiracies that they regularly get in each other's way without realizing it, but the chaos of it all means that it's impossible to tell a mistake or moment of weakness from a bluff, so it all works out in the end. It sometimes feels that nobody and nothing is what it seems. You have conspiracies, conspiracies within conspiracies, conspiracies between the conspiracies, conspiracies about the conspiracies, and secret organizations ready to accidentally throw a monkey wrench into it all.

Get the **Right Proper Tradecraft** perk and the **Watching the Watchers** perk free.

Personal Sovereignty
No man is an island, but can a Paragon be a nation unto herself? What is the average ability of paragons on this world? Higher picks will make you stronger to start out, but it's difficult to truly have a complete set of protections, so after City a higher power level will increase the danger faster than it makes you stronger.

Street
A combat focused Paragon could eventually be brought down by a town's local police department, though it would stretch the department to the limits, and litter the aftermath with funerals.

Town
A combat focused Paragon could eventually be brought down by a city police department, though it would stretch the department to the limits, and they would be crippled afterwards.

City
A combat focused Paragon could eventually be brought down by after being hounded for days by a state's police and militarized SWAT. The cost in lives would make a reasonable man balk at such actions.

State
A combat focused Paragon could eventually be brought down by deploying military forces, assuming they could pin him down such to use their ordnance usefully. Such a situation might be quite hard to arrange, and the collateral would shake anyone sane.

Big League (100cp)

It might be possible for a major nation to bring a combat focused Paragon to heel, but doing so would be a horror.

National (200cp)
If such a paragon declared themselves the leader of a major nation, it would be so, assuming heroes didn't rise to stop them. There might be a cost in lives, paid until the nations will to resist broke, but without a major weakness the outcome wouldn't be in doubt.

International (300cp)
Humanity might collectively be able to destroy such a hero or villain. Nations would be destroyed in the process.

World-Class (400cp)
Paragons at this level could end all life on earth, unopposed by other heroes or villains.

Origins

Outsider (Drop-In)
While most paranormals claim a normal history before their ascension, not all do. Some claim more a more exceptional history.

Avatar
Avatars have no history, at least none here. Some claim to come from the Imageria, or claim to have willed themselves into existence. Others claim origins as dimensional travelers, descended gods, aliens, and stranger things. Some just started existing one day. Their claims are often treated as dubious, though whether they actually are up to what toggles you picked.

Walk-In
Walk-Ins are the mental equivalent of Avatars. That is, the body has a history, but the Walk-In claims it's not theirs. Maybe they're a god that has descended and assumed control, or a ghost that grabbed an abandoned life, or an ascended guru come back to share their wisdom, or a dimension hopping jumper who didn't want a history when they incarnated into this world. It's not very comforting when Jeanette Florence, mother of four, suddenly claims to be someone else entirely, and doesn't recognize her children. The general belief in the scientific community is that the breakout can sometimes cause some form of extreme dissociation. What's the truth… only you can say.

Paragons
Most paranormals are… well… normal. They broke out in a normal way, have 'normal' explanation-less super-powers, and fit into the exceptional but now familiar box of Paragons

Breakout
The most regular kind of paranormal, a breakout usually happens during a fight or flight moment. This doesn't have to be actual danger, but it is an overwhelming moment. In a moment of passion the Paragon-to-be forgets what is possible, what is doable, and *DOES*. Paranormals are still very uncommon, literally about one in a million, but the numbers were lower last year, lower the year before that… they're growing. And this is the most common flavor of paranormals by far.

Breakthrough
Burning the candle from both ends. Better to burn out than to fade away. Forever young. You only live once.

People gather. Young, bright, passionate, with all the possibility of youth, and all its desperation. They party hard, then they gather together. The gasoline gets passed around, and then a spark.

A spark party isn't always about fire. Jumping without a parachute, drowning, Russian Roulette. It isn't always a group activity. Plenty of people back off before it's too late. It reaps the young more than the old. But every creed, every nationality, every age, every kind of person can have the thought. It's all about the same thing.

Better to die becoming immortal, then to live a life of clay. And just enough make it to feed the hopeful and keep them trying.

Subtle

Most parahumans exalt in a moment of panic, fiery passion, danger or other consuming moment. It is unsubtle raw moment, and usually a dark one. Not always though.

A Quiet Breakout

A moment of bliss, happiness, of oneness or unity or transcendent love, or the kind of joy that transforms. A Quiet Breakout is no less seizing a moment, but one of light rather than dark. Such breakthroughs are usually much more subtle, to the point where some never realize they broke through.

The Mystics Path

Some claim to have no ‘breakout’ at all, having grasped power through learning and self-mastery, to have learned to pick the lock of the cage, rather then breaking it through force. Some of them claim to predate The Breakout. Some can even show evidence it might be true.

Perks

All Origins get their perks discounted 50%, as well as their 100cp perks free.

General Perks

Heroic Effort (1 Free, 100 cp per additional purchase, max five purchases)
You have a well of defiance and luck that lets you push further, shrug off events that should have downed you, and push your powers to do things they shouldn't *quite* be able to do. Serious setbacks and bad luck will feed into the pool, letting it overflow for a time. You can call upon it once a week for each purchase, and it can hold up to twice that, fed by adversity.

Hidden (100cp)
One of the most frustrating aspects when studying paranormal phenomena is the lack of identifiable mechanisms, and in solidifying all the causal links. A pyrotechnic might be able to reliable use their control over flame, and you can observe both the Paragon and the Flame, but no visible, or even obvious mechanism links the two sides together. There's no clear way of saying 'this paranormal caused this flame', outside of their own admission. They seem identical to all other humans.

You are not marked by your powers. You have no detectable well of mana, no strengthened psychic aura, no special gene. Tests looking for your powers will simply fail to show anything. You can still donate mana if you have it, or crush someone with your psychic aura, but those phenomena will seem to appear from nowhere when you use them, not inherently connected to you.

Aspected (100cp per purchase)
Your powers are something specific, or at least they work well with that thing. You might see your powers as magic, or psionics, or clarktech from aliens. Whatever it is, whatever the truth of the matter, your powers at least WORK WELL with that source.

They may or may not be magic depending on the toggles you picked, but if you take **Aspected: Magic**, it will work with your magic. Things that enhance magic will enhance your powers (maybe they can take advantage of magic somehow), and you may take powers that enhance or work with magic.

You may buy this perk multiple times, to make your powers work well with different sources. On its own, this doesn't make your power vulnerable to things that work against a particular source, though things that work against the particular source chosen in **Why?**, will work against your powers.

You can always fail (100cp)

Paragons tend to be unnaturally lucky folk, the kinds of people who have odds break in their favor again and again. It seems like they have a pool of Heroic potential to draw upon, to go farther when it really counts. For you though, rather then wielding such luck as a pillar of support, it becomes a sword to cut down others.

Any luck you have, you can turn against others. This doesn't increase the amount of luck you have to draw upon, but rather then having it help you succeed, you may draw upon it to make others fail.

Right Proper Tradecraft (100cp)
It's both the easiest and the hardest thing in the world to keep secrets secret. You know proper craft for keeping your secrets secret, for acting in a covert manner, for avoiding breaking cover, and living a double life. You will never accidently break those rules or have a slip-up. This doesn't make sticking to them any emotionally easier. It doesn't make you follow the rules.

You just don't break them on accident.

You tend to make decisions that keeps your secrets secret

Watching the Watchers (100cp)
Being in a conspiracy, acting covertly, these things aren't free. They direct and constrain your action, and you have a natural intuition of how they do so. These constraints make conspiracies act in a predictable manner, ironically helping reveal them to you through their restraints.

More than that though, they channel a conspiracy's response. With only a limited amount of information on a conspiracy, you can manipulate it to a surprising degree. More information will help you control them more, to a degree. This ability is about controlling them through their secrecy, and the rules of maintaining it while still holding power. The 'What' matters more to your control through this than the 'Why'.

You are good at manipulating groups trying to act in the shadows

The Lie is Out There(100cp)
There are so many dos and don'ts when trying to keep a secret, many of them getting in the way of actually doing something useful. Not so much for you. Opportunities for action present themselves, holes in security or institutional blindspots rise to the surface at just the right time. You'll spend a lot less time making time and more actually acting than another. This doesn't reduce the burden of secrecy, doesn't help you actually keep secrets: it just comes into play to help you act.

People who would sympathize with you also are made more available. This doesn't create them, just makes it easier to find them, and helps signal them to you. Telling your significant

others probably remains a dumb decision, unless you pick your significant others for being the kinds of people who fit in your conspiracy.

Illuminated Master (100cp)
When you head a part of a secret order, society, conspiracy, or covert group, that part tends to be wildly more successful than it should be. It's almost like you pass down a weakened version of all your conspiracy and secrecy perks to your subordinates. This works best for your immediate subordinates, and somewhat weaker for each tier down from there. Five tiers tends to be the useful limit, unless you have an inordinate number of useful perks, or they're particularly powerful.

Spinning Out (400cp)
Maybe the eggheads are right, that there were always Paragons, that all humans are on some level paranormal. But things were quieter before. And every year since the Breakout things have gotten noisier. There are more, stronger paranormals. First there were individuals, then small teams, then bigger organizations, then private societies, and now they're conspiring like everyone else.

It not just the paranormals. Fortean Phenomena. A quiet revolution among the scientific community as the pillars of reality transform before their eyes. Governments changing and adapting. It's all too fast. The center cannot hold.

You may become an embodiment of the age. You can cause things to advance and accelerate until they destabilize. This starts with a gradual growth that shifts the needle, but as long as you keep it going the effect will accelerate and propagate. You may choose to reign it back in, if you want to encourage growth without harming or overturning everything, but once it's going it will have some momentum - if you push it too far, just stopping won't be enough.

You may target an organization you're operating near, or all the influences that pass through the area you're in, or the nation you're in, or the world you're in. If you move too far from your target it will stop working (though, again, momentum).

As the embodiment of this transformative growth, this perk also acts as a personal uncapper. You find yourself pushed to grow, to become the change you inflict. It also makes all training and active work to grow twice as effective.

Outsider Perks

When you're a stranger 100cp
Assumptions of inclusion don't apply to you. Native or Foreigner, Member of the Congression or Heathen at the Gates, Hero or Villain. You just don't fit in a way that lets people easily sort you into groups until you agree to be part of one, and in their confusion people will generally let you be so long as you don't take a side and remain neutral. This only has power so long as people care about groups, and for a true xenophobe not being a member of his own group might be enough.

When you're alone 200cp
Isolation and peer pressure washes off you like water off a duck's back. You aren't hurt by isolation, or unsettled by disapproval. More than that, even if no one stand by you, your presence alone feels mighty enough to count as a 'group' in the calculations of others. Whether this is fact or a trick of the light depends on you, but you won't be written off as irrelevant even if you are the only one to stand.

When you're unwanted 400cp
Antagonism against you is checked by outside factors. Spin-doctoring and mud-slinging are mistimed, legal moves are slowed or complicated by bureaucracy and no one wanting to take responsibility, and potential enemies have more pressing concerns stopping them from becoming actual enemies. Maybe no one wants you, but you can probably set up completely surrounded by potential enemies and still be safe.

This will even slow and weaken retaliation towards your actions… for a while. There is a breaking point, and once you've gone past it this perk won't help you again with that group. But you have to either continually push things for a long time in serious matters, or infringe on existential issues for that group.

When you're down 600cp
When you're alien to the place you're living, one setback can lead to a series of setbacks, and before you know it you've scrambling to stay in place. You can't afford to lose the first time, because the first loss can become a fall, and then you're down for the count.

But there is an older truth, that when you get knocked down, you get back up. If they don't put you out, putting you down is amazingly useless. As long as you're not defeated, any loss for setback only sets the stage for your resurgence. You get your wallet lifted? You'll not only get reimbursed for what was stolen, but you'll collected damages from the thief when he's caught. Lost a duel for leadership? You'll discover that the one to unseat you has powerful enemies, and they'll throw their support behind you.

While it's not instant, any setback that doesn't permanently end you will always reward you with more then you lost. You'll find in final accounting that you are better off then if you hadn't suffered that setback. This only works on actual setbacks - you can be reckless or uncaring of danger or hardship, but you can't inflict them on yourself.

So long as you can endure, you can ultimately win. After all, time is on your side.

Avatar Perks

Faces Look Ugly 200cp (free Avatar)
It’s no exaggeration to say you’re out of this world, a deity descended from the land of pretty people. Real people are flawed, dirty looking, and ungroomed next to you. They just don’t, can’t, look as good as you do without even trying.

You look photo brushed in real life, a hair better than is possible with any level of makeup, preparation, or artifice. You’re a solid 11/10. You never (accidentally) stumble or stutters, and can belt out speeches like a hollywood film. Dirt and fifth don’t stick to you or your clothes, body odor is something you don’t experience unless you want to, and you’re always hygienic and clean, even if that should be impossible.

Streets are Uneven 400cp
You come from someplace better, higher than this place. It isn’t something you have to tell other people. It’s intrinsically obvious. Walking down the street, it feels like you’re slumming. That being on the same sidewalk as everyone else is beneath you.

Your every action is like they took twenty takes, and picked the best one. You aren’t technically better or more skilled than before, though that’s a fine line. You never make a technical error that you would immediately catch afterwards, or a mistake that would be immediately obvious - such things get caught in an earlier ‘take’ than the one that’s kept. You could run through a forest blind and never trip on a root or run into a tree.

You can take the wrong approach or otherwise make a misstep out of ignorance. And while your actions are practiced, it doesn’t give you actual foreknowledge. You can attempt things you couldn’t possible do and not realize it - in such cases this perk will only let you fail more gracefully.

Walk-In Perks

Faces come out of the Rain 200cp (free Walk-In)
Most walk-ins have a reason they descended to this mortal earth, a morality they seek to spread, a spiritual path they teach. Such causes call for converts, disciples, students. While any

Paragon can make themselves at least a minor celebrity, such attention also opens one up to criticism and censure.

When you want to attract followers, word of mouth, rumor, and happenstance will lead people to you, and it will do it silently. People done with their old lives will disappear only to find their way to your doorstep, or a quiet network of friends and favors will build itself around you.

This won't draw anyone to you you couldn't have otherwise recruited, but it will work silently and invisibly. Keeping your group invisible as it grows will take more effort.

No one remembers your Name 400cp
People join up because it offers them something they need, fills some forgotten hole inside of them. In return for service, for honoring your name or cause, you promise them fulfillment, maybe temporal rewards, maybe abstract achievements.

Whether you can pay into good coin long term, you can make real the false coin of the shyster, and pay in miracles now.

Pick 600cp worth of perks you got in this jump - discounts work for this purpose. Those who follow you gain half-powered versions of them over a series of initiations lasting about a year, or 100cp worth of stuff every two months of devoted work and practice.

You get to set the rules on how this works when you buy it. The more you bind them to you, though, the more personally invested you must be at each stage.

If they must honestly and devotedly worship you or your gifts will fade, not only will you need to listen and spend time caring for their prayers, but you must be a god to them even before they gain power, spending time and effort on them through the whole process.

If it's just a path of enlightenment that you're sharing, and your student can themselves take on their own students with no input from you, then it will require much less effort and time for you to teach the initial batch, and then it can self-perpetuate. But nothing stops one of your students from turning on you.

There are obvious various middle grounds between the two extremes, but you must choose which one you take when you first buy this perk.

Paragon Perks

Been 'round the world, songs are all the same 100cp
Paragons are a world wide phenomena, a cross-cultural flash of lightning that transformed the world. They are of nowhere and belong everywhere. So long as you are something above and beyond the common, and don't do something to reject belonging, you are seen as of all nations and peoples.

Note that sometimes all 'rejecting' requires is not rejecting someone else. Still, this ususally lets you move freely between nations, and be treated as belonging everywhere, with the right to stick your nose into anything, so long as you're someone above and beyond. Something like a Superhero, for example.

Mothers put their girls into pigtail curls 200cp
Image can be more important than reality. Put a bookish child in a football jersey and yell at him every time he's insufficantly pushy and make a jock. Put a tomboy into pigtail curls and berate her everytime she ruins it roughhousing, and make a lady out of her. Maybe it's only skin deep, but people conform to the image you make of them.

You're a master of images. You know how to control your own, to weaponize it, to control how you're seen, and through that wield influence. But that's nothing like what you can do with other people. A few moments and a few words, telling someone they can be better, and they'll believe you, and strive for it, at least for a little while.

Give you more time, time to change the image of a neighborhood or school, and you can work deeper and more lasting transformations. Though remember that in the end, this is basically just super-social pressure. On it's own it won't make lasting changes, though it can let you create the situations that lead to lasting changes.

Fathers teach their sons how to shoot their guns 400cp
A Paragon is more than just a paranormal, or a celebrity. They're the ones who master violence and wield it for their causes. Violence makes sense to you. You understand it's uses.

You can look at a problem and understand if violence can actually solve it, and even get a sense of the scale of violence that would be needed. This doesn't mean you can wield that violence - perhaps the situation is just to big for you. But you can look at something and say, 'yes, violence is **an** answer.'

Violence also just doesn't bother you. You're always ready for it - a situation going from peaceful to violent won't throw you, an ally suddenly betraying you won't cause you to hesitate. You're always calm, focused, and clear headed. You might also be enraged, or sad, or blood-drunk happy, or whatever else. But it will be a cool focused version of the above, as you

calmly and clear-headedly deal with the situation. You could make a clear after-action report of the situation that would bore a bureaucrat. And if inescapable death comes for you? Well, you'll calmly and methodically hold it back to the last possible moment.

This perk comes with a decent amount of martial skill for every form or tool of violence available to you. The equivalent of a year's training in every weapon you have bought with CP, every perk that has a martial component, and similar. It won't make you a master, but it will make you well-trained, and it applies to everything you buy in the future.

Word to my man divine, come too far 600cp
Most people have a thousand little voices in their head holding them back. Because they're unsure, because they doubt, because maybe… maybe… maybe…

Maybe you're done with maybe.

Your will, your drive, it is a bottomless well. Your passion burn hot and pure - cynicism or spite or frustration will never twist your emotions or your drive. While practicality might turn you away, you'll never simply become disheartened, or run out of fucks to give. You are very much the 120% guy. A hundred percent of what you can do, and you drag 20% more effort out of everyone else through sheer drive and enthusiasm.

At the end of a day filled with failure and the ruination of your dreams, you'll still find it in you to care, to look to the future, to get up and keep going, as you would on a day where you succeed at your greatest challenge and realized your most lofty aspiration.

Passion, Will, Drive. You've come to far for any of these to ever flag, and so they won't. Ever. Nor will they become corrupted, twisted, or subverted by anything. You aren't just a Paragon in the sense that you have powers.

Breakthrough

Back when I was young I used to dream of fame 200cp (free Breakthrough)
Your actions resound. Stop a mugging, and by the next day every mugger in the same town is just a bit worried about heroes dropping out of the sky. Endource a political candidate, and all the paper will by talking about how Paragons are lining up to support them.

The sound of your actions echo across social networks, media networks, political network. It might not change the facts of the ground, but it can change what people think the facts on the ground are. If for some reason you want to keep your actions on the down low, then this won't activate. Though note that while this makes your actions 'louder', it doesn't automatically associate you with them.

Somebody told me once, love makes the world go round 400cp
Few things that matter are achievable alone. Even in a world of super-heroics, so many important things just come down to groups. No, the narrative of the great individual is one born looking backwards, making patterns. The figurehead more give permission to all those people who want to act, want to change things, but have been blocked by some escuse.

When you work for a cause you believe in, other people who also believe in it find themselves unable to keep making excuses. When you make the first step forward, you might be alone, but when you make the second, the crowds will come with you. The third step? You don't need to take it. The momentum will keep the work going.

This presumes that others sympathize. But you might be surprised how few causes have no adherents.

Breakout

For every lost cause where the martyrs are found 200cp (free Breakout)
They say that that while success has many fathers, failure is an orphan. But if success is guaranteed, is it worth anything? Nothing has been risked, so nothing has been gained.

When you really fail, so long as you made an honest effort, you'll gain something useful. It will always be something that invites destructive use, but following through with that is up to you.

Maybe make a friend or ally, one that could easily be turned into a martyr for your cuase. Maybe you learned a spot of blackmail.

Whatever it is, it's something useful on the scale of the problem you just failed.

For every man blessed there got to be ten damned 400cp
You are lucky. You are really stupidly lucky. You're play stupid games, and win cosmic power lucky. There's really no other way of putting it. You also don't ever run out of luck - it will only go so far, adjust things so much at any one time… but it will always go that far every time.

If people don't take special care or measures before hand, every gun that fires on you will jam, be a dud, or backfire. You can find your way through a four-dimensional maze purely going whichever way feels like it would be interesting.

It is blatant enough that in worlds where luck 'powers' or 'blessings' are a thing people believe in, they'll quickly realize you have an incredibly powerful one.

It’s worth noting that your luck is also cruel, so long as it doesn’t disadvantage you. It’s unlikely to hurt your friends and allies, though it’s help might be a bit mean-spirited. If you’re the type to actually care (and not just because it’s socially expected) it probably also uses a light touch on innocent bystanders.

But you’re enemies… well, it has a taste for horrible fates.

Subtle Perks

The past is gone 100cp
You can live today, and plan for tomorrow, but only repeat yesterday. That's not a problem for you though. You feel no need to repeat lost fights, or revisit old tragedy. You let go and move on with a naturalness and grace that's inhuman in scope. You've seen the big picture, and even if you don't understand it, it's ability to put everything in perspective has freed you from old anchors, and made it impossible for new ones to form.

To be clear, this is enlightenment, not emotional stability. You'll know the moment a bridge is burnt, a cost is sunk, a battle lost, even if those truths are hidden behind the lie of causual reality. You have to in some way be interacting with the 'object' of revelation whose failure or loss divined, but your insight and ability to walk away is supernal, not mortal.

Live and learn 200cp
As the proverb goes, stop learning start dying. Death is far from you, for you constantly learn. This isn't a blessing to make you learn faster, but instead that you learn from everything.

Work a dead-end data entry job and you'll learn to politic from the office nastiness, you learn how bureaucracies work from how the system you interact with restricts you, you'll learn about psychology from everyone's personal struggles. Every day is as if everything you did was both part of a class, and as practical life experience. It's nearly impossible for you to do something that doesn't help you grow.

You also keep all your lessons, never growing rusty in skills or abilities.

From fools and from sages 400cp
Everything happens for a reason. That reason might be dumb, short sighted, or ignorant. It might happen because of natural forces at work that have nothing to do with humanity and care not for how their byplay influences reality. It might not be a satisfying chain, but the world doesn't exist to satisfy man.

You can always tell if two things are related, if their is a casual relationship or chain between them. To a lesser extent you can tell if the chain is close or distant, and if it's strong or weak. Distance in this case refers to how many steps exist between them, and strong refers to how important or influential it is.

Lastly, so long as your own influence is either weak, distant, or occulted, you can erase the evidence of a single link entirely.

Sing for the laughter, sing for the tears 600cp

Do things have meaning, or does meaning have things? Having glanced beyond the veil, you can disconnect the karma of an action from it's material existence, turning it to a new purpose.

Give a thoughtful gift with a karma of harm, and it will become an attack. Maybe it raises jealousy in a loved on and causes a fight that ruins the relationship. Maybe next time their home is caught in a Super battle they run back to save the item and get crushed when the roof falls in.

Or go the other way, and turn a battle into the Karma of conversation. Despite the violence, actually getting hurt becomes less likely, and you two learn about each other. Though note that you control the karmic destiny of only your own actions. If you manage to draw them 'in' to the conversation, they're violence will also be blunted, but if they're able to ignore it their blows will still hold their whole strength.

Physicality does matter, and while the karma might sit for months, it won't for years. How extensively this interferes with reality is dependent on your own power, though what 'power' is or means depends on the toggles you picked.

Quiet Perks

You know it's true 200cp (free Quiet)
You know yourself. You know what you want. You know why you want it. You know what shaped that want. You probably can make a pretty good guess if it will actually make you happy, though that's at least partially determined by a reality outside of you, so you could be wrong.

But if you do end up being wrong, you'll be able to determine how the reality differed from the ideal that you desired. The real thing isn't after all the ideal, and so you'll understand how the reality fell short. Whether or not that helps depends.

You can also hear self-honestly and self-deception in others. This won't help you pick up if someone is lying to you, but it will let you tell if someone is lying to themselves if they do so in front of you. It also give you a direction to start, if you want to help them grow. Or the inverse, the direction to start if you want to hurt them with their internal lie.

All the things come back to you 400cp
Once you have your hooks into a situation, you can bind its karma to you. It becomes very difficult for people to make it 'not your business', you stay apprised of it as if you were spending an hour or two a day staying up to date, and you can 'bless' or 'curse' it such that the world acts as if you were spending a moderate amount of effort every day dealing with it.

This can be used to 'bless' or 'curse' an effort - code gets done even though no one wrote it. Or things get wrecked but no one can figure out whose responsible. It also can just be used to lobby or influence an outcome as if you were spending time influencing it.

To start with, you can keep your ‘fingers’ in 3 ‘pies.’ This will grow with time and power, though what ‘power’ means depends on the toggles you picked.

Mystic Perks

Maybe tomorrow, the good Lord will take you away 200cp
Wizard hats and spellbooks might be the image people now associate with a wizard, but the old one was a Priest or Holy Hermit, or even Heretic. Magic didn’t walk hand in hand with the Divine, it was the Divine. Perhaps a forbidden aspect of it, by part of the fabric of Gods and Devils.

You are talented at the rites and rituals to make the spiritual journeys needed to enter the houses of the gods, or to summon their avatars.

Sleep is enough to start an astral journey if you wish it, navigating such spaces is more natural for you then navigating the physical world is for a normal human, and the weight of power is like true north guiding you to power.

Separating fact from fiction when studying gods and their great adversaries is automatic, and finding their rites impossibly easy. You just grok the proper forms and behaviors for such dealings, and find sticking to the rules for such interactions a casual thing.

You’re able to easily judge the danger inherent in a summons for a being you bargain with as a peer or supplicant, though it doesn’t help you judge the danger in summoning rituals aiming at binding or enslavement.

In all such dealings, you naturally put your best foot forward. You might not be able to deal with everyone, but everyone you can deal with is much much easier and safer to deal with

Everybody's got the dues in life to pay 400cp (free Mystic)
While a good witch might be fine waiting for the law of three-fold return, a practical witch might not want to wait. If you do someone a good deed, it creates mystical debt that you can leverage any number of ways benign, malign, or simply other.

Every favor, every bit of help, every gift not paid back becomes a mystical tie that you can later call on. This doesn’t necessarily harm the debtor, that depend on how you call upon them.

A deep enough debt, and you could use someone as a human sacrifice from across the world with no chance for them to defend against it, or bind their wills forever.

Alternatively, you might use the weight of debt to claim mystical ownership of a neighborhood you've long helped, and then use that ownership to raise ward against dark intruders the same way a lesser wizard might on their home.

Or you might borrow a bit of will from a thousand dreamers who you've done service to bolster your own for a moment, to bind a god.

This is a powerful talent, but debt must be created, and not paid back. And it's worth remembering that the world is not fair. Debt works to some standard that is based on power, not subjective need. Doing enough favors to own the life of a mortal isn't cheap, but probably isn't impossible. But owning the soul of a god would be a thousand, a million, times as hard.

Powers

Paragon are defined by their powers, whether straightforward or subtle. There are several common patterns to how a paragon's abilities manifest.

A power can't go below 50cp in price. If you lower the price of a power with negative power modifiers, they becomes an inherent problem with the power, and can't be mitigated through other perks, nor does it go away at the end of the jump. That doesn't mean you can't work past many modifiers, just that you have to work, grow, past them rather than negate them.

Take 600 more CP for exclusive use in this section.

Universal Modifiers
These modifiers are ones any power can take on.

Mighty (+200/400cp)
Your power is a mighty one among paragons. Treat it as one power-level greater than the average for the world. You may only buy this for one power. This modifier costs 200cp for all types of power except The Miracle, for which it costs 400cp.

Aggressive/**Destructive** (+200cp/400cp)
Your power is good for violence. A violent aspect is automatically **Aggressive,** and doesn't need this to be used for destruction. Instead, you can buy it for a defensive power to make it aggressive. Your toughness makes your body hard and dense when you need it, letting you smash through things. You can rapidly grow a forcefield to crush a target. Your healing touch can also poison. An **Aggressive** power will have all its Aspects become **Aggressive**; you don't need to buy this for each one.

Instead, you can buy **Destructive**, which will enhance all **Aggressive** Aspects of a power. It will punch through defenses much more easily and have an additional factor that makes it a better weapon then another power of the same level. Fire burns through even heat-resistant material, and the heat of it lingers, causing machines and people to overheat faster than they should for that level of flame, to boil through water or other measures people take to shield themselves.

Making a power both Aggressive and Destructive costs 400cp.

Shield/**Aegis** (+200cp/+400cp)
Your power is good for defense. A defensive Aspect is automatically a **Shield** and doesn't need this to be used for protection. Instead, this is used for normally aggressive powers. Maybe your flaming blast power forms a heat-shield around you, one that erupts every time something tries to strike you, knocking it away and damaging it. A **Shield** power will have all its Aspects become **Shield**s, you don't need to buy this for each one.

Instead, you can buy Aegis, which will enhance all **Shield**ing Aspects of a power. It will stand up to attacks without passing through damage so long as it isn't overwhelmed. If you form bio-armor, you won't slowly get bruised under a hail of bullets unless they're actually able to punch through the armor. You defenses will also have an aspect that makes it superior to other defenses of the same level. Maybe your armor is ablative under stronger attacks, weakening for a time, but absorbing those attacks rather than passing the damage through.

Making a power both a Shield and an Aegis costs 400cp.

Useful/**Productive** (+200/400cp)
Your power has good general utility. A utility Aspect is automatically Useful and doesn't need this to be used as a tool. Instead this is for normally combat focused powers. Maybe your flame

blasts give you a lot of control over temperature, letting you use it like a blast furnace. Maybe your hardened skin lets you use your hand like a number of precision tools. A **Useful** power will have all its Aspects become **Useful**.

Instead you can buy **Productive** which will enhance all Useful Aspects. Productive Aspects can work much higher precision on a somewhat greater scale, much faster, and while the overall quality won't be improved, it will be more reliable without manufacturing flaws, and it can work even during chaotic or stressful situations which would normally preclude such work. If those advantages don't make sense for the **Useful** Aspect, pick other ones that are about equivalent in their advantage.

Required Secondary Power (+100cp)
By default, powers come with the absolute minimum required secondary powers to function, and with reality warping that minimal can be very minimal. Your fiery aura doesn't burn you, but things it sets on fire might. You may add an aspect that counts as a **Centipede** power that is the required secondary ability for your power. For instance, if you had a **Miracle** of personal strength, rather than paying 600cp for Power of toughness **Miracle**, you could just buy Required Secondary Power, for a **Centipede** Aspect of toughness to be attached to it.

Meta-power (+0/100/200cp)
Your power modifies other powers.

At 0cp, this just represents a power that's complicated enough that it has to be bought in stages. Maybe your forcefield can move, letting you use it for flight and telekinesis. One power is inexorably tied to the other, and that both limits it, but can also create new flexibilities. Stacking the same effect on itself is pointless, because you can't break the power-ceiling that way.

At 100 points, you have a power that can modify a distinct class of powers. Maybe you can turn the violet flames born from stars lost in dead timelines, granting any flame you wield aspects of time and necromancy.

For 200, you have a broad meta-power, able to modify any power that makes sense for what the metapower does.

You may buy metapowers that influence abilities you brought here from other jumps, and if appropriate, a metapower may influence future powers.

The Savant

Powers? What powers. You're just really good.

Not all Paragons are obvious, and even with the obvious ones, it isn't always obvious what is an isn't a power. One of the most common subtle abilities is overwhelming competence and skill. Not the speed to dodge bullets, but the preternatural awareness to never be where they're aimed. Not the strength to break doors, but a sense of weakness and strength and leverage to do so with a twist.

Mastery (100cp)

You are a Master Gunman, or Engineer, or Dancer. What to do, how to do it, why to do it, and when to do it all flow naturally from you. If you're skill at guns, you could hit disparate moving targets with perfect bullseyes as fast as the gun is physically capable of firing.

With engineering you could perfectly balance material requirements, ergonomics, and functionality on a design in a day such that an expert team of engineers working for years could do nothing but make your work worse.

These abilities do scale up with the power level toggle, but you even at low levels you're often going to be hanging near the practical limit of expressing it anyways, unless you have other abilities that will help with this.

Mastery is often joined with other powers letting you actually make use of such excess skill.

> Tinker, Tailor, Soldier, Sailor (100cp)
>
> Now your mastery isn't just of just a few closely related skills, but the ideal of a whole profession or way of life. A solder couldn't just shoot well, make camp, survive off the land, but could also talk philosophically about death and duty, rally people to the fight, endure hardship, and see past personal lies.

The Centipede

The poem of the Centipede goes like this -

A centipede was happy – quite!
Until a toad in fun
Said, "Pray, which leg comes after which?"
Which threw her mind in such a pitch,
She laid bewildered in the ditch
Considering how to run.

It is often used as a metaphor for Paragon powers. Powers that just… work. Work simply, straightforwardly, do what they're supposed to… and fall apart under contemplation.

A fire caller summons fire from nothing. He summons it in the air, in water, in a vacuum. He one day thinks about trying to use it to create smoke inside a container he can't burn through, to create pressure, to break an object from the inside, and his flames choke off. He's started thinking about how it works, and that's a dangerous thing.

First Steps (200cp)

You have a simple straightforward power. Pick a tightly contained specific power. It does what you bought it for in the most simple straightforward manner possible. Pick something like 'Strength' or 'Fire Blasts' for your aspect.

> **More Legs** (+100cp)
>
> Pick another aspect. The aspect must be closely related to the first. For 'Strength', 'Toughness' is an obviously related aspect, but so is 'Strength Feats', for those nonsensical uses for superstrength like lifting cars without proper leverage, or throwing something that should rip itself apart. For 'Fire Blasts' something like 'Fire Manipulation' or 'Fire Resistance' would be appropriate.
>
> Despite how often they go together, flight is not a naturally related Aspect to strength. Close associations here.
>
> **Confused Steps** (-100cp)
>
> Normally you would never get yourself confused and weaken your own power - you would have an instinctive understanding of your power and unconsciously avoid the kind of deep thought and consideration that might get you in trouble. Likewise, you would unconsciously avoid trying fancy tricks that might confuse your power.
>
> Basically, you would avoid weakening yourself, even by accident. You can remove that protection.

The Feather

Dumbo's feather - the prop he needed for his power. While a Paragon who wields his power through tools might find the comparison insulting, most who study paranormal phenomona believe that such abilities are not grounded in tools

Still, to you, your power takes the form of ownership over power. What you use is fundamental to the whole thing. You might have a magic item, or use prepared tools, or something of the sort. You 'have' or 'use' something, and that something is what's powerful. It does invite more cleverness and skill, since it's something you use, so it's something you can learn to use better.

Though the scientists say it's all in your head.

Any power can have a special effect that looks like you're holding or wielding an item of some sort. That effect is just a special effect and requires no points.

Tool of Power (100cp)

Pick a mundane item that you could pick up and use. You now have access to that item whenever you want it. If it's broken or destroyed, then you'll find it restored in a week, but it's tough like something under a protection power, unless it's armor, in which case for that toughness it needs to use an aspect.

Such tools have one element of themselves where they demonstrate the might of a Paragon. This should be fairly straightforward. A gun might have a shot that could kill a dragon. But it probably doesn't let you shoot mistakes or blast holes in space-time.

---- OR ----

Mystic Treasure (+100cp)

You have an item whose purpose is its power. A genie lamp or ring is both a companion and a power, for example. Buy the other elements that go into making your treasure, then pay 100 cp to add the advantages of it being a treasure (it's always there when you reach for it. It's part of your power and therefore defended by things that defend your power. You have access to The Feather's power modifiers). It starts with no aspects, but you can buy them.

---- OR ----

Familiar Icon (200cp)

You can import an item you possess as a Feather, and while it gains no aspect from you doing so, you can buy new ones to add to it, and it counts as an Icon (it's always there when you reach for it. It's part of your power and therefore defended by things that defend your power. You have access to The Feather's power modifiers)..

Multitool (+100cp)

Your tool has another appropriate aspect.

Applicable App (+100cp)

What ever your aspect does, it's broad. Rather than a gun for killing people, it invest you with authority, as weapons have done since time immemorial, opening doors, commanding obendiance, and acting as a charisma booster.

Some items might almost demand this modifier, like a computer. Still, the final call is based on what aspect you want from the item.

Indistinguishable From (+100cp)
Instead of a straightforward aspect, you have a weird one. A gun that lets you teleport to any bullet it's shot, at least until that bullet is removed.

You can combine Indistinguishable From with Applicable App from broad weird powers.

Shareable (+100cp, Free with Stealable)
By default, your Feather is there when you need it, gone when you don't. It can be broken (though it's very tough), it adds to your reach if it's something like a sword… but when you aren't using it, it's not there.

With this purchase you can hand your Feather to someone else, and they can use it, and all its powers. They can in turn hand it off to another person. Unless it's Stealable, it cannot be stolen at any of these steps, and just like for you, it's there when they need it, and not when they don't.

You can call it back to you whenever you want... Unless it's Stealable, in which case when you call it back, whoever currently holds it can choose to hold onto it. If it's broken, it regenerates back into your possession regardless of who currently holds it, or if it's been stolen at some point.

Stealable (-100cp)
Your Father can be stolen, and it will work for whoever took it. Much like the One Ring it will seek to be reunited with you, but it must follow whoever currently holds it. If it manages to get destroyed, it regenerates in your possession.

Lugable (-100cp)
Normally a Feather is there when you need it, gone when you don't. Now that no longer the case. It physically exists whenever you carry it, and so can be attacked, weighs you down, take up space, and so on.

You can leave it behind, and unless it has stealable it will vanish while your gone, reappearing the next time you're in an appropriate place. Which doesn't necessarily have to be the same place, unless, again, if it's stealable. Something that's both Stealable and Lugable always exists and must physically travel from place to place. Though it still reforms by you if it's destroyed.

Charges (-100cp)
Normally a Feather can be used endlessly. Now your Feather holds a limited number of charges per day. How many depends on what it is - it's enough that you don't have to be frugal, but not enough to be free with its use.

> **Frugal** (-100cp)
> Wait, no, you don't have nearly as many daily uses of your Feather as you would like. It's on the level of having six special bullets per day.

Make Work (-100cp)
After using your Feather, it requires some hours of maintenance, or blood sacrifice to the dark gods who make it work, or the like. You don't have to drop everything to do it, but each use creates an obligation that's going to take up some time. If this is combined with charges, it probably means you're manufacturing something you use up through use. Magic bullets, alchemical catalysts, or whatever.

ACME

The legendary craftsmen, bent over his work. The MacGyver, rigging together passing wonders. The omnipath, building infinity.

Much like the Feather, they're power is invested in objects. Much like the Ritual, their power is married to the world and it's forces. But their tools are things produced rather than one-off wonders.

Many mad scientists have a limited theme, but omnipaths exist.

ACME might look like the products of technology (or not), but it isn't. By default devices won't work outside their makers presence and tend to eventually fail if they're being used against them. Others keep working once made, but will cease if their maker dies. Some may survive their creators death - not enough paragons have died to know - but despite looking like technology, they're really more like a controllable form of Fortean strangeness. Some people have both this and are technological or scientific Savants, but it can make it hard to figure out what's science, and what's ACME.

Gadgeteer (200/300cp)

Rather then lasting works, you make many interesting one use devices, interesting disponible works. You decide whether you whip them up in advance, in which case they're a bit 'better', but require time, tools, and resources to make. Or you can choose to MacGyver them, making sophisticated devices in minutes with whatever's on hand, but they're less incredible than other examples of ACME. Or for 300, do both.

---- OR ----

Q Division (300cp)

You make things that are just… better than what should be possible. But they're still doing basically the same thing as real technology. It doesn't do new things, it just does things that we can already do… better. Sometimes much better. You might make a laser for example, but a real engineer could look at your work and say 'Well, sure. If I could get those energy densities…"

That is to say, you could make guns that blow up tanks. If the power level is high enough, you could make guns that blow up tank formations. But you aren't making force fields unless 'forcefield' is mundane technology for you.

Your work is also blindingly fast. That means for many things it's going to take you months to develop something. Blindingly fast for things that take years is still months. Also, everything you make, is something you personally make. ACME devices are made by their creators alone. Maybe you'll find mad scientists in future works that can use your designs. And making ACME devices that make ACME devices is beyond you at this level.

---- OR ----

Mad Scientist (500cp)

You have a theme, but within that theme you have a great deal of ability to push the boundaries of what is possible. That theme could be about what you make, how you make it, or some other relationship that catches your fancy. You have a limited ability to make ACME devices that make more ACME devices within your theme. As long as it involves your theme, you work much faster, turning months into weeks, and you need less resources then you should. Otherwise, this is the same as Q Division.

---- OR ----

Omnipath (1000cp)

You are a mad scientist of all possible specialities at once, always operating within your specialty no matter what you're doing, whether it's Orgone Manipulation, Time Rifts, or Astral Metallurgy. Your still limited by the power level toggle, but there's a might born of flexibility. Omnipaths can also make quick devices like a Gadgeteer. These aren't necessarily automatically disposable, but they'll be significantly less impressive then an Omnipaths normal works.

Production Lines (200cp)

You have some ability to set up systems that do much of the work of making for you. You'll still have to be somewhat involved, but if you can make ten examples of a 'normal' ACME device for about the same amount of effort as making one.

All that glitters (200cp)

Your ACME devices meet the gold standard, they work for other people after they've left your presence. You get to decide if they'll survive your death. But you can freely share your work with others.

Reverse Engineer (100cp)

If an ACME device or other example of mad science would fall inside or adjacent to your own work, you can reverse engineer it, given an example or enough data.

The Ritual
Where the Feather invested items with significance, the Ritual instead invest actions. *These* actions wake the spirits of fire. *These* actions unlock the waters bound to the Emerald. To the Mystic, the world is full of power woven from the fabric of secret lore.

Having an ACME meta-power connected to the Ritual for enchanting is very common.

A Ritual will have four elements out of the ones below.

A Ritual requires **Regents**, minor items that are consumed in the magic making. A default Regent is something like Bat Guano for fire magic.

A Ritual requires **Sacrifices** to work, something that costs externally. A default Sacrifice would be something like those you heal must go on to perform a service in the name of Asclepius.

A Ritual requires **Costs**, personal investment to work. A default Cost would be something like cutting yourself and shedding a drop of blood. If you have something like ‘mana’ or ‘life-force’ or ‘spirit,’ those might also be worthy sacrifices.

A Ritual requires **Preparations** in advance to work. A defaut Preparation would be a small prayer and sacrifice to Asclepius in the morning to be able to heal for the rest of the day.

A Ritual requires **Incantations** as it’s invoked to work. A default Incantation is a loud word or dramatic gesture to invoke the ritual as it’s called on.

A ritual requires **Services** after the work. A default service would be an hour of prayer and a modest sacrifice to Asclepius for every healing performed.

A Ritual requires a bargaining of **Duties**. This is a two way street, where services and sacrifices are bargained over and traded, perhaps to a spirit, perhaps to Fate itself. As this can add time both before and after the magic happens, it counts as two elements.

A Ritual requires **Skill** to execute. It doesn’t simply happen if you check off the boxes, but represents a successful use of some learned skill. A default Skill would be hitting your target with an arrow to deliver a curse.

Using a ritual can be an Invitation, drawing attention and opening the door to otherworldly forces.

Grimoire (100cp)
Using secret lore and managed sacrifice, you have gained ritual control over a Domain, a limited specific thing, but one you can use in countless ways. Nothing broader than Fire, Water, Earth, or Air. It has four elements that are required for its use.

---- OR ----

Sanctify (400cp)

Through long hard work you can carve lasting magic into the world. Rather than a brief spell of flight, you can gain or grant the power to fly. This uses all the same elements as the above except Invocations or Regents. Such transient costs cannot be the foundation of a lasting work.

But the investment if much higher then it is for a Grimoire. By default it takes weeks of work for a minor blessing, and you might invest years into a significant ability. Things you grant are fixed - if you have Sanctified flight, then the level you have it is how it will be forever - it isn't actually an ability you have, any more than a car is. It's a blessing that's being granted to you.

You start with a domain you work your blessing from, and by default that domained has been broadened once. You don't need a Domain though, if you have appropriate 'help.' A sea good supporting your blessing would mean you didn't need a sea domain.

Moving pieces (-100cp)

Every time you buy this, your Grimoire requires another element. Sanctify has access to them all by default.

Rationed Effort (+200cp)

Your Grimoire requires fewer elements. You can buy this a maximum of two times for a Grimoire. A Grimoire with no ritual elements is a Miracle, and should be bought as such. There's no reason you would want this for Sanctify - Sanctify is the power to turn ritual elements into a payment for permanent powers, not the power to create permanent powers.

By the spirits that do me honor (-100cp)

A compact with devils, an understanding with the fae, or an arrangement with spirits - you have some group of spiritual agents who you empower to do your magic, even as you draw upon their power.

Import a group of spirits (or something that could pass for spirits) that occupy a single companion slot. Your Ritual is somewhat boosted by their power and can use their nature, and they gain some abilities with whatever domains you have attached to your Ritual. You can use them to focus your abilities, scrying through them if you can scry, and using them to deliver effects from a distance.

If they're all killed or kept from giving you aid, your Ritual is at half power.

Forked Path (+200cp)

Your have a second domain that your Ritual governs.

Hidden Truths (+100cp)

A domain of your Ritual is broader than normal. Something as broad as Final Fantasy style Black or Blue magic.

Strict Structure (-100cp)
One of the ritual elements you have is more demanding. Perhaps you only gain a limited number of uses per day from your preparations, or they require an hour of ritual every morning, or the like. You can buy this up to three times per element, getting harsh each time it's applied to the same element.

The Miracle
Paragons command, and the world hastens to obey. There's no explanation, no reason, no mechanism. It just… happens. For some paragons, this is a burden. The see the infinite possibilities and flinch back, they forge a power for themselves, but they limit it. You didn't. You wield a true miracle.

A **Miracle** is no more potent than any other power of the same level. What it is, is unlimited. If you have a **Miracle** of personal strength, you're as strong as someone with a **Centipede** aspect of Strength. But you could squeeze coal into diamond, even though that doesn't really make sense. You could tense your muscles into something stronger than iron and ignore mighty blows, even if you don't have an aspect of toughness. You could force vitality into your fist through your muscles until it was dense enough to punch a ghost. You could flick a pebble with your whole might, letting it act like an armor-piercing bullet even though the rock lacks the material properties to do so, and concentrating strength like that doesn't really make sense.

Your **Miracle** is more like a domain you have command over than an individual power. While you can do incredibly broad things with it, you effectively have to 'invest' that strength, and the more you focus on one feat, the less you can do with others at the same time.

While any Miracle can protect, harm, or be used as a tool, this can be enhanced. An **Aggressive Miracle** can be used as a weapon unreduced even while you're doing something else with it. A **Shield**ing **Miracle** can be used as a defense unreduced even while it's doing something else. And a **Useful** Miracle can do something productive unreduced even while it's doing something else.

Note that within each field, the amount you can devote to different thing remains constrained, but using an **Aggressive Miracle** defensively doesn't take away from how much is being used for offense.

Generally speaking, it's pointless to buy all three - if you're already using it as a defense and an offense, then the only thing left to spend on is utility. But you can generally push the boundaries of what is doable with a **Miracle** quite a bit further in an area where it's been enhanced - you can use an Aggressive Miracle as a weapon in more, weirder ways. But not more powerful ones. A **Miracle** is not more powerful than a **Centipede** aspect. Miracles only have aspects if you've bought **Required Secondary Powers** for them.

Domain (600cp)
You have a Miracle, control over a specific limited thing, but one you can use in countless numbers of ways. Nothing broader than 'Personal Strength' or 'Flames.'

> **Broader Command** (+200cp)
> You either expand your domain into something broader, or just have broader domain at your base. "Personal Strength" could become "Strength", letting you influence other

people's strength as well, or “Personal Physique”, letting you have broad control over all your physical attributes, from eyesight to density. “Flames’ could expand to include things associated with fire, like forging (not just using fire as a tool to forge things, but power over forging things), as well as emotions like anger.

Broader Command may be bought a second time for really broad domains. Something as broad as Final Fantasy style “Black” or “White” Magic, or command over “Spirits”, or something similar.

Items

Similar items can be imported for free. Items can be combined if it makes sense, and if they do they stack to full effect - an Old Boys Club and a Conspiracy naturally merge nicely, and fully stack with each other, for example. Fanwank responsibly.

A closet-full of well cut suits (Free for everyone)
Whether a business suit, a fancy dress, a sinfully fancy pair of shoes, or an iconic costume you have it. You can't pull out something with anything beyond discrete minor protection, and they won't produce something costing less than two months salary or more than a years worth for middle America,

The clothes are there when you go looking for them in an appropriate place, and vanish when shortly after you take them off and move your attention away.

Enough Money (100cp)
Lots of powers can be leveraged into making money. There are many things that aren't practical to do for one reason or another, industrial processes that would be doable if you could just cool or heat something when it's inconvenient to cool or heat it. Or testing and manufacture requires sensors that are hard or impossible to make.

Or just healing people. Healing is always valuable.

Outside of leveraging fame, most paragons can find some lucrative use of their abilities, something to make them enough money. How much is enough? About as much as a prince from a major oil producing nation. This isn't all liquid cash - this is owning the odd airfield smoothing your way, the ability to borrow the odd Superyacht for a month and not have to worry about how it happened, to have a townhouse in any major city worth visiting, maybe not in your name, but under your money's control.

The money is legally yours with no one questioning where it's from, and you can divert other sources of money perks or items grant you through this to cover it. It can distort economies and cause problems, but it also comes with a certain amount of political power and sway. Though absent other factors, it also comes with a new money smell.

In future jumps you continue to have access to frankly ludicrous amounts of money, luxuries, and goods. It's not going to all be in liquid forms, but you have more money than some nations; what that looks like depends on how advanced the civilization you're dropping in is, but whatever it is, you have the money to break small economies if you wished to.

Old Boys Club (100cp)
You own a club. Not the kind of club that people hit to dance the night away. The kind where most of the guests are old men, and if you have to ask how much membership costs, you

probably couldn't afford it. And if you could afford it, you probably aren't of the proper class of people anyways.

The club lets you hobnob and socialize with movers and shakers, both of whatever nation you drop it into, but also international visitors.The club produces enough high quality food and drink for a couple hundred meals a day. If for some reason you need more, the chefs are up to making several times that, but they'll have to actually buy ingredients. It has all the infrastructure and items for whatever kind of 'club' it is - Golf Club, Country Club, Social Club, or whatever, and side rooms and infrastructure to also fulfill a few other roles at the same time.

Not only that, but in quality, service, and polish it is a pristine example, with a comfortable atmosphere, beyond excellent service, discretion, and class to make anyone feel at home.

The club produces a respectable amount of money, and plenty of political power and influence. You can redirect money and social influence through it from other perks and items to sanitize them and give them a legal or definable source, and it will give them and you a classy aire of old money.

In future worlds, you find yourself owning a similar club rethemed to the new world. With the facade may change, humans always power-network in some way.

Holding Debt from [type](100cp)
You are owed the kind of favors that not only are worth helping hide the bodies, but the kind that can make a few new ones. A dozen some-odd favors to start with, spread through the movers and shakers of a community, though with no one person or organization owing you more then one or two. Circumstances will generate another three or four favors owed you each year.

People owe you, and they'll pay their debt, but this isn't general influence, it's specific markers to be called in.

Examples communities could be the government of your home nation, international criminals, the Intelligence Community, Local Law Enforcement, the Magical Underground, or the like. These favors will translate to the closest local equivalent in future jumps.

Liked Lobbyist to the [type] (100cp)
You've built influence and friendships with a certain community. People share secrets with you, and hide your secrets or warn you of trouble. You can influence the actions or direction of this community as a mover or shaker, even if you're not properly a member of it, and your presence is accepted as a matter of course.

This can be used for small favors, and certainly opens the way to favor trading, but it doesn't put people in your debt on it's own. This is general influence, not specific powerful favors.

Examples communities could be the government of your home nation, international criminals, the Intelligence Community, Local Law Enforcement, the Magical Underground, or the like. These influences will translate to the closest local equivalent in future jumps.

International Organization/Conspiracy (200cp)
You hold control over an organization with an international mandate. It might be hire out paranormal freelancers, work as mercenaries, organize international aid, or any number of other tasks.

Alternatively, you control a secret society or conspiracy. This changes the focus a bit, but is functionally very similar.

It will give you decent influence in a number of related communities, though less then Liked Lobbyist. It will give you contacts and favors over time, though weaker, more spread out, and worse positioned than Holding Debt. It will give you connect you to social networks let you hobnob, though in a narrower way then Old Boys Club. It gives you access to a large flow of money, though most of it isn't your personal money, and has to be channeled through your organization, and it's less than Enough Money.

You own an organization or lead a conspiracy that is similar in power and reach in every future world you tread.

Paratechnology LLC (200cp)
You own a company dealing in the more grounded forms of Paratechnology - the super-intelligent and the savants of science and engineering. You have maybe two dozen such subtle paranormals working for your company, each of them leading two or three large teams made of the best of the best of 'normal' engineers and scientists.

Some small amount of their work needs to go into keeping the company afloat, and the more of it you let go that way, the more money the company will make, but you can redirect the vast majority of it into your own projects. While they can do pure science, they're much better and more focused on practical applications.

While it's possible to recruit the paranormals that come with the LLC towards other goals or tasks, this item only get you their work for the company, in the company, and their paranormal talents are all in support of engineering and science, in that order.

In future jump, you'll find yourself controlling a similar company with similar paranormal staff, even in worlds without paranormals. Their powers are subtle, and in worlds without paranormal abilities they might not even realize they have them. They very well may stay under the radar, but this item doesn't enforce hiddenness on it's own, and only supplies new paranormals at the start of the next jump, or in ten years for longer jumps.

Fortean Labs (200cp)
You own a well funded paranormal lab on the cutting edge, with cutting edge equipment and the best academic connections and reputation. More than that, you have maybe two dozen subtle paranormals working for your lab, each blessed with nearly invisible gifts of intelligence or savant abilities in science or engineering, each of them leading two or three large teams made of the best of the best of 'normal' scientists and engineers.

The lab is quietly funded with large grants and provide plenty of money and resources for anything practical they might need. As well as plenty of impractical things. Some small amount of that can be diverted into a stipend for yourself, enough to live a well to do lifestyle, but most of it will go to the science.

You can direct them to tackle what subject you feel need investigation, but the lab is hugely focused on pure science, with practical applications a side effect at best. They are amazingly good at approach odd, occult, or dangerous knowledge, or figuring out how to perform experiments on phenomena that sounds like it should defy testing or qualifications. And they're just as amazing at doing it safely. Give them weird occult insanities and reason defying miracles to pin down and they'll love you for it.

While it's possible to recruit the paranormals that come with the Lab towards other goals or tasks, this item only get you their work for the lab, in the lab, and their paranormal talents are all in support of science, more science, and the engineering needed to support that science, in that order.

In future jump, you'll find yourself controlling a similar lab with similar paranormal staff, even in worlds without paranormals. Their powers are subtle, and in worlds without paranormal abilities they might not even realize they have them. They very well may stay under the radar, but this item doesn't enforce hiddenness on it's own, and only supplies new paranormals at the start of the next jump, or in ten years for longer jumps.

Border-Stronghold/**Reaching Realm**/**Camp in the Deeps** (100/200/400cp, 600cp, 600cp)
You carry a piece of The Imageria with you.

At 100 cp, you carry a friendly border area or the Imageria with you, a personal **Border-Stronghold**. This area carries mystical defenses with it that hostile sympathetic forces and broad reality warping must pass through before they reach you. If someone tries to summon something hostile to you (or just something you don't want summoned), then the summoning must pass through the **Border-Stronghold** layer in addition to everything else it must overcome. In the other direction, it's almost impossible for someone to access or reach your **Border-Stronghold** unless they're either already in your presence, or they have your permission.

The **Border-Stronghold** has a 20 entity garrison of helpful entities two ranks weaker than the **Personal Sovereignty** level for the jump. Two levels below street is weaker than an average human. One level below street is the more grounded action hero - better than a normal human, but able to be threatened by one. On their own, they have no way of getting to the material world. Lost members will be replaced one a day until again fully garrisoned.

Whether or not the Imageria actually exist, your **Border-Stronghold** counts as a real territory you own, and can be enhanced with future perks or purchases, or my have other territories and properties attached or added to it.

For 200cp it can become either a **Shallows** or a **Prominence**.

A **Shallows** means your personal stronghold has an upper “layer” where it interacts with the physical world. At a basic level, this is a path allowing your garrison to enter the physical world, as well as allowing you (and those you grant permission to) to physically enter your **Border-Stronghold**. Choose the nature of the path - generally it should be something like ‘through mirrors’ or ‘shadows.’ Your stronghold can now act as a general staging ground for spiritual entities - entities that have a hard time staying in our reality, or are harmed by the physical world, or have a time-limit on their presence… they can stay in your stronghold without being harmed, using up their time, or the like. You can let friendly forces make a permanent home in it, though it won’t carry them to future Jumps.

It can also act as a battery for appropriate forces. If you have a way of pouring power into it, that power will swirl about the place, slowly seeping into it and changing it, but at a slow rate. Something like 1% of stored power will be lost per week, and it has no cap on how much you can store in it. Any change from spillover will be advantageous, and can go to fueling replacing or growing the garrison.

Alternatively, you may make it become a **Prominence**, able to directly invade the physical world. Rather than opening paths into the garrison, and bringing the physical close enough for outside forces to enter it, it directly drives into the physical world, overlapping or displacing it. You could call a wall of your stronghold to cover a corridor, or pull a prepared summoning chamber up around you.

You may somewhat change and reshape your stronghold as you call pieces of it into the physical world, and what you call up can be from any arbitrary location in your stronghold. That is to say, calling a one piece of it doesn’t limit what you can call up elsewhere. You may have two small intrusions at Street Level. It doubles in both the size of each intrusion, and the number of intrusions each level **Personal Sovereignty** goes up. At State level you may pull your entire Stronghold through in whole rather than in part, though if you have attached large properties to it, this won’t be enough to bring them though at this level. At Street level you will have three prepared location that are somehow enhanced to be useful for calling forth, and each level it goes up adds another three. Such features will be one level below the **Personal Sovereignty**

level. Your garrison will also expand by another 20 members for every two levels of **Personal Sovereignty** above Street.

While your garrison can occupied and work any breaches you bring forth into reality, without **Shallow** they can't leave it.

For 400cp, it can be both.

For 600cp you can control a modest kingdom in the Reaches. A place of wonders and mysteries, your rulership is literally a fact of nature within it. Despite this, you aren't an absolute sovereign. Your influence is great, and unremovable, but it's filled with its own strange life and culture, and much of it isn't actually about you. Your kingdom and your dreams are one, and you can use them to reach your **Reaching Realm** even if you lack other appropriate powers.

The average level of ability for the inhabitants is three levels below the **Personal Sovereignty** level for the jump, or human if human is greater. There are a number of local champions and exceptional individuals one level higher than that, and enough of them work for you to make several army divisions, along with spies, master craftsman, and the like. A number of heroes also are part of your kingdom, one level higher than the champions. You have about a dozen of them working for you, each of them a unique individual with their own unpredictable personal talents.

Your kingdom will have a number of interesting phenomena and resources, appropriate to its nature. If you have the right powers you can freely call upon your kingdom, with any costs for such summonings reduced, and a guarantee of loyalty from any inhabitant summoned, and any phenomena or force called forth easily bending to your will, and not harming your even if it should. Though second order forces may harm you.

Your **Reaching Realm** will trade and do business with the kingdoms around it in the Imageria. In future jumps, it will nestle itself somewhere decreet in the local cosmology, and provided there are subtle realms in that universe, open trade and business with them.

Whether or not the Imageria actually exist, your **Reaching Realm** counts as a real territory you own, and can be enhanced with future perks or purchases, or may have other territories and properties attached or added to it.

If you also have a **Border-Stronghold**, it will be attached to your **Reaching Realm**, and a well paved, guarded, and stable road links them. The garrison will be expanded and filled with Heroes from your realm. The feature of your realm with be improved and enhanced, and some of the treasures and phenomena of your realm will be in your stronghold, ready for you to call forth if you have **Prominence**. Even without a **Shallow**, your kingdom will have a much easier time projecting power to the physical world with it. If you do have a shallow, they may almost freely enter the physical world around you.

For 600cp you may purchase a **Camp in the Deeps**. A comfortable encampment is atop a fortified atoll. Halfway between a permanent settlement and a camp, food is constantly being cooked on open fires, repairs are being made. The whole place brightly lit as if to hold back the darkness, and music fills the air to drown out the silence.

If you try really hard to ignore everything beyond the firelight, it helps.

The campsite is set above an ocean of nightmares. Diving into the waters will take you to any number of different, terrible realms.

The atoll is constantly defended. Both guards and servants, there are great twelve guardians, each of them an entire level above the **Personal Sovereignty** level for the jump as a whole, though they are part of the isle, and cannot leave it. A hundred heroes at the **Personal Sovereignty** level swarm the camp, doing useful work, making things for the guardians, or you, or any guests upon the isle. They are adventurers, explorers, mercenaries. Only half of them actually work for you, the rest here for their own reasons, though you may be able to hire them or barter services from them.

There are winding paths downward from the atoll, making their way into the deep waters. Raiding parties from the isle regularly sally forth, seizing strange wonders and cursed horrors in equal measure. Many don't return, but they're soon replaced as heroes are drawn to the possibilities offered here.

Some flow of these treasures makes there way to you. They are useful on their own, but if you have appropriate powers or skills you may use them as components in greater devices or as regents for workings.

If you have an appropriate power, you may be able to summon some of the heroes who work for you from the Camp, though it is far from reality.

The Campsite can be found on a path leading out from your dreams, if you lack other appropriate powers to reach it. It will take several hours of sleep to get their. The treasures they offer up will be stored in your dreams. When you wake, you may choose to draw some of them forth.

If you have **Reaching Realm**, your realm will be richer from the treasures and wonders of the Deeps, and you have a number of the improved Heroes of the Deeps making their home in your realm. There will be a guarded path from your Realm to the Camp, and that path will be shorter. If you have a **Border-Stronghold**, the garrison will have one Hero from Camp, improved gear from the collected wonders, and the features of the stronghold will be improved. If you have both, the Border-Stronghold will be further improved due to the greater ease.

Your **Camp in the Deeps** will nestle itself in a similar terrible place in future jumps.
Whether or not the Imageria actually exist, your **Camp in the Deeps** counts as a real territory you own, and can be enhanced with future perks or purchases, or my have other territories and properties attached or added to it.

The default theming of the Imageria is fantasy, but yours doesn't need to be. Whether because of what you chose for the true nature of the Imageria, or because you just want a different style, you may change the theming. This won't make it any more powerful, just change how it presents itself and maybe how it uses the power it has.

You may purchase **Border-Stronghold** multiple times. **Border-Stronghold**s at the same level may be combined into greater and greater fortresses to a maximum of three times, gaining more and higher level troops, deeper stronger fortifications, more paths, more or better features, and so on. When three combined fortresses, your fortress will have a Garrison Leader at the **Personal Sovereignty** level of the jump.

If you instead have multiple **Border-Stronghold**, then you can attach them to other people or things you wish to guard. You may only 'carry' or 'shield' yourself with one **Border-Stronghold** at a time.

You may purchase **Reaching Realm** multiple times. You may either expand your kingdom, making it less modest, or create a second land in the Reaches. This comes with more phenomena, heroes, and so on. Every extra purchase of Reaching Realm means one of your realms has a Grand Hero, at the **Personal Sovereignty** level of the jump.

Any and all of these options are allowable targets for **By the spirits that do me honor.**

Companions

Old Friends (0-600cp)
Import up to 8 old companions, freely giving them an origin. If the sum total of the toggles selected give cp, they start with that amount. You may also give all of them an additional amount of cp equal to how much you spend on this option, to a max of 600cp. Companions make take up to 400 points of personal (not world) drawbacks. If a companion is killed by their own drawbacks, they will remain dead unless another power raises them.

New Hopes (200-600cp)
A Paragon or something stranger from this world joins you as a new companion. They gain triple the cp you spend on this option. If the sum total of the toggles selected give cp, they gain that amount on top. This may be a canon Paragon, if the cp is enough to build their powers.

Thy strong bidding task Ariel (1000cp)
A mighty spirit of some sort comes at your bidding and does what you will of it. Whether a terrible Elemental, fearsome Eidolon, fantastical Primordial, or alien Outsider, it serves you loyally and completely, your willing and eager servent (or slave, if your into that kind of thing).

It is a terror, commanding three miracles, each with two purchases of Broader Domain, each with a Required Secondary Power. One of them represents the spirit itself, giving it a terrible physicality, one an element or force it commands, and one a host of minions that serve it in turn. It also has four or so Centipede powers to represent it's other abilities (or a smaller number of such abilities with positive modifiers). They're generally a bit beyond human in all the rest of their abilities. Finally they have an ability to move freely between the Imageria (or other spiritual states in future world) and the physical world, whether to perform services in your name, or to dodge attacks that only exist in the old or the other.

The spirit counts as a Follower rather than a companion, unless and until you import it, and is a legitimate target for **By the spirits that do me honor.**

Drawbacks

How you're going to pay for all this stuff.

Partisan Divide (+100cp)
People are much more 'us vs. them', to the extent that they're spite themselves to refuse aid from an opponent… and this is a world with many sides. Everything is harder to get done when no one is willing to see the big picture.

Everything is political (+100cp)
This is a world where you're expected to take a stand on issues, where the question of Freedom vs. Security, internal vs. external rights, and other such issues are a major element. Now you can't accomplish anything meaningful without first figuring out how it fits into your political philosophy and pursuing that action for political aim. And it has to be deeper than just a tag-line - you won't clean up crime with just 'tough on crime'.

Icon of Disdain (+100cp)
For a group about as broad as the oil lobby, belittling and undermining your actions, message, and causes is a major goal. Simply because you're involved in something, there will be people opposing it. Anything you accomplish either doesn't matter, is bad, has nothing to do with you, or otherwise is attacked.

It's not the end of the world, but it might make things harder. Generally speaking, it will make things that matter harder. If you can do it all alone, you might not care, but little that matters can be done alone. You can buy this up to three times, each time having a new group become hostile.

It's technically possible to end the hostility, but it would do something on the order of Hillary making nice with the Republicans. Either that, or you destroying them as a group.

Enemy conspiracy (+200-700cp)
A conspiracy is hostile to you. At 200cp this is much like Icon of Disdain, only they'll also be looking for opportunities to get you in legal trouble, and otherwise kick you while you're down, and their hidden nature makes it harder for you to predict where the blows will come from.

For +100cp the animosity between you will never be settled while you and they both live.

For +100cp, they're going to be spending agents and assassins after you when the opportunity allows.

For +100cp they're much bigger with more resources to throw at you, and more chances to see weakness or opportunity in their hostility.

For +100cp more, they prioritize hurting you to the extent that they'll suffer themselves. You may only take this is they're already sending agents and assassins at you.

For +100cp more, they have both breadth and depth of paranormal resources. They probably had a few before, but now they can always keep a few hostile Paragons (or similar resources) on hand to cause you problems.

You can have as many as two hostile conspiracies after you.

Confidence Man (+200cp)
Your paranormal powers only function at 100% when you're fully confident in yourself and your results, and you emotions are either balanced, or in tune with what you're trying to do. Move away from that, and you powers weaken. Any perk or power that grants confidence or personal emotional control stops working.

ACME order form (+200cp/300cp, only +100cp/200cp for New Breakthrough)
All technology you bring in from outside this jump, whether by perk, item purchase, or just shoving it in your warehouse, counts as ACME technology. No one but you can use it, and manufacturing it, maintaining it, and repairing it requires your own personal attention and effort. It's true mad science, unable to change the world the way technology can.

For +300cp, instead you lose access to all items and your warehouse.

New Breakthrough (+300cp)
What do you mean you're the Jumper? Is that your fake backstory? I understand many paranormals have them.

You are reduced to your body mod before the jump starts - you have what you purchased now, but all perks and powers and things of a similar nature from before are lost. The same happens to any companions you bring.

Fisher King (+300cp)
You matter, Jumper. You're an example. Take the law into your own hands, and countless others will follow in your example. Conspire, and watch conspiracy bloom across the world. Stand aside in the face of evil, and watch the world be paraylized.

This never inspires people to copy you if you would like the result.

Invasion (+300cp)
All those subte plans and underhanded deals are suddenly going to be a lot less important. Spirits from the Imageria are invading. Or aliens are invading. Or beings from the universe one over. Whatever it is, Earth will probably win in the end. Technically. If you're strong enough to

change that on your own, you may. Otherwise survive. The precursor to the invasion begins immediately, but the hot war won’t start for two years unless your actions change things.

Endnotes

The Paragons Campaign Setting was a short lived setting for 2nd edition Mutants and Masterminds, published by Green Ronin Publishing.

Find it here.

Each perkline gets its name from song lyrics.

Outsiders got People are Strange from The Doors.

And Graves to Dig from Everlast.

Subtle got Dream On from Aerosmith.

Paragons power can change over time - they can become stronger as they grow as a person, grow in willpower, or convince themselves they can do, be, more. They can become weaker as they lose confidence in themselves or stop being sure they can do something.

As you've paid points for your power, you as a jumper will only experience positive growth in ability. Paragons can eventually reach World-Class in ability. If you can go past that depends on the source and nature of Paragon power, and hence is determined by what you decided the nature of the abilities to be.