City of Heroes: Going Rogue Jump

Welcome back! Well sort of. As you may have noticed, this world has striking similarities to one you've previously visited except with a few twists and turns. You have entered a close neighbor of the original City of Heroes timeline except where the main heroes such as Statesman, Back Alley Brawler and Manticore became horrible dictators of humanity such as Tyrant, Marauder and Chimera respectively. This is Praetoria, a cracked mirror, a world that has already fallen. Do not let the shining city fool you, this is a totalitarian state and just beyond it's borders the god-like being; Hamidon has already completely devoured the rest of Praetorian Earth.

That's right, basically the most powerful being from the initial City of Heroes setting has reached an entirely new and horrible height of power and it takes a cabal of titans to keep just one city safe from it's grasp. What is the price of security? How much will we give to live another day? A rebellion brews, organized crime becomes more sophisticated and psychics float about the streets searching for treacherous thoughts on behalf of the state. Hope you prepared Jumper, this is not a city of heroes or a city of villains, things won't be so easy. Will you join the Praetorian elite or will you go Rogue?

This will be a Gauntlet jump so here are the rules for completion.

1. You must have completed the City of Heroes Jump before this one.
2. You must complete one Goal to receive one boon and finish the jump.
3. In order to purchase Incarnate powers you will have to take on more than one Goal or take Drawbacks.
4. You only have powers and equipment from the City of Heroes Jump.

+0cp Choose Age and Gender for Free

Locations

1. Nova Praetoria- The cultural center of the city, the skyline is dominated by the massive skyscraper, The Nova Magisterium where the Praetorian Elite decide the fate of the masses. Sophisticated Clockwork automatons do the general upkeep and biological labor is basically nonexistant.
2.Imperial City- A glittering jewel in Praetoria, a place of lights, industry and entertainment. This is where citizens go to work and play. It is also the source of all propaganda as well as organized crime.
3. Neutropolis- A section of the city dedicated to research and technological advancement. Refugees are rampant here and often utilized in the many experiments that go on in dark, soulless laboratories.
4. The Underground- While well maintained it is still very dangerous, home to the Ghouls as well as the noble Rebellion. If one learns to traverse it's tunnels you may move through the city easily without being tracked.
5. First Ward- An idyllic residential metropolis lost. First Ward was the seed from which Praetoria as a city sprouted. Sonic fencing had held off the first wave of Devouring Earth but Hamidon was clever,

having planted a seed long ago beneath the city, it erupted from the ground and destroyed everything in it's wake. Now it is a wasteland filled with monsters and survivors just barely living on the razor's edge.
6. Night Ward- Welcome to the Upside Down. The barrier between the land of the living and dead is very thin in First Ward due to it's tragedies and you have stepped into a dark mirror of this place. Here you must battle spirits and their shepherds, the Drudges. These patrolmen viciously seek out the living and attempt to make them... "Fit in" with the dead.
7. Beyond the Wall- Oh no.. Oh God no. Not only are you not in the city but you're on the other side of the planet! You are now as deep as you can possibly be into Devouring Earth territory, a place so completely usurped by Hamidon it's not certain where the world ends and Hamidon begins. Find your way back quickly, lest you be added to the biomass.
8. Free Pick between 1-7!

Incarnate Rank Boon-
This is where you'll pick one boon that ties to your past choices from the City of Heroes jump. This represents you becoming incarnate and sharp increase in your abilities in relation to the abilities you gained while in City of Heroes. If you apply to multiple, please pick one you prefer.

Traveler: Drop-in Origin, No Primary Powers Chosen
You don't need silly superpowers and capes! You're just on vacation. With that being said, you gain a keen ability. Should you choose, you can sort of toggle something that is both an awareness and a passive effect. You seem to be drawn to the more mundane yet pleasant aspects of a setting and they will in turn be drawn to you. This won't make your life exciting at all but it can be good to take a break from the insanity of some dimensions.

The Devil Himself: Anti-Christ from the Hellion NPC Faction
You've returned to spread the domain of the Satanist gang, the Hellions across the dimensions! Should you still have your "Girlfriend From Hell", she gains a free Alpha Incarnate power. As for you, The Hellions as an organization will now follow you from dimension to dimension. You may give them better equipment and abilities but mooks will always be mooks and they will tend to revert to their initial level of power at the start of each jump.

Reaper: Petrovic from the Skulls NPC Faction
Death is the only constant and now so are it's disciples. As with "The Devil Himself", the Skulls and their allies, the Trolls and Outcasts now follow you from dimension to dimension in an identical manner. If you still have Atta and Frostfire as companions they each gain an Alpha Incarnate power.

Warden of the Cosmos: Great Warden from the Legacy Chain NPC Faction
The bond between you and your weapon is unbreakable and whereas you have given it your power it is time it returned the favor. Your Longsword now may fuse with other Longswords and take on the best aspects of all it has combined with. It will be as light as the lightest Longsword it has fused with and as

durable as the most durable Longsword it has fused with. Not only that but should your weapon gain some form of magic enchantment it may apply to you as well. A vorpal sword may lend your fists and feet the uncanny ability to remove heads or a particularly powerful fire enchantment will allow you to envelop your body in identical flame.

Archmage of Legacy: Great Magister from the Legacy Chain NPC Faction
Chains bind you... But to what? You suddenly become hyper sensitive to magic, no concealment will ever hide a charm from you. Within one mile you can feel every spell and cantrip and minute details of what their function is. You will be aware that a massive fireball is being cast and where it is being casted but you won't be able to see what it's being aimed at. That being said, you can identify even the most complex rituals at a glance and vastly increase the speed at which you learn to recreate them. Your mastery of the arcane grows ever more absolute.

The Godfather: The Don from The Family NPC Faction
Your mastery of organized crime sky rockets. People see you playing a game of chess with other gangs but in all honesty all the pieces on the board are yours, they just think their moves are their own decisions. Not only do you excel in organized crime, you command an all powerful respect in criminal circles. They may try to compete against you but your own men and anyone you make a deal with, solidified by a handshake? They wouldn't dare cross you.

t3h $00p4rFr34k!: Tanker from the Freakshow NPC Faction
Proportions mean nothing, materials mean nothing... All that matters is dat bass. When it comes to your own cybernetic enhancements, physics doesn't matter. Is that hammer made out of solid tungsten? That's impossible to even move with your frame! Nope, not anymore. You can be a human jungle gym made out of motor engines and drinky bird toys yet you will still function as intended without being hindered by a disproportionate and frankly impossible design. The Square Cube law is your bitch, basic balance and common sense are your bitches too.

Chopshop: Meat Doctor from the Freakshow NPC Faction
Sure you can jam a toaster in a man but what will that do? Certainly not give him dual chest heat lasers! Oh, wait it can. And it will. You can now take appliances and gadgets and by jamming them into people you can make them an Inspector Gadget of death. Using the motor from a blender can get you spinning death blade arms, a microwave can provide radiation blasts. On top of this ludicrous ability you can even make it look aesthetically pleasing once attached. Concealed dual laser slots just in the center of the chest? Or spiky death metal toaster from hell, jutting out of a guy's gut, stapled with rusted studs. Totally up to you!

Operations Director: The Operator from The Malta NPC Faction
Your ability to equip, train and coordinate normal humans to facedown the supernatural is unparallelled. Given a year of daily administration you can recruit and train a new mercenary cell to this level and should you be given the reigns to an organization already in place it will take half that time. For reference, a squad of eight of your men after that year can possibly take down an A-list super hero

autonomously with preperation time and proper funding. God forbid they're working directly under your direction or if you send more than two squads to a single target.

Regime Change Specialist: Infiltrator from the Knives of Artemis NPC Faction
It's one thing to infiltrate an organization, it's another to subvert it entirely. You become a master of ripples within groups and from any point you infiltrate can make grander changes to a faction depending on the size of said faction and the rank at which you enter it. If you're working as a mailing room attendant in a Fortune 500 company, you can actually negatively or positively impact the stocks by changing the course of a few letters. If you reached a management position? You could probably dethrone the CEO with some well placed passive agressive rants to his secretary. It's easy to rule from the top but you can rule from the bottom and sides.

Guard Dog: Pet from the Carnival of Shadows NPC Faction
Regardless of whether or not you keep Vanessa Devore, you gain an interesting set of abilities. Should you release your will to someone else and swear fealty to them, you suddenly gain a massive increase to your base strength, speed and durability when acting under their direct orders or in their direct defense which means you cannot stray too far. An assassin tries to stab them? You can take the knife to the chest without batting an eye and then beat the ghost out of the assailant's corpse. Trying to stop a nuke from hitting a nearby city? Well it's not directed at your master so it won't work then unless they directly state to you, that they desire you to stop said nuke or carry them away. Also, you may choose to only experience pain as pleasure.

Beholder of Beauty: Madame of Mystery from the Carnival of Shadows NPC Faction
A sort of mirror of the Guard Dog except it doesn't apply to yourself. Once per year, you may designate someone as your pet should they willingly accept. Once they do, they gain all the boons of a Guard Dog when acting under your direct command or in your direct defense.

King of Springs: Heir to the Throne from The Clockwork NPC Faction
You stopped the apocalypse with nuts and bolts, you deserve a kingdom and you shall have one. The Clockwork Court you had now doubles in size and takes up the same amount of companion space it did before. You may now also have Clockwork Lords. By removing a volunteer's brain and placing it in a Clockwork body, they will immediately start generating a standard sized Clockwork Court psychically given the available resources. These people are not under your direct control and they may not be companions however as long as you treat them well, they should be loyal to you.

Great Old One: The Return from The Coralax NPC Faction
Your domain of the sea and abominations within it's salty womb now develop further. Unnatural creatures or creatures displaced by space and time that find their homes in the water you can commune with and understand without going insane. In this way you may even bargain with them or rouse them. Cause the Loch Ness Monster to go on a rampage, convince a Kaiju to go back in the ocean for a dip, so on and so forth. This doesn't mean you control them, just that you can reason with them and they will consider your words as they would an equal.

Papa Smurf: Snaptooth from the Red Cap NPC Faction
Your capacity for pranks both innocent and vicious is legendary. There will now be a sort of buffing system for your pranks and attacks. If you deal damage to someone, the more humiliating said attack is, the more powerful it will be. Likewise, if you pull a prank the more harmful it is, the more hilarious it will be for you and everyone not a victim.

Baba Yaga: Arch-Sorceress from The Cabal NPC Faction
You gain a hut with chicken legs that follows you from jump to jump. It is supernaturally durable, while having a cozy appearance it can take as much damage as a vault door in Fort Knox. It follows your every command and while it may look strange and uneven when running, while inside you never feel a single tip or turn while in transit. As a bonus, anything stereotypically witchy done within the confines of the hut such as hexes and alchemy gains a substantial boost in power. Your warehouse now has a door that leads directly to where the walking hut is at all times allowing for fast transit. Lastly you may fly on anything that's classified as a broom up to a speed of Mach 1. If you already have flight powers, using a broom will increase your normal speed by Mach 1.

Jack: Gourd Lord from the Fir Bolg NPC Faction
You may expand the domain of Gourds! Using your godhood over all things pumpkin you may control groves and vines of pumpkins or even generate golems using multiple gourds at once. Mind you, no matter how many pumpkins you cultivate, they will still be roughly pumpkin-like in durability. The Great Pumpkin is now your constant advisor, able to see and hear through all pumpkins and gourds within a given dimension.

White Stag: Deer's Reign from the Tuatha De NPC Faction
You may expand the domain of Deer! Using your godhood over all things deer. You may control herds of Caribou and even get them to stampede where you wish. Mind you, no matter how many bucks you get to lock racks with your enemy, they are still roughly deer-like in durability and strength. You may now tap into the knowledge of all hooved things to ask them a question once a week.

Ubermensch: Raserei Krieger from the Raserei Division NPC Faction
Should you have any Kriegers left as companions they each gain a free Alpha Incarnate Power as do you. Your super soldier program has made advancements so that your squad may better match the threats ahead.

Count: Vampyri Commandant from the Vampyr Project NPC Faction
Your capacity for the Vampyr operation has expanded. With a two hour surgery you may grant not one but two Darkness or Psionics based powersets from the City of Heroes Jump into a person. Making them look like Voldo with pointy ears is optional.

The Rift: Agent of Entropy from The Galaxy Division NPC Faction
Your powers were all based in bloodshed and separation. Now you offer unity. You may rip open

dimensional holes in time and space and some infantile Kheldians. These Kheldians however, only have a few brief moments of life. Because of this, you will need to get them a willing host to live with. You may choose to imbue a host with either a Kheldian (Light) or a Nictus (Dark) symbiote. Trying to mix in both or multiple of the same type into one host will cause all parties involved to explode and die horribly. This means you'll be the only hybrid of the two in the cosmos. Caution should be taken, the bonding process often leaves a person entirely transformed mentally and physically. Kheldians tend to bring out morality and peace in their hosts whereas Nictus foster ambition and coldness. It goes without saying that hosts gain Peacebringer or Warshade abilities. Flight, shields, light projection and explosive wisps for Peacebringers (Kheldians). Teleportation, phasing, dark energy manipulation and life drain for Warshades (Nictus).

God's Keeper: Godling from the Devouring Earth NPC Faction
You've overcome another downfall of your horrible and great potential. Should you choose, you may now spawn a fully fledged Hamidon and keep it as a companion. It will start off small at first but if left unchecked it will consume enough biomass to subvert cities and convert entire countries into living, mutated land scapes. Your bond with this being is absolute, it acts as a processing unit for controlling all of the Devouring Earth either of you have spawned allowing you to easily coordinate attacks. Mind you, it will not be fine control unless you're in the direct vicinity of the spawn in question. Telling a Devouring Earth spawn to assassinate a single person will often leave city blocks flattened.
If destruction is not your thing, Hamidon has extremely vast technological and medical applications. It is equal parts black magic and science gone wrong so making organic computers, biological spell components or even cures for genetic disorders are all very possible with a brilliant mind researching it's mysteries.

Order of The Spider: Arachnos Lieutenant
Survival of the fittest has always been the dogma of Arachnos. Unfortunately, while the survivors are very valuable, those that passed due to inter-faction squabbles had value as well. Waste not want not. Any organization you participate in will see a sharp decrease in betrayal and here's why. Upon gaining any status in your organization, a member (including yourself) will gain immediate, powerful awareness of their capabilities in comparison to those around them and they will know right away if their plan to poison you or seduce their superior will work. With this in place, chronic backstabbing is a thing of the past and you can keep valuable human resources even if they would have been Rats or Snakes otherwise. The Web must be strong, that is the Order of the Spider.

Big Leagues: Freedom Phalanx Membership
Politically, forming a super team such as the Avengers, the Justice League or even the Freedom Phalanx would be excrutiating red tape and jumping through hurdles. However, you on the other hand seem to have an express ticket. You can form and maintain a super team which not only has autonomy but diplomatic immunity when apprehending criminals in other nations, planets or galaxies. Your paper work all seems to be in order and you're always licensed to play the good guy. This comes with the added perk that if you work in some areas long enough, eventually you'll get some tax revenue for services rendered should you accept the donation.

True Defiance: Blaster Archetype
No matter what state you're in, whether you're bound, magically held or even paralyzed you WILL be able to defend yourself at the very least with basic attacks. Not only that but you become exceptionally slippery. Binding spells seem to misfire on you, ropes seemed to slip off or be accidentally broken somewhere or maybe you sweat the paralytic poison out so fast it has a minor effect. None will hold you down.

Destroyer of Worlds: Brute Archetype
You gain mastery of your Rage. You now have a mental toggle where you can sacrifice control for power. Should you absolutely want to ruin the world, you can will yourself to black out entirely and let the Rage take over. If a normal human were to take this perk and black out, they would easily be able to smash tanks while at least surviving two shells from said victim prior to smashing. This can also be a sliding scale, bare in mind you'll be more accident prone and impulsive the more you crank up this Rage.

Assuming Direct...: Controller Archetype
You needn't kill anyone, apprehending them may just do the trick. Any capacity you have for placating or crowd control increases to an astonishing amount, to the point where you can enact a dead stare which bypasses all defenses at someone and hold them in place so long as they are equal to or lesser than you and power. Even if they are more powerful you can hold this gaze for as long as your will and energy will allow it. Downside is that you cannot act while initiating this stare. Hope you have allies to take the shot.

Power Does What Absolutely?: Corruptor Archetype
You're just dastardly for being so effective at kicking them while they're down. Now you can make sure they don't get up. Should an opponent fall below fifty percent of their vitality, you can focus on them and so long as you maintain that focus, any regeneration or ressurection powers they have will be inert. You can maintain this focus while fighting yet you may only engage your target and your target alone until they die, surrender or are apprehended.

A Good Offense...: Defender Archetype
You can enter a trance and cause all your defensive abilities to skyrocket any regeneration and durability you have will see a miraculous increase in effectiveness, which you will need because while in this trance you cannot take any offensive actions whatsoever. However, these abilities are now reflected onto your allies and vice versa. Suddenly, eight allies within range will share the best of each other's stats including your new, immense defense capacity. Even if you become a target, would your enemies even be able to make it past your companions?

Playtime: Dominator Archetype
When activating your "sadistic zen" you will suddenly gain an ability, the more pain you inflict and receive, the more powerful your ability to control others becomes. Be it through psionics, earth shackles or even bear traps and ropes, they become more durable, powerful and plentiful as you continue bringing the pain.

Float Like a Butterfly- Scrapper Archetype
As a Scrapper you naturally have a ten percent chance of landing one devastating blow. This now doubles to twenty percent. One in five of your melee strikes will do double damage.

The Gauntlet: Tanker Archetype
You're a meat shield, you know that. Sometimes you can't get in front of your allies fast enough but there's a better way. You can now toggle an ability. The second this switch is flipped, up to 8 of your alliers will share their damage with you. You can take half of the damage they take, thus softening the blow for them.

Pale Lotus: Stalker Archetype
You may now initiate a technique known as placate. This only works once per opponent. Should you be in the thick of battle you may will your opponent to become suddenly unaware of you and forget you are there. If you linger too long they will notice you, if you attack, they will notice you... But somtimes all you need is a second chance on that assassin's strike.

Overlord: Mastermind Archetype
Your set of minions from the initial jump now doubles in size. However, you do have an option for your main minion, the one that gains 600cp and a free archetype. You can either give it another 600cp for choices in the City of Heroes Jump, give it a free Alpha Incarnate Power or gain a duplicate of said minion.

Let There Be Light: Peacebringer Archetype
As with the Rift, you can now summon specifically Kheldian spawn that are attuned to positive energy and fuse them with willing hosts. As for the rest of your Kheldian powers, they suffer no decline yet you can enhance them further by chanelling any willingness to do good and help others. The effect of the boon is enhanced by equal parts selflessness and magnitude of the deed. Saving the world from aliens while a great deed obviously has some personal investment, however giving to those in need with no guarantee of any return in payment is greatly selfless.

And the Abyss Stared Back: Warshade Archetype
As with the Rift, you can now summon specifically Nictus spawn that are attuned to negative energy and fuse them to both willing and unwilling hosts. As for the rest of your powers, they suffer no decline yet you can enhance them further by channelling raw ambition. The effect of the boon is enhanced by both intent and deed. You may be acting in your own self interest to defend someone yet the effect is weakened by the inherent good it does for someone else. Truly selfish and ambitious acts at the cost of all but yourself will give you a staggering boon to your Nictus abilities.

Huntsman: Arachnos Soldier Archetype
You need air support and now it's yours. You now own your own personal Arachnos Flier. These choppers are flying tanks and superb at handling supers. They are so freakishly durable that it takes a

coordinated team of super heroes to even think of taking one down and they have a good chance of failure. Now, while it could shake off a nuclear blast, doing so mid flight will still cause it to stir or plummet to the ground, in which case you're in for a hell of a ride. Still, it makes for an amazing mobile base and it's able to manufacture Arachnos maces, arms and armor quick enough to outfit a strike team in an hour.

Funnel Web: Crab Spider Archetype
Your mechanical arms and Crab Spider armor get a major boost. If you have a pre-existing armor that surprasses this gear you may fuse both to get the best of both worlds or fuse your Crab Spider Armor with a mech to give it similar functionality. The Armor is now entirely self sufficient in generating it's own ammo and energy while also manufacturating tiny micro-spiders over time. Lastly, you gain a potent web functionality that generates either globs or strands of a sticky substance with extreme tensile strength. The blades on your mechanical arms have no problem severing the webbing yet little else can.

Wandering: Bane Spider Archetype
You escaped a hivemind once... Will you want to again? You now have a mental auto-pilot for murder and you can turn on and off your conciousness. All you have to do is set a simple task for your body to do and your Bane Spider training will perform it with deadly efficiency using all of your capability to do so. Now, you'll be able to regain control upon one of two conditions. Either said violent task is completed or there is a perceived failure. You find when you enter this state and exit it, you actually come out very relaxed as if having meditated, slept and had a filling meal at the same time. The longer you enter this state for, the longer this new, reinvigorated state will continue.

White Widow: Arachnos Widow Archetype
You're a mistress of poisons. You can replicate the venom of any creature you've slain using common household chemicals and can make said venom in about thirty minutes given basic houshold appliances. Your wrist launchers also gain a powerful boost as they're able to take on the speed and accuracy of the most capable firearm in your warehouse and while remaining scarcely damaging themselves, they will be most effective at delivering your toxins. Furthermore, said darts will now generate endlessly, though you still need to provide said poison, otherwise they'll generate a basic neurotoxin.

Portia: Fortunata Archetype
Sharing knowledge need not be to the detriment of either personality. Using your psychic connection, you know of a ritual. By locking gaze with a willing participant for an hour you can learn everything they know aside from the context of their memories. You will know exactly how to let a moving target when firing yet not be burdened with the countless wars the soldier fought in. Likewise, they will gain all of your knowledge without context as well. Now when generating a team-wide mind link, the best of all your instincts come to the forefront, making you a supreme fighting force.

Katipo: Night Widow Archetype
Any assassin can strike from the shadows a true master can strike right in the open. You sort of master

the sucker punch. Psychics, instincts, basic deduction seem to drop around you when your full intent is to get nice and cozy next to a person and then go for a stab in the neck. You sort of create a blind spot of intentions and if a blind spot were to raise suspicions said psychics or empaths would detect you're genuine in your friendly advances. Mind you, this only works on one target at a time and you better pray they die after the initial strike.

Trials-
Select one of the following to earn your boon and complete the Gauntlet! Your boon does not cancel out the CP for the Goal you initially take.

+100CP Revolution: Topple the Praetorian Elite. Your mission is the assassination or complete subversion of the council of super-beings that rule Praetoria. They are all individually much stronger than their Primal Earth counterparts, requiring raiding parties for each and every one of them, let alone the whole council. Should you succeed in getting the Elite to give in to the Rebellion's demands or eliminate them, Tyrant will have one last boost in power, submitting himself to the Well of Furies and growing in size. Tyrant in this form is one of the most powerful raid bosses in the game, you're going to need all the help you can get.

+200CP Exterminator: Remove Hamidon from Praetorian Earth. Easily the most difficult goal here. Whereas in the initial Jump you may have had to come to blows against Primal Hamidon, it's Praetorian counterpart is functionally the entire planet at this point. It would take either an extreme, masterful work of science, luck and magic or atomizing the Earth in it's entirety. Unfortunately, the latter is not an option as for the purposes of this goal, Praetoria as a city must survive. You will have many allies and uniting the City and getting it to pour it's resources into eliminating this threat will greatly help however even then it's an uphill battle.

+100CP Invasion: You now join the Praetors and their endless machine forces in a march on Primal Earth. You alone must tip the scale of battle and fully conquer the main dimension of City of Heroes. Your allies will be great, however the population of superpowered beings is far greater in Primal Earth than in Praetoria and if you make a big enough push, some extremely powerful villain groups will set aside their differences to take you down. It will take a decent amount of tact in tandem with powerful, surgical strikes as to turn the tide while escaping backlash. Even funding unrest and fueling fires between factions may prove supremely useful.
+100CP Well This Is Embarassing...(Requires Invasion): It would seem that at the same time Praetoria launches it's invasion every other known extra-dimensional or capable villain group launches an invasion of it's own. Unfortunately, no one backs down upon realizing this, everyone just doubles down and throws all of their resources into it, including the Praetors. It's now a blood bath as you have to contend with the massive mothership of the Rikti, a nigh endless way of the undead, the marching brass automatons of Nemesis, a river of demons pouring out of Oranbega, Arachnos mobilizing it's full military

force, the mysterious forces of Croatoa and the Unseelie courts raising mythical beasts, the King of Winter attempting to blot out the sun and summon an army of endless snow, a full blown Nictus incursion with the support of Fifth Column, the Coralax raising the Leviathan and attempting to sink the world... On and on and on. Even with diplomacy and "enemy of my enemy" politics, the resulting invasions will be such a cataclysm, tact and persuasion will be nearly impossible. Let's hope after all this there's an Earth left to invade.
+200CP Battalion (Requires Well This Is Embarassing...): Once the dust settles on Primal Earth you will have exactly one year to prepare. The Battalion is coming. The Battalion is an alien empire spanning the Primal Universe and multiple dimensions, ruled by a network of galactic warlords and an unfathomable number of subjugated alien species as their thralls. They are the biggest of the big and the baddest of the bad, their technology and personal power so staggering that the only plan to ever defeat them was to unleash dimension-eating god into one of their fleets like a nuclear bomb. You had better come up with something as insane if you hope to win.

+100CP Halt Citizen: Survive ten years as a citizen of Praetoria, without powers. It's honestly not a difficult task, everything is provided for you, citizens don't have to even work if they don't want to due to the impressive Clockwork labor force. Though in that time just be wary of what you think, say or do. If you get too close to a sanctioned psychic they can report your thoughts and arrest you and God forbid you travel down a dark alley at night to meet up with members of the Syndicate.
+200CP My Praetor (Requires Halt Citizen): Praetoria is a meritocracy in the strictest sense. If you're able to shoulder any burden your abilities will be tested and you will be given said position should you request. That being said, one often has to start from the bottom and prove their way up. You must now become a Praetor (an Elite) while just being a mortal working your way through the system. You must do this within Ten years or fail. Should you choose, you can take this goal before any others, upon completion your powers are restored.

Drawbacks-

+300CP Powerless: Body Mod only, no Warehouse.

+100CP Ghoulification: Your alt-forms are locked and you now retain a gaunt, undead look. On the plus side, the undead tend to look the otherway when you pass by, allowing you to safely stay in the sewers... Everyone else on the other hand...

+200CP DEATH INCARNATE: Originally, the elder god of Death and Sterility MOT was contained within Primal Earth's Dark Astoria. Through time shenanigans, MOT is somehow in both dimensions, much worse, he's somehow planted in Imperial City. Ribs, bones and flesh dwellings rip out of the ground and spill across the district, releasing floods of cultists and abominations. This alone cripples Praetoria as a city and complicates any other goals.
+200CP THE WHEEL! IT TURNS! (Requires DEATH INCARNATE): Hamidon is a being of nature and life, a corruption of it but ultimately connected to and contingent upon the living. MOT is the polar opposite.

One would think the two would be at each other's throats... You're not so lucky. Now, HamiMOT is born, a horrible abomination with enhanced cunning and power beyond either of the original entities. You will have to be on your absolute A-Game to even survive this incursion, much less complete any tasks.

+100CP Hopper: You now have a Primal Earth counterpart and through some shenanigans, they happen to actually be a direct copy of you from when you first jumped to the CIty of Heroes setting. If you leave them alone, they'll actually go through the motions exactly as you did. This may only be taken with "Invasion" and when you're catalogued in the database of threats to Primal Earth, your counterpart will be tasked with hunting you down.

+200CP Hope: You will now fail every single one of your objectives. No, this won't technically raise the difficulty on your jump. See, if you do all the right things and put enough effort in that you would've won without this drawback then you can still complete your trials technically, however the actual objective will fail. You will never beat Hamidon, your invasion will fail and while this won't kill you in the event of the "Halt Citizen" Trial but it will make you rather miserable. Even being aware of this Drawback won't help because you'll have to constantly wonder if you've tried hard enough yet.

+300CP Ascended: You must pick an enemy from your past, one you fear the most or one you know to be the most difficult to defeat. They return except this time they have drank deep from one of the Wells of power, similar to the Well of Furies. They have drank so deeply that they now simultaneously possess all Incarnate powers in this jump. Run. Run far and run fast.

Incarnate Powers-

This is where you'll select your enhancements. Incarnate Powers function similarly to perks yet oddly in this instance they are not gifted by your normal benefactor. The Well of Furies, yet another strange Pandimensional gifter of powers who has been the power behind several big leaguers in the City of Heroes has offered you some boons. Don't worry, the Well of Furies may be able to take control of anyone who drinks from the fountain however due to a treaty with your benefactor as well as the fact you rightfully paid for said powers in blood and sweat, the Well is bound from attempting to control you.

When a stat is mentioned it actually adds to any equipment or boons you have. For example.

Damage: Increases damage you deal from all sources be it a gun, fist or laser. You must be personally wielding the item that does the damage dealing though, this does not work with nuclear launch codes but does work in vehicles. Mind you this does not enhance strength, just damage. Strange, I know.

Range: Range of senses, effective range of missle abilities. You can see, smell, hear and taste from further away in greater detail. This also applies to any radars or any other sensory equipment that you

have on your person.

Endurance: The regulation or total pool of energy you have. Applies to not only you physically but also any piece of equipment on your person.

Healing: This can cover medical prowess as well as natural healing or healing potions, even regeneration.

Basically, if it deals with something you're wielding or that's inherent within you, enhancements will apply to it.

ALPHA RANK- You must have at least one ALPHA RANK power before selecting any powers from another rank. You may only select one type from each selection. For example, if you pick Agility CORE you cannot also have Agility RADIAL.

100CP Agility: Your endurance and reaction times are greatly increased. Pick one of the following.
CORE: Your endurance is now legendary, this will soften the blow of any techniques that are costly in energy. The reaction time boost remains the same.
RADIAL:You gain a lesser version of the endurance and reaction time boost, however now all forms of travel you possess such as jumping, running and flying gain a huge increase in speed.

100CP Cardiac: Your durability, endurance and effective range of senses greatly increase. Pick one of the following.
CORE: Your endurance is now legendary, this will soften the blow of any techniques that are costly in energy. The range and durability boost remain the same.
RADIAL: You gain a lesser version of the endurance, range and durability boosts, however now your fear, slumber(hypnotism, sleeping powder) and intangibility(going ghost or making someone else go ghost) based abilities increase in effectiveness greatly.

100CP Intuition: Your paralysis abilities, defense debuff (reducing foe's competence for dodging), and effective range of senses increase. Pick one of the following.
CORE: Your paralysis abilities are legendary. Poisons, charms and pressure points, any technique designed to paralyze is now much more effective. Your defense debuff and range boost remain the same.
RADIAL: You gain a lesser version of the paralysis, defense debuff and range boost, however now your damage, tohit debuff (reducing foe's accuracy) and slow(reducing foe's speed) abilities now gain a great increase in effectiveness.

100CP Musculature: Your damage, defense debuff and paralysis abilties all increase. Pick one of the following.
CORE: Your damage is now legendary. One shot, one kill... or two... or ten. Your defense debuff and paralysis boost remains the same.
RADIAL: You gain a lesser version of the damage, defense debuff and paralysis boost, however your

endurance, ground speed and tohit debuff abilities now gain a great increase in effectiveness.

100CP Nerve: Your accuracy, paralysis and defensive (Shields, Luck, Dodging) abilities all increase. Pick one of the following.
CORE: Your accuracy is now legendary. As long as you have the reflexes and senses, a human-sized moving target would have to clock in at close to the speed of light for you to miss your shot. Your defensive and paralysis boost remains the same.
RADIAL: You gain a lesser version of the accuracy, paralysis and defensive boost, however your taunt (drawing attention, insulting), confusion and flight abilities now gain a great increase in effectiveness.

100CP Resilient: Your durability, paralysis and taunt abilties all increase. Pick one of the following.
CORE: Your durability is now legendary. Watch as the waves crash upon you, the rock of eternity. Your paralysis and taunt boost remains the same.
RADIAL: You gain a lesser version of the durability, paralysis and taunt boost, however your intangibility, confusion and accuracy abilities now gain a great increase in effectiveness.

100CP Spiritual: Your reaction time, confusion and healing abilities all increase. Pick one of the following.
CORE:Your reaction time is now legendary. By the time a normal human opponent would draw his gun at you, you're already well aware of ten ways to take him down and have selected the best action, with some extra time to consider what to have for dinner tonight. Your confusion and healing boost remains the same.
RADIAL: You gain a lesser version of the reaction time, confusion and heaing boost, however your slow, jumping and accureacy abilities now gain a great increase in effectiveness.

100CP Vigor: Your healing, endurance and accuracy abilities all increase. Pick one of the following.
CORE: Your healing prowess is now legendary. Mend an allies wounds in moments with but a first-aid kit, regenerate from battle scars mere hours after battle, reclaim limbs within the month. Your accuracy and endurance boost remains the same.
RADIAL: You gain a lesser version of the healing, endurance and accuracy boost, however your fear, confusion and sleep abilities now gain a great increase in effectiveness.

JUDGEMENT RANK- For when you absolutely need to clear a room. The JUDGEMENT RANK powers are special in that they adjust to your power level. The hardest hitting special attack you have? They are always equal to or just one notch above it. Be warned, they do exert a massive amount of energy and can only be used once a day.

200CP Cryonic: You summon a cone of horrible cold to freeze your foes, a blizzard of permafrost. Choose one of the following.
CORE: You unlock the damaging potential of your element. Forgoing any theatrics or tactics, you summon a gale of frost that cuts to the bone, in most cases now literally. However, it will not have a prolonged cooling or freezing effect on foes.

RADIAL: By sacrificing some power you unlock the tactical potential of your element. Your cone of cold is now able to freeze opponents in place and those strong enough to not be frozen solid will be at least slowed by the horrid chill.

200CP Ion: You summon chain lightning to electrocute your foes, challenging gods of old such as Zeus and Thor. Choose one of the following.
CORE: You unlock the damaging potential of your element. Forgoing any theatrics or tactics you summon a current so shocking that it melts metal and fries your opponents. Mind you, whoever survives this, aside from the damage itself they will suffer no other ill effects.
RADIAL: By sacrificing some power you unlock the tactical potential of your element. Those struck now suffer a chance of being paralyzed and those that persevere will take a massive shock to their endurance and energy.

200CP Pyronic: You summon pure, simple fire in hellish explosions. Choose one of the following.
CORE: You unlock the damaging potential of your element. Forgoing any theatrics or tactics you summon an exposive fireball so deadly it reduces even solid steel to ash.
RADIAL: By sacrificing some power you unlock the tactical potential of your element. The range of your fireball has increased to allow damage to spread to more enemies. Not only this but there's a chance that the explosion will leave the survivors stunned for a period of time due to the heat and force.

200CP Void: You summon negative energies, darkness from the abyss to swallow and savage the area around you. Choose one of the following.
CORE: You unlock the damaging potential of your element. Forgoing any theatrics or tactics you open a rift into the Void so fierce that it leaves the healthiest of men as withered husks. Those who survive, while hurt will suffer none of the usual ill effects one has from staring into the Void.
RADIAL: By sacrificing some power you unlock the tactical potential of your element. The range of your rift increases and saps the strength of the survivors, reducing their damage potential severely.

200CP Vorpal: Your mastery of your own body hits a zenith. You enter a quantum state of launching forty seperate attack maneuvers at the same time, either on multiple targets or one. Choose one of the following.
CORE: You unlock the damaging potential of your element. Your attacks shred through opponents, causing them to bleed or even just break down over time. If the initial strike doesn't defeat them, the after-effects certainly will.
RADIAL: By sacrificing some power you unlock the tactical potential of your element. Damage means nothing if you can't stay alive. For a thirty seconds after your strike, you enter heightened awareness and are able to dodge the impending retaliation.

INTERFACE RANK- Sometimes you have an opponent you can't quite take down in one strike. The INTERFACE RANK gives you a sort of "swiss army fist" in terms of applying status effects. These effects can apply to any attack you personally launch in a similar fashion as the ALPHA RANK but each can only

be activated once every thirty seconds. If combat prolongs beyond thirty seconds, effects can stack. You may apply multiple INTERFACE RANK powers to one attack.

200CP Cognitive: Your attack now causes the target mental stress and may induce hallucinations or anxiety. Those with lesser will may find themselves slipping in battle.

200CP Degenerative: Your attack is now bolstered by a corrosive effect, eating through armor or flesh, slow but certain.

200CP Diamagnetic: Your attack places a one-way magnetic field on the target. This makes it harder to strike you.

200CP Gravitic: Your attack places a localized magnetic field upon the target, increasing their own weight by a fraction, disorienting and slowing them.

200CP Paralytic: Stiffens your opponent, reducing their capacity for dodging or blocking by a fraction.

200CP Preemptive: This strike drains your target's energy by a fraction. Prolonged conflict is a good ally here.

200CP Reactive: You envelop your attack in fire which has a high chance of latching to your opponent.

200CP Spectral: Your attack places the target in another dimension, rendering them intangible for a brief moment. Perfect for escapes or setting up a flank by moving through them.

LORE RANK- This allows you to summon minions much like the Mastermind Archetype. These dimensionless beings fight along your side, mirroring factions from Primal Earth. They have no personality beyond their function and general culture. They reset after one day and should the minions die before day's end, it will take one full day to summon a minion back.

200CP Arachnos: The echoes of the great spider empire follow your will. You gain the following summons.
Bane Spider: An effective scout and assassin. Hardy, sophisticated armor ensures he's in it for the long haul. His mace is capable of firing radioactive lasers and web grenades.
Toxic Tarantula: A robotic spider the size of an elephant, administers a highly corrosive neurotoxin through it's powerful front claws.
Fortunata: A psychic preferring not to fight. This mysterious beauty will coordinate you and your allies with her mind, keeping you in sync and aware.

200CP Carnival of Shadows: The masks of these strange and whimsical performers are bound to you. You gain the following summons.

Strongman: A glutton for punishment with a freakishly large hammer and strength to wield it as well, there are few meat shields as effective.
Dark Ring Mistress: A psychic lady of the big top, ruthless psionic assaults punishing those who get in her way.
Seneschal: A performing acrobat, proficient in throwing knives and fire breathing.

200CP Clockwork: It seems their king has fallen silent to them. You gain the following summons.
Builder: Given enough time, a builder can assemble a dozen tiny gears to wade into battle. Mind you, the gears are more or less action figures with tasers and the builder, while four feet tall doesn't pack much more of a punch than that either.
Dismantler: A heavy Clockwork with an equipped electromace for one arm and a claw for the other.
Mender: While initially meant to heal other clockwork, the Mender is also proficient in healing organic wounds as well.

200CP Rikti: Aliens from another dimension, they've threatened Earth with their impressive logic and technology. They serve you now. You gain the following summons.
Headman: A teleporting soldier with a thermite cannon. The Headman has been the bane of humanity's defense forces since it's inception into the Rikti war.
Chief Mentalist: Rikti have a natural aptitude for psionics. This mentalist is able to disorient and perform a psychic barrage against foes.
Guardian: A field medic with advanced technology. Able to provide shields and quick but limited first aid.

200CP Rularuu: You've been around and the strange forces of the Rularuu weird even you out. Luckily, their horrible, dimension crushing master has lent you their service for unknown reasons.
Bull Natterling: A purple winged imp made of a sort of organic goop with various crystals jutting out of it. Don't let it's size fool you, they are vicious and capable of tackling and restraining opponents with a jagged, sticky grapple.
Overseer: A giant spiked eyeball capable of producing lazers and using it's cat-like pupil as a pair of powerful chomping jaws.
Noble Brute: A less flexible but more durable upgrade of the Natterling. These towering purple giants use crystal clubs and lasers to smash and fry their victims.

DESTINY RANK- These powers are like the JUDGEMENT RANK abilities except for defense. They may each be used once a day and last two minutes. These are very potent boons for you and up to twenty-four allies.

200CP Ageless: Time seems to work to your allies' advantage in all the right ways. They gain better endurance and reflexes, tireless and quick.

200CP Barrier: Personal shields for all allies, very sturdy and reliable. One way of course, need to still get

your punches in.

200CP Clarion: This keeps your allies from being shaken or hindered. Any effects of confusion, paralysis, fear, sleep or poison, all these things they are immune to for the duration of this effect.

200CP Incandescence: The ultimate retreat and recover. Teleports your allies to your position while simultaneously creating a shockwave around every ally teleported, knocking down foes before they can react. This also causes your allies to phase out for a short while, increasing their stealth abilities.

200CP Rebirth: Potent regeneration for your allies, allowing them to charge in without fear... Well for two minutes.

HYBRID RANK- This rank provides hard, solid enhancements to your existing abilities in the same way ALPHA RANK would.

300CP Assault: Your attacks now have a high frequency of applying double damage. This is done in the same way as Vorpal where you basically apply Schroedinger's Fist to two different locations. One in three attacks will have this effect.

300CP Control: When you have someone confused, afraid, paralyzed or any form of being immobilized, you will now apply a random secondary effect such as when you go to frighten someone, on top of being in fear, they're also confused or paralyzed at the same time. This needless to say increases the potency of crowd control by an extreme degree.

300CP Melee: The more enemies you have in range the more you will regenerate from your damage. Being in the absolute thick of an army may leave you recovering from all but the most lethal attacks.

300CP Support: Should you be in an army or a siege with a team, you can activate a boon to all those on your side just slightly increasing their accuracy, damage and defense. This is scaled per battle so while you may be in one massive planetwide assault, it can't apply to the entire war happening in skirmishes across the galaxy.

GENESIS RANK- Hold on, these don't look familiar. Well, okay, I guess there's a little information on them. The GENESIS RANK powers work in tandem with other incarnate powers, amplifying them.

500CP Data- This amplifies the LORE RANK. Choose one of the following.
CORE: Doubles the number of your LORE RANK summons and allows you to summon them twice a day.
RADIAL: Your summons gain all of the perks of being summoned minions and none of the drawbacks. They will now have personalities and long term memory, able to form relationships with you and your other companions. While they do reset physically every day, they will retain any training or knowledge

you've provided and know how to use gear the gear you provide.

500CP Verdict- This amplifies the JUDGEMENT RANK. Choose one of the following.
CORE:Allows use of your JUDGEMENT RANK powers twice a day.
RADIAL: You may gift the ability to use any JUDGEMENT RANK power to a willing student. Mind you, the power scales to their personal strength and not your own so say a flea with the Pyronic power may be able to generate a fire cracker's worth of damage.

500CP Fate- This Amplifies the DESTINY RANK. Choose one of the following.
CORE: Allows use of your DESTINY RANK powers twice a day.
RADIAL: Multiplies the duration of DESTINY RANK powers by three.

500CP Socket- This Amplifies the INTERFACE RANK. Choose one of the following.
CORE: Decreases cooldown of INTERFACE RANK powers from thirty seconds to fifteen.
RADIAL: You may impose a delayed reaction on the effects of an INTERFACE RANK power. This is good for tactically stacking certain effects on a target and then releasing them when they attempt to escape.

500CP The End- This Amplifies the OMEGA RANK. See OMEGA RANK powers for details.

OMEGA RANK- Wait, you don't have to do this! These powers don't even technically exist in any reality! Don't let the Well of Furies corrupt you! You don't need this power!

1000CP ARETE: Activating this instantly recharges all abilities that have a cooldown period. There is a catch though, by activating this and then using an effected power, it will then take three times as long to recharge and will be immune to ARETE until after this new, prolonged recharge.
GENESIS: The prolonged cooldown is now only twice as long as opposed to three times as long.

1000CP MAJESTY: Your charisma (force of personality) is a resource. By igniting it with one godly glance, you can turn up to one hundred henchman or mook-level individuals into your allies. The fires of your passion burn so bright that should one of your new allies fall in battle they will explode in a silver wave that causes as much damage as one of the JUDGEMENT RANK powers. There is a catch however. Using this will drain you of all charisma for a week and it cannot be used until your charisma recharges.
GENESIS: MAJESTY no longer drains all of your Charsima, just half. The cooldown/recovery time remains unchanged.

1000CP INFINITY: You may now generate an exact duplicate of yourself. They will act of their own will so you may want to end their services before they get any funny ideas. They will last for an hour and have a one day cool down.
GENESIS: You gain a third duplicate.

1000CP FULFILLMENT: You gain a sudden increase in all around power, a level up. This would be the equivalent of taking all your skills and abilities and training them all until they reach their next plateau in

power. If they don't have a plateau then they just gain a significant increase. This will even improve your equipment as if you had spent money on or upgraded it to the next level. (Note this applies only to Equipment, skills and powers gained in this or the City of Heroes Jump)
GENESIS: This now applies to summons and Companions.