
WEARING THE CAPE
A SUPERHERO NOVEL
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Introduction

On August 18th, 20XX, for 3.2 seconds, every human being in the world simultaneously experienced total sensory deprivation—no sight, hearing, or physical sensation. A small percentage of individuals did later claim to have heard something, what one person described as "the sound of God striking a cosmic tuning fork." However, when people remember the Event, what they most remember is not the sensory blackout or the worldwide power failure that came with it, but what happened next. They remember where they were when the first superhumans appeared. - Prof. Charles Gibbons, **The New Heroic Age**

Welcome to the world of Wearing the Cape, chronicling a world changed by The Event, a few brief seconds of sensory blackout that marked the end of the old era, and the start of a new one.

The start of the New Heroic Age.

It has been 10 years since the Event, and the world is still adapting. New super powered individuals appear every day, the result of a phenomenon known as Breakthroughs. No-one has yet determined what causes breakthroughs, or how to predict them, but there are few things that scientists have discovered. First and foremost, breakthroughs almost always seem to happen when a person experiences a "spike" of mental effort, a significant deviation from normal brain function. This is, sadly, commonly associated with traumatic events, one where fear or anger builds up until a power expresses to help the individual deal with their immediate situation. However, moments of joy, of determination, religious meditation and sudden inspirational epiphanies can all also be the sources of a breakthrough. And, uncommonly though not unheard of, there are cases where people simply find they have powers, with no traceable mental "spike" to be found.

And the other truth is that breakthroughs can result in almost any kind of power imaginable. Powers that resemble abilities from comics, or mythology, or science fiction. Divine miracles, demonic pacts, childish fantasies, nothing is off limits. While most powers are fairly limited in power and scope, there are some whose power is literally off the scale, capable of utterly reshaping the world. Some individuals become delusional, believing they are from some fictional reality. But evidence is piling up that they may not be so delusional after all.

You will be entering into this world 10 years and change after the Event, arriving as one Hope Corrigan is driving to orientation week at the University of Chicago. As you arrive, the Ashland Avenue Overpass will be destroyed in a terrorist attack, resulting is several deaths, and Hope breaking through as an A-Class Atlas type superhuman, soon to take the codename Astra.

You will have **1000 CP** to prepare yourself for your 10 year stay in this world.

Origin

You can pick from one of the following origins. This will determine both your general history and backstory, as well as what discounts you will get in later sections, but you can certainly select a new path moving forward. Whatever origin you select, you may freely pick your age and gender.

Average Joe: There is nothing particularly special about you. You are just another face in the crowd, trying to live your life as best you can. In fact, you may not even have a history here at all, having just appeared out of nowhere. In the Post-Event world, people just 'dropping in' to reality is not as bizarre or unheard of as it might be elsewhere, and there are actually programs in place to help you adapt to this new world if needed.

Lawkeeper: You are a superhero. A protector of truth and justice and all of that. Maybe you are a vigilante, striking out at evildoers because you feel it is the right thing to do, but most likely, you are actually trained and certified by the government to act as a first responder and aid in crisis events or superhuman attacks. Whatever the case may be, you are a force for law and order in a world that needs every aid in that area it can get.

Villain: You are a villain. Or at least, that is what the media will likely label you as. You are someone working outside of the law. Perhaps it is a justified label, as you seek nothing more than your own self-gratification and the wealth and power that can come from working outside of the system. Or maybe you have some grander purpose that you are aiming towards. Ecological preservation, securing society against those you perceive to be threats, helping humanity ascend to their destined apotheosis. Sure, some may die along the way, but you can't make an omelet without breaking a few eggs.

Investigator: Maybe you are a detective, or a journalist, or a spy, but the one thing that is true for you is that you are dedicated to "knowing". To finding out the secrets that this strange new world holds. Maybe you'll keep what you discover to yourself, or maybe you'll be spreading your findings as widely as you can, ensuring the public is informed of "the truth". But what does truth really mean in a world where reality is provably subjective? Where people can talk of a dozen different cosmologies, and have each of them somehow, impossibly prove at least partially true. You will have to dive down the rabbit hole and find out.

Entertainer: You are not quite as big on the whole "good vs evil" thing. Sure, you may do your part here or there, but your goals focus more on making sure people are entertained. And (almost as important), on you getting paid. You are a star. Maybe an actual actor who just happens to have powers. Or maybe you are part of one of the many "reality TV teams" that have popped up, acting out scripted drama for a paycheck. Or you could just be a man who likes to publicly teleport around to hit people in the face with pies. You've found your niche to fill, and it doesn't necessarily involve punching other people in the face. And that's ok.

Location

The Post-Event world is greatly changed from what it might have been, so you should exercise some caution in choosing where you will go. Or, you could choose to roll the dice (1d10) and see where you end up. If you randomly pick your starting location, you will gain an extra **+100 CP**.

1) **Chicago**: The city at the center of the main storyline, and the “superhero capital of the United States”. It was here that Atlas caught planes falling from the sky in the aftermath of the event, and established the Sentinels, one of the most recognizable superhero teams in the world. It is here that Astra will be starting her own journey, joining the Sentinels, and eventually establishing the Joyeuse Guard. You can arrive anywhere within the Chicago Metropolitan Area.

2) **United States**: Thanks in large part to the example provided by the Sentinels, and the US Government's decision to not push forward with the ill-advised Containment Act, the United States managed to weather the immediate aftermath of the Event largely unchanged. State militias were revived, and used as the framework for the Crisis Aid and Intervention Teams which are used to certify and manage superheroes within the states. You can arrive anywhere within the United States or its expanded territories (which now includes the US Territory of Byzantium around Constantinople).

3) **The Americas**: Within the wider Americas, it is a split between countries that weathered the storm and those that have fallen apart to civil war and infighting. Brazil is one of the former, having stayed together well and now a leading member in the League of Democratic States. Mexico is in the later category, with the civil war between the beleaguered Mexican Government and the Mexican drug cartels continually threatening to spill over the United States’ southern border. Some, such as the Serene Republic of Cuba with its new Tyrant, appear peaceful on the surface, but have a tinge of fear in the shadows. You can arrive anywhere within the Americas.

4) **Europe**: Europe in general has managed to maintain a European Union, though one rather more militaristic than the original European Project envisioned. Through the Continental Guard, the EU fields the only superhuman military units allowed by EU members. EU members can field their own superheroes, but the EU maintains complete jurisdiction over all “breakthrough security matters”. This has led several states, such as the UK and Finland, to leave the EU and strike out on their own, and two competing unions (the Visegrad League and the League of Kalmar) have formed from non-EU states. Across Europe, registration of those with superpowers is far more common than with the American model, but things have largely stabilized, albeit with some breakaway states forming and a few internal conflicts for various countries. You can arrive anywhere within Europe.

5) **Africa**: The conditions in Africa at the time of the Event made it perfect grounds for numerous breakthroughs, and the vast majority of the countries fell to civil wars and the collapse of various regimes. One shining exception was Botswana, which, thanks to some early breakthroughs dedicated to peace and a canny president who was capable of seeing which way the wind was blowing, opened its borders and helped many displaced people to find a home, ending up the center for the South African Union, and gaining the nickname of 'the Boat', as it helped lift many people above the flood of violence that marked the years after the Event. You can arrive anywhere within Africa.

6) **Asia**: Asia is home to many contrasting examples of how countries handled the aftermath of the Event. China has split apart into dozens of successor states, while India remains united, with the breakthroughs named the Devas functioning as a parallel government over breakthroughs, and as a centerpoint of the Hindu faith. Russia has divided on the line of the Ural Mountains, while Japan has bunkered down, building up Defensenet as an integration of native breakthroughs into their military complex. You can arrive anywhere within Asia.

7) **Earth**: There are other areas that haven't been touched on yet, such as the Levant, recovering from the extremely damaging Caliphate War, or Australia, which hasn't experienced much change at all since the Event. If you select this option, you can arrive anywhere on Earth.

8) **The High Ports**: One of the exciting effects of the Event is how superpowers make it so much easier to get into space. There are now numerous space stations in hollowed-out asteroids circling the planet, cities on the moon, centered on the largest lunar city of Port Armstrong, and research bases scattered throughout the solar system. So far, no alien life has been detected, but there is plenty of room to explore, even within our own local system. You can arrive anywhere within the Solar System.

9) **Extrarealities**: Another exciting avenue of exploration introduced by the Event is the ability to explore alternate realities, commonly referred to as 'extrarealities'. These realities are divided into two types of realities, Stage 1 and Stage 2. Stage 1 are 'alternate presents', worlds that feature an Earth, but which may have followed a different course of events. All those accessible have all experienced an Event of their own. Stage 2 realities are easiest described as fictional realities, such as the Land of Oz. They seem to be causally linked to Stage 1 realities and therefore dependent on them, though that might not be the case. In any case, you can arrive in an extrareality that is in some way linked to the Stage 1 Reality of canon.

10) **Free Choice**: If you randomly roll this selection, you can freely pick from any of the above options.

Breakthrough Power

In a moment, we will get into the other perks that you can purchase from this document, but first, we need to establish your breakthrough power. Each individual can only have a singular power. Powers are commonly ranked into classes: D up through A, Ultra, and Omega. These classes represent increases in strength in the overall power.

You may pay the cost of one, and only one, of these classes listed below, thereby determining the strength of your power. No discounts apply to any of these. After this section is a list of example power categories, to help provide an illustration of where different abilities might rank, but your power does not need to conform to any of those categories.

You can also choose to forego this section. If you do this, you will be eligible, but not guaranteed, to gain a breakthrough power via a typical breakthrough during the course of the Jump. In that case, you could keep the power moving forward, but it would not be fiat-backed to function properly everywhere.

D-Class (FREE): D-Class breakthroughs are superhuman, but only barely. The common comparisons are that D-Class damage dealing is generally equivalent to a handgun or rifle, D-Class strength is generally enough to lift a loaded pick-up truck, and D-Class speed is equivalent to a car on the highway. Other abilities would be similar in magnitude to these comparisons.
Within the story, Ozma (without her magic belt or other treasures) and Veritas are both D-Class.

C-Class (200): C-Class breakthroughs are distinctly superhuman, well beyond what a human could accomplish. Their danger level can be generally equated to a heavy machine gun or other heavy but still man-portable weaponry, C-Class strength is generally enough to lift a city bus, and C-Class speed is equivalent to a race car.
Within the story, Artemis, Jack Frost, and Euphoria are all C-Class.

B-Class (400): B-Class breakthroughs are where individuals begin to be considered as effectively tactical weaponry in human form. In terms of pure destruction, they can generally bring down several buildings if left unchecked, their strength is enough to lift a loaded semi, and speed is equivalent to a bullet train.
Within the story, SaFire, Gantry, Ambrosius, and Vulcan are all B-Class.

A-Class (600): A-Class breakthroughs are the pinnacle of what could still be considered somewhat ‘common’, and each of them are generally the equivalent of a tactical weapon such as a heavy tank, bomber, or artillery battery. They will generally have enough power and versatility to devastate large chunks of a city if left to rampage.
Within the story, Astra and the original Sentinels in the first book are all A-Class.

Ultra-Class (900): Ultra-Class breakthroughs are effectively living natural disasters. If an A-Class breakthrough could damage large sections of a city, an Ultra-Class breakthrough could level the entire thing. They can be generally equated to strategic weaponry, such as nuclear ordinance.
Within the story, Seif-al-Din, Tremblor, and the Green Man are all Ultra-Class.

Omega-Class (1200, Must take Little Town Blues drawback for no points): Omega-Class breakthroughs are so powerful, they will generally not fit in the actual Power Categories listed below. The closest they would come to is the Ur-Type Breakthroughs, as every Omega-Class breakthrough on record had some sort of 'theme' that they followed. Another common thread is that each of them were, in the words of Dr. Cornelius, "too real for reality". Each exists in their own pocket reality, able to reach out at specific points (such as kabuki stages) or at certain times of year (such as Christmas) to interact with reality, while being effectively gods within their theme and domain.
If you take this option, you will have tremendous power, but you will be locked in your own pocket reality for the duration of this Jump, able to interact or bridge with reality only in specific ways or areas. After this jump, you will be able to take your pocket reality with you, and you will not be bound to it, but you will still need to be cautious, as the "too real for reality" portion of your powers will still hold true, and you could do damage to reality if you act carelessly. Or maybe your future Jumps will be sturdy or flexible enough to handle god level power running around.
Within the story, Kabukicho, Santa Claus, and Quan Yin are all Omega-Class.



Power Category Examples

The following are examples of the various power categories that your powers might fall into. These are not exhaustive, and your power is not required to fall into one of these classifications. They are only here to provide reference for you.

Atlas-Type Powers: The Atlas-Type powerset, named for Atlas, the first superhero, is a stereotypical ‘flying brick’ powerset, covering enhanced strength, speed, toughness, healing, senses, and of course, the power of flight. It is commonly accepted that there are no D-Class Atlas types, but you could be the exception to that, in which case you would be only slightly tougher and stronger than a normal human, but with the ability to fly. Moving up the scale, each class gets better in each aspect, to the point where A-Class Atlas types (like Atlas or Astra) are capable of moving close to the speed of sound, lifting and throwing around tanks, and enduring shots from the same.

Ajax-Type Powers: The Ajax-Type powerset covers enhanced strength and toughness, similar to the Atlas-Type, but without the power of flight. In general, they will likely be a bit stronger and tougher than an Atlas-Type of the same class, but Atlas-Types can use their flight to add to their blows, evening things out somewhat. A subset of Ajax-Types will have transformations between a more normal form and their super-strong and tough form, such as Iron Jack or Grendel do. This puts them somewhere between the Ajax and Metamorph-Type powersets, but they are generally classed as Ajax-Types, as their power comes more from being strong once transformed than the ability to transform itself.

Dragon-Type Powers: The Dragon-Type powerset is more common in China and other Eastern nations, and it covers the archetype of the superpowered martial artist, allowing those who breakthrough with that power to manipulate their chi or life-energy to perform various feats. Those in D-Class may be only able to use their chi subconsciously or via very specific moves, and the amount of energy they have to work with will be very limited. On the other end of the scale, A-Class Dragon-Types will be able to freely use it in a variety of techniques, and will often be able to use it to bypass some of the durability of Atlas or Ajax-Types with their blows.

Metamorph-Type Powers: Metamorph-Type powers are powers that involve changing shape. Those at the low end will generally only have one or two set forms that they can transform into, while A-Class Metamorph-Types will often be able to freely transform, possibly even mimicking the powersets of those they transform into. Or they might have a variety of powered transformations to choose from.

Jumper-Type Powers: One of the common desires that can trigger breakthroughs is a desire to escape or be somewhere else, which is what fuels Jumper-Type powers. Jumper-Types are all about teleportation of various stripes, with D-Class Jumper-Types only able to move themselves short distances, while A-Class Jumper-Types can have continent spanning ranges, and can take others with them.

Speedster-Type Powers: The Speedster-Type powerset involves the ability to speed up your personal perception of time, allowing you to move faster while it appears to you that the world has slowed down. Higher Clases of Speeder-Types can move faster, up to a point of around 10 subjective seconds per real world second once you hit B-Class. After that, A-Class speedsters can 'jump the wall', entering a form of hypertime where everything is frozen, and the speedster can't affect anything unless they bring it within them into hypertime, though they are still somehow able to move around with the air moving out of their way.

Kinetic-Type Powers: The Kinetic-Type powerset is among the most common, allowing the user to control some substance, such as fire or electricity. This type frequently pops up when someone breaks through while threatened by a given substance, such as someone gaining hydrokinesis while drowning. The Class scale generally comes into play with how much of a substance can be controlled, and over how large of a range. Those at the higher end of the scale may even be able to create some of the substance they control out of nothing, or even transform their entire body into the substance temporarily.

Projector-Type Powers: The Projector-Type powerset is often considered to be a subset of the Kinetic-Type, but rather than moving a given substance or energy, they instead project some type of force, from sonic ways to lasers to bursts of destructive gravity. Their Class scale generally determines both how destructive the blasts they create are, as well as how freely they can project those blasts. A D-Class may only be able to projects smaller blasts similar to a handgun, or maybe exhaust themself with a couple of large shots, while an A-Class could fire off massive bursts over and over, like Megaton.

Mentalist-Type Powers: Mentalist-Type powers are powers that cover the common conception of psychics and ESP, covering powers to read, alter, and even control other people's minds. D-Class Mentalists will generally need close contact, and will be limited in how they can influence individuals. A-Class Mentalists could likely control entire crowds, or maybe they can remotely dive deeply into a target's memories.

Redux-Type Powers: Redux-Type powers involve the ability to duplicate yourself, with the number of duplicates, their duration, and how much control you have over them once made depending on the power's Class. A-Class Redux types could possibly create permanent duplicates of themself, though it would likely have a fairly long cooldown period between duplicate creation.

Summoner-Type Powers: Sometimes also called the Animator-Type, depending on whether the summoning involves an existing target or not. This Type of power involves creating or summoning allied creatures to aid you. On the low end of the scale, a Summoner / Animator may only have a single summon they can call, with limited ability or power. At the high end, they can have dozens of potential summons, or a set of extremely powerful summons to call on.

Merlin-Type Powers: Merlin-Type Powers are powers that grant you access to a specific school or form of magic. Not ‘scientific powers dressed up like magic’, but actual magic, following whatever rules or paradigm that the magical tradition requires. Classes here are determined by levels of personal power, and how much they can do with limited preparation. That means that Ozma, one of the premier Merlin-Types, is officially classified as a D-Class, though with her full regalia and enough prep time, she is effectively Ultra-Class.

Verne-Type Powers: Verne-Type Powers form a scientific parallel to Merlin-Types, featuring the breakthrough gaining access to some sort of super or pseudo-science that allows them to create marvelous gadgets and gear. The broader their ‘theme’ and the wider variety of devices they can create, the higher their Class.

Ur-Type Powers: Ur-Type Powers are breakthroughs that identify as being the personification of some sort of concept, such as a season, geological feature, process, or other phenomenon, or as embodying the traits of some supernatural or divine creature. Often, if their main traits fall within a different category, they will be treated as that category for simplicity (for example, Kitsune is treated as an A-Class Metamorph, but would be more properly an Ur-Type). It is very common for Ur-Types to have some degree of “delusion” that they are actually a supernatural being rather than a transformed or empowered human. But, with so little known about powers, it is possible that this is not really a delusion.

Other: As mentioned, powers can take any number of forms beyond those listed here, but whatever power is chosen, it should be similar in power and utility to others of the same level of Class.

Perks

Perks gain discounts based on their associated origin, with 100 CP Perks being free to the relevant origin.

Common Knowledge (100, Free to Average Joe): It wouldn't do for you to just stumble your way into trouble. Whenever you move to a new place (including when you appear here), you will gain over the course of a few days the sort of 'common knowledge' that an observant person would pick up after living here for several months. Good restaurants, rush hour times, the best time and place for spotting capes. All the little things to help you fit in as an average joe.

CAI Certification (100, Free to Lawkeeper): Crisis Aid and Intervention Training is required to be an active superhero in the states. It covers things like crowd management, triage, situational awareness, combat engagement protocols, and more. Now, you are fully certified with that training, having it engrained to the point of being instinctive.

Style and Flair (100, Free to Villain): "Supervillain Chic" is a strong subculture, people wanting to emulate the new 'bad boy' aesthetic. And that can work in your favor. People will now have the strong urge to second guess their suspicions of you when they see you. You can go out in full costume, and people around you will be inclined to think you are just dressing like a villain, rather than actually being one. This has its limits (no one will be overlooking finding you in a bank vault), but having the heroes second-guess themselves initially can give you a few crucial seconds of surprise before everything hits off.

Observant (100, Free to Investigator): A keen eye is one of the most important tools for a detective or journalist, and you've got one. You can be hyper aware of details in your surroundings, especially details that are out of place. The faint scent of brine when you are nowhere near the ocean, the smudged footprint on the edge of the carpet, a faint feeling of being watched. You have the instincts to be able put together many of these little clues, and map out what happened at a crime scene or pick up on the trail of a big scoop.

Meet The Press (100, Free to Entertainer): A public figure lives and dies by their reputation, and you are a master of the media spin needed to help push your reputation exactly where you need it to go. You know how to present yourself to best minimize your flaws or own them, to highlight your strengths or humbly downplay them, how to frame your words, actions, and history to build the best narrative for you. And you have just a bit of a sixth sense for when something you were about to say or do would be caught by the press and publicized, so you can either pull back or lean into it, depending on what suits you best.

Steady Work (200, Discounted to Average Joe): Everyone's got bills to pay, and you are no exception. You can always seem to find good, steady paying jobs, especially ones that are a bit flexible on the schedule if you need to duck out at odd moments or pull an all-nighter or two tracking down a criminal. They generally won't be glamorous or too high-paying, but you will basically always have at least one or two jobs ready to go when you need them.

Down On The Ground (200, Discounted to Lawkeeper): You don't want to hurt anyone, but if they are endangering lives and won't surrender, you may have no choice. Now, right before and during combat, if you make a show of force, it will induce a strong desire in those opposing you to just surrender. The bigger the show, the stronger the desire, and this effect will only grow the bigger of a reputation you have.

Exit Routes (200, Discounted to Villain): One of the keys to a successful crime is getting away to enjoy your spoils. You are a master at setting up escape routes, predicting your enemies responses so that you can either be in and out before anyone can even react, or planting distractions so that they are looking one way while you slip out the back. You also have a talent for improvising when things go south, identifying weak points and holes in encircling perimeters and search patterns to slide through the net and leave the heroes scratching their heads about where you've gone.

A New Rationality (200, Discounted to Investigator): The Event overturned almost everything that we thought we knew about the universe, but many people still try to cling to old ideas about how things are. You, however, are extremely aware of your own biases and preconceptions, and you find it much easier than most to set them aside and view things with a truly open mind. This doesn't make you gullible, only willing to entertain ideas that others might scoff at, and examine them critically.

Effortless Beauty (200, Discounted to Entertainer): To put it simply, you look good. Running a brush through your hair and putting on a bit of lip gloss can somehow produce the same effect as an hour spent carefully applying and reapplying products to get your best look. Every outfit you wear hangs perfectly on you without bunching or wrinkling, and your look can somehow adjust to fit your desire and mood. One minute you look prim and professional, and then you can turn the corner and look ready for the club, without having changed a single thing about your outfit.

Private Is Private (400, Discounted to Average Joe): In the modern era, actually maintaining a secret identity requires a tremendous amount of effort, and more than a little luck. But for you, it just… feels impolite to pry. For the aspects of your life that you honestly wish to keep private, people will just not feel any urge to dig into those areas. If you wear a mask, people might speculate a bit about what you look like, but no-one will feel any real desire to actually try and uncover who you are. This won't erase the secret if it does get out, or hide things that you do in public, but it is much easier to keep things confidential when no-one has a real strong desire to find out the truth from you.

Helping Hand (400, Discounted to Lawkeeper): Sometimes, those that break the law do it because they feel they have nowhere else to turn. And sometimes, it only takes a helping hand to lift them up. Now, when you show honest kindness and concern for someone, it will produce a strong motivation in them to reexamine their life, and to be better than they were before.

Complex Web (400, Discounted to Villain): When you work with villains, backstabbing is almost a certainty. Everyone has their own motivation, and if they are willing to work outside the law, they are certainly willing to step on you to get what they want. You have a talent for handling these sorts of complex webs of motivation, playing others against each other, guiding them to think their goals are more closely aligned with yours than maybe they truly are, and setting things up so that, when the dust settles, you and yours are the ones who make it out to crime another day.

Following Footsteps (400, Discounted to Investigator): When you are trying to track someone down, knowing every detail you can about them is crucial. And for you, that is almost supernaturally true. When you are searching for someone, you will have a general sense for their location relative to you. This sense starts out very, very faint, but the more information you know about your target, the clearer this sense will get. For someone you know really well, such as a friend or family member, this sense would not only be crystal clear, but would include a sense for their recent locations and the path they took between them.

Wining And Dining (400, Discounted to Entertainer): It is said that the way to a man's heart is through his stomach, and frankly, that is not just true for men. Now, when you offer someone some food as a gift or pay for a meal for them, they will experience a rise in positive opinion for you. This doesn't trigger in quick succession (so handing someone grapes one by one won't make their opinion for you skyrocket), but done regularly over days and weeks, it can build up to a significant boost in your reputation with them. And, when you are sharing a meal with someone, you will also gain a sense for them as a person, giving you hints at the thoughts and opinions that they might be hiding behind a false face.

Ripples In A Pond (600, Discounted to Average Joe): Even an ordinary person can cause a tremendous difference when in the right place at the right time, potentially causing the future to spiral off onto new trajectories just from the impact of a single action. And you are sensitive to those kinds of changes. When meditating on a planned action, or on some previous action or event you witnessed, you can gain a strong sense for how that action or event will influence the future, for good or for ill. This can come with flashes of actual images of the changed future, but will mainly be feelings about the impact to various people, places, organizations, and events.

Ajaxian Example (600, Discounted to Lawkeeper): Shortly after the Event, Ajax and the other Sentinels stood before the US government and urged them to not make the mistake of treating all breakthroughs as criminals. The Sentinels' example ended up paving the way for the United States to endure the Post-Event world, with rules to help balance freedom and security. Now, you can tap into that example in a very tangible way. As you obey laws and work within the system, the laws and governments you are beholden to will become more just and more optimized towards good governance. This effect will be strongest on the local level, such as within the city you live in, but will spill out beyond that, with the effects building on each other the more that you work to uphold the law.

Infectious Sincerity (600, Discounted to Villain): Some may call you a madman. But you are, in fact, sane. Gloriously, terribly sane. And you can prove it if they will but listen. When you talk, those who hear you will find your words strangely compelling. As you talk with someone, you excel at determining their deepest and most desperate desires and motivations, and at convincing them, truthfully or otherwise, that those desires can be best served by following your vision. As you continue to share your vision with them, their initial desires will fade, and only the desire to see your vision through will remain.

Divine Word (600, Discounted to Investigator): You have investigated so deeply and so well that you have somehow uncovered a universal truth. Just like Dr. Cornelius, you have had a divine word whispered into the depths of your soul. This word can embody any singular concept, and, when spoken, will echo through your surroundings and invoke that concept within the area nearby. A word of Life was able to raise the recently deceased, and echo through a hospital to heal all within. A word of Death was able to kill an unkillable beast, devastating vast swaths of swamp in the process. In essence, the word is an invocable miracle surrounding its concept. Once spoken, it will vanish from your mind, but it will be restored with each new Jump, and the concept may be changed when it reappears. Speak it wisely and well.

Favored By The Stage (600, Discounted to Entertainer): You have impressed a spirit of the theater, and earned the right to traverse through their domain. By standing on any stage, you can enter into the realm the spirit controls, and travel through it to any other stage. That said, the spirit will require a performance when passing through. Traveling between two close stages may only require a brief dramatic monologue. Further stages could require you to reenact some dramatic moment or set of events from your life. No time will pass outside while you are traveling between stages. The spirit is also privy to many secrets, so you may simply visit to perform for the chance to learn one of them.

Items

200 and 400 CP items gain discounts based on their associated origin. You may also take two 100 CP Items for free, and take 50% off one 600 CP Item. Items that are lost, stolen, or destroyed will reappear within a week, unless otherwise specified.

Custom Costume (100): A customized costume, themed around whatever your breakthrough abilities are (assuming you do have them). In addition to being both stylish and very durable, this costume comes with a special ring that allows you to instantly don the costume simply by twisting the ring around your finger. Twist it in reverse to put the costume away again. One weapon can be stored with your costume in the ring.

Philosophy Text (100): A book filled with self-affirming philosophy and meditative practices. In addition to helping you stay more collected and improving your overall self-esteem and motivation, practicing the exercises in the book will also boost your chance of gaining powers from any potential sources you might come across in the future, and can also provide a modest boost to the strength of any powers that you do possess.

Communicators (100): A set of twelve earbud communicators which are guaranteed to be unhackable and unblockable when within 25 miles of each other. They can also be patched into other systems for longer range.

Charge Card (100): A loadable cash card that gains 200 dollars a day on it, with no upper limit. You can load cash from other sources onto it as well, just by tapping it to the cash, causing the cash to disappear. You can also tap it against a debit or credit card you want to take money from. Pinching it hard will give you a mental balance.

Decent Ride (100): A decent sized town car or motorcycle, with a special Verne-tech component that automatically generates a gallon of fuel each hour, meaning that with careful planning, you'll never need to top up the tank again.

CapeCon Grab Bag (100): A large tote bag, filled to the brim with merchandise of various capes, such as logo t-shirts, mugs, action figures and plushes, and more. Every month, you will get another bag, filled with merchandise for the most popular capes at the time. In future Jumps, it will feature merchandise for the biggest celebrities / media franchises.

Chirping Cricket (100): A small holdout pistol that is easily concealable on your person. It fires energy blasts, which can be ramped from a dozen shots roughly on par with a high-caliber bullet, up to a single shot beam that could injure a B-Class Ajax or Atlas type breakthrough. The battery on it will refill fully every six hours.

Media Library (100): A library of movies, tv shows, books, and other media, including creations by the LA Guardians and the famous Sentinels TV Series. It will periodically gain new entries as they are released, and in future Jumps, it will continue to gain pieces of media in similar genres.

Anonymity Specs (200, Discounted to Average Joe): A set of glasses, based on those created by Ozma. While wearing them, you will seem unremarkable to those around you. They will still be able to register your presence, but they won't recognize any details about you, and it will be somewhat difficult for them to consider your presence to be odd. This effect can be resisted somewhat, if they are prepared for it, and interacting directly with someone can temporarily break the effect on them.

Restraints (200, Discounted to Lawkeeper): This contains several Blacklock cuffs and Sandman patches. The cuffs are designed to be able to adjust to virtually any body shape, pinning limbs together and resisting any movement. They are extremely durable. The patches, when applied to an individual, will quickly induce a harmless sleep in them, and keep them asleep for several hours while the patch remains attached. Enhanced constitutions may take a few patches to bring down. Refills within a day if used up or lost.

Underworld Contact (200, Discounted to Villain): A battered notebook, filled with a few different sets of instructions for contacting members of the less-than-legal side of society, via methods such as dead drops, coded calls, or hidden meeting points. It will periodically update as contact methods change, or as you move to new areas, and the notebook itself will act as a sign of your discretion and trustworthiness, so long as you don't betray those you contact.

Auto Recorder (200, Discounted to Investigator): It can be difficult to properly investigate when you have to stop every few minutes to write down a bunch of notes, but now you won't have to. This device can take the form of a book, epad, or tape recorder, but whatever form it takes, you can press a small button or mark on it, and it will start recording your internal narration of whatever you are studying, allowing you to move silently and keep your hands free as you seek out information.

Camera Drone (200, Discounted to Entertainer): You never know when you are going to want to have the cameras on you to take a shot. This small sphere can hover and move at a fast running pace, as well as turn nearly invisible, but most importantly, it has a powerful microphone and camera, which can crisply record hours of audio and video of you and beam it to your phone or computer. An on-board director program will automatically seek out the best angles to capture the action as it happens.

Quantum Twin (400, Discounted to Average Joe): You have had a quantum link connected between your brain and a 22nd century supercomputer. This computer can be stored within your warehouse and still link to you. And running on that computer is a mind copy AI. Specifically, a copy of your own mind. This copy of yourself can be from any point in your history, from the start of your chain, up until the start of this Jump. This copy is a master hacker, capable of processing information at lightning speed, and it can monitor your senses and vitals, detecting physical and mental interference, and project information for you. They can enter Jumps alongside you, and utilize any purely mental perks you have, but if you import them as a Companion, they will no longer have access to your perks, only retaining the connection to you.

Phony Platoon (400, Discounted to Lawkeeper): Platoon is a near-ubiquitous Redux-Type breakthrough, with versions of himself working in law enforcement and government agencies across the country. They often form a vital backup for many dangerous situations. Now, you have your own Platoon platoon, sort of. These dozen individuals are similarly trained and have the same mental connection, but they are not part of the Platoon collective, and they are not truly self-aware. They are intelligent enough to follow orders and plans, but have no will of their own aside from obeying your commands. If one of them is killed, a new one will appear within a week. In future Jumps, you can choose to import them as a single collective Companion, which would allow them to begin to develop their own will.

Dragon Armor (400, Discounted to Villain): A set of magical armor, which takes the form of a tattoo on your body when not in use. When activated, it wraps you in a shell of scales, giving a significant boost to your physical strength, and granting a potent level of pyrokinesis, which can be used for 'rocket assisted' jumps.

Files of Interest (400, Discounted to Investigator): A large folder case, filled with manila folders containing information on public figures in your local area. Most of the information is what would be publicly available on them, but some could only have been discovered after several months of careful study and tailing them, and possibly in-depth surveillance. New facts will appear over time, as will new files as new figures of importance arise.

Gilded Invitation (400, Discounted to Entertainer): There are many prestigious events out there, which will require special invitations to attend. Now, you will receive two golden envelopes each year. Writing the name of an event on one of these envelopes will cause a valid invite to that event to appear within the envelope, with no-one questioning you being invited. An excellent chance to mingle with the elite.

Future Files (600): You have been entrusted with your very own "Big Book of Contingent Prophecy", a database containing historical files for hundreds of potential futures for this world, extending a couple hundred years into the future. These databases will update to mark events that are no longer possible, due to death, breakthroughs, or just differing decisions, and complex equations will help to calculate the probability of various future events. In every future Jumps, you will gain a new set of future files to look at.

Headquarters (600): A massive structure, on par with the Dome or Restormel, which can house dozens of individuals, store enough supplies to be entirely self-sustaining for a few weeks, and has a tactical dispatch center that can help coordinate actions throughout an entire city. This structure can be a publicly visible landmark, disguised as something else such as an office building or corporate retreat, or buried and hidden under the landscape entirely. Comes with multiple static defenses and thick armor to help stand off attacks.

Wishing Pills (600): A set of three large silver pills. These pills can each grant a singular wish when swallowed. The wish comes with a few restrictions, mainly that it must be something immediate and local, and most importantly, each wish comes with a test of resolve. As you focus on your wish, you will experience intense pain, which will cut through any defenses or pain resistance or immunity you might have. At any time, you can change your wish to “I wish I never swallowed that pill”, and have the pill reappear in your hands, unswallowed. If you manage to persist, the wish will be granted. These pills will only restock at the start of a new Jump.

Bifrost Magnetobridge (600): A refined and combined version of a couple of different experimental technologies. This device allows for matter to be transported from a central base location, out to a specific transceiver. This can either involve moving a ‘cage’ and its contents to and from a specific drop point, with the cage being up to the size of a large suburban living room, or it can involve tearing an actual portal between two points for a few minutes. The device comes with an internal power plant, but it takes so much power it will need to charge up between uses. With a proper transceiver in place, a small cage, and a destination within the same city, it will take just a few seconds to charge up and fire. Larger distances, larger volumes or sizes and duration of portal, and a less accurate targeting method can all increase the charging time significantly. It can even transport across dimensional boundaries, though in that case, the recharge time will be measured in days, at least.

Companions

A Team Of Your Own (100/200/300): People are stronger together, so let's bring in some reinforcements for you. You can import Companions. For 100 CP, you can import a single companion. For 200 CP, you can import three, and for 300 CP, you can import a set of eight. This can be taken multiple times. Each imported Companion gets 600 CP to spend, and can select an Origin, Starting Location, Breakthrough Power, Perks, and Items. You can choose to 'donate' CP that you gain from Drawbacks, up to 1000 CP donated, which will grant each imported Companion 50% of the donated amount.

Recruitment Offer (100): Can be purchased multiple times. Each purchase of this grants you two tickets, which you can use to offer individuals you meet here a position as a Companion on your chain. Absolutely any individual can be offered a spot, and you can keep offering a ticket until someone accepts. Those who do accept will not gain any CP, but any powers, skills, and advanced tech or magic items they possess will become fiat-backed once they leave.

Drawbacks

You may choose as many Drawbacks as you think you can handle. Some Drawbacks are incompatible with each other. If a Drawback conflicts with a Perk, Item, or Power (either acquired here or elsewhere), the Drawback wins.

Eventful Entrance (+0): If you wish, you can select this toggle to arrive 10 years early, arriving at the moment when the Event occurred. You will have to live through the aftermath, as the world struggles to deal with the new course of events. This can either set your 10 years to end at the point when the Ashland Bombing would occur (your original arrival time), or your stay can be extended, meaning you will be staying 20 years in total.

Pint Sized (+100): You are short. And cute. This could mean that you have the form of an actual child, or just that you look 'underdeveloped' for your age. Either way, it will be an uphill struggle to get people to take you seriously.

Fueled By Guilt (+100): You have a habit of obsessing over the things you did wrong, or ways in which you could be better. Even when you did honestly do your best, and couldn't change the outcome, you will still be nagged by feelings that there was something more you could have done.

Hate Target (+100): For some reason, some hate group has picked you as a focus for their hatred. They will constantly be picketing and protesting you and the things you try to accomplish, even if you try to keep a low profile, and they will have the most infuriatingly ignorant and dumb rhetoric that will resist all logic or sense.

Naught But Delusions (+100/+200): What is more likely? That you are actually a dimensional traveler, stopping here before continuing onward on some multiversal power trip, or that you are just yet another delusional breakthrough who just had your mind a bit scrambled when you gained powers. Most everyone you meet here will lean towards the latter theory, and it will be exceedingly difficult to get anyone to take your story about Jumpchain seriously. For an extra 100 CP, +200 CP total, you yourself will be plagued with serious doubts, with your pre-Jump memories seeming extremely hazy, and many of them missing entirely (such as your memory of this specific drawback).

Strictly Street Level (+100/+400, Can't be taken with Origin-Chaser): So sorry, no breakthrough for you. If you take this at the most basic level, it locks you out from taking a breakthrough power purchase, or from gaining a power from a breakthrough during your stay here. Any other superhuman abilities you might have brought from elsewhere will still function, unless you take the higher version of this for +400 CP. In that case, you are locked out of any powers, skills, or abilities that are greater than unpowered humans from this world could have, and you can't bring out any items that have supernatural effects or functions that can't be replicated with modern tech.

Origin-Chaser (+100/+400, Can't be taken with Strictly Street Level): It isn't fair that you just get a breakthrough handed to you. No, you are going to have to earn it. At the base level, this means that you will have to get into dangerous situations, until you experience a spike intense enough to grant you your breakthrough power. If you fail to manage that before the Jump ends, you will lose out on your breakthrough power entirely, so choose wisely. For +400 CP, you will have to undergo the equivalent of a breakthrough for any superhuman perk, power, or ability that you are bringing with you from any prior jumps. Those will come back as normal at the end of the Jump, however.

Loss of Limb (+200): You have lost a limb, such as a hand or foot, or use of either your eyes or your ears. You cannot heal naturally or be healed from this, and even if you get a prosthetic, there will be a constant feeling of disconnection, even with the best prosthetics.

Not So Unhackable (+200): A quantum link is meant to be unhackable and unbreakable, but it sure seems like a lot of people have ways of disrupting one. For any abilities that you have that are 'absolute' or 'perfect', that doesn't seem to be the case anymore. The more perfect an ability supposedly is, the more countermeasures to it are cropping up. It isn't even aimed at you, as many of these countermeasures will just pop up as side effects of tech or magic focused on some other problem.

Media Disaster (+200): It seems like no matter what you do, some media firestorm will spring up around you. Someone will catch a picture of you at just the right angle to make it look like you kicked a puppy, or a comment you make will be taken out of context and blown out of proportion. You will need to either get used to being a media pariah, or get really good at doing damage control.

Rewritten History (+200): As any time traveler would know, the slightest change to P will have a tremendous impact on all instances of P+n. In other terms, your arrival has changed the future. A lot. While immediate events within the next week or so will probably be unchanged, everything beyond that is a massive mystery, rendering any foreknowledge you might have had about events in the books entirely useless. This might have even had some shifts to the past somehow, resulting in people having different backgrounds. Is the Ascendant still the same person? Who knows?

Missed By Inches (+200): At some point, there will be a disaster. One that you could have avoided or fixed, but you will end up having been just a shade too slow, or you let yourself be distracted, or some rash action of yours actually caused the incident. It is only in the aftermath of that disaster that you will remember taking this drawback, and realize that the disaster would have been preventable twice over.

Little Town Blues (+300, Can't be taken with Shattered Snowglobes): You are trapped within some pocket extrareality, no larger than a small midwestern town. You may be able to project power past the barrier, but you will not be able to leave the pocket yourself. If taken as part of an Omega-Type breakthrough, the interior size can be somewhat flexible.

Shattered Snowglobes (+300, Can't be taken with Little Town Blues): At some point during your Jump, you will be thrown into some alternate reality, and no method of multiversal travel you have will be able to bring you home. Instead, you will have to go on a trip, falling from world to world, and only moving on when some nebulous goal is completed in each. In most cases, this will involve you learning some sort of life lesson to make you a better person. According to whose standard is up for debate. And you will need to eventually make your way home before the Jump ends, or you'll fail. This is guaranteed to happen no later than your seventh year, to give you time for the trip, and you will make at least 12 stops, but past that, you'll just have to keep moving forward. It will be doable in whatever time you have, just difficult.

Closing Ring (+400): It seems that the Ring (a group of terrorists including the Caliphate, One Land from China, and Mexico Libre), or a similarly well-armed and well-connected group, has taken notice of you. For some reason, your death has become a rallying cry for them, which means that you will be targeted by attacks from them throughout your stay here.

Rocks Fall, Hope Dies (+400): When the Ashland Overpass came down, no "pixie cut Tinkerbell" rose from the dust. Hope Corrigan is dead, and the world is a darker place without her potential heroism. Now, you will need to step up to the plate. By taking this Drawback, you will now be required to do as much good in the world as Hope would have managed to do, which may be a taller order than you might think. For example, one of her misadventures led to a series of events that ended up helping to largely mend the centuries long rift between China and Japan. You will have a sense for how well you are doing on this task, and whether you are on track or falling behind. If this is taken with Eventful Entrance, then the hero you are replacing will be Atlas instead.

Anarchist's Ingredient (+600): Both the Teatime Anarchist and the Dark Anarchist are aware of you. More importantly, they have been aware of you, and have built up plans that involve you. They know all of your powers, and if you possess any abilities for time travel, their own time travel trumps it somehow, meaning changes you might try to make are already seen and accounted for by them. They are still bound by the limit that they can't retcon you out of existence, but you are bound by the same. What's past is past, the only thing that can be changed is the future, and two titans are fighting for it, with you stuck in the middle.

Greetings From Ganymede (+600): In the canon timeline, the universe would be found (as far as centuries of breakthrough assisted searching could determine) to be empty. Earth was alone in the universe. Now, that is not the case. The Event is now a signal to other alien races that Earth is no longer off-limits for visiting or interacting with. Soon, very soon, aliens will begin to arrive, with their own breakthrough powers, which they will almost certainly have had and been adapting to for far longer than Earth. Some will be friendly, many will not. Can Earth survive in a much broadened universe? Can you? You will have to, as this addition comes with one caveat: Earth must still be under human control when the Jump ends, or you fail.

Ending and Notes

You've made it to the end of your ten years. It is time to say your goodbyes and choose whether you will **Stay Here**, **Go Home**, or **Move On**.

Changelog

Version 1.0 - Released

FAQ

TBD

Notes

There are currently 9 books released in the series, in addition to a couple of novella side stories and an RPG system based on the FATE system. The events of the books cover the first four to five years of Astra's journey, so there is plenty of uncharted territory after that.