The Free Universe

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THERE ARE WORLDS FULL OF MARVELS, WHERE SUPER MEN AND ARCH-VILLAINS BATTLE, GREEN MARTIANS AND MAN BATS JOIN FORCES, WHERE WONDERS OF EVERY STRIPE REIGN SUPREME. THEY ARE CLOSELY GUARDED, AND HELD WITHIN THEMSELVES...ONLY THE STRONGEST OF NEEDS COULD EVER ALLOW THESE WORLDS TO INTERTWINE, AND EVEN THEN ONLY FOR A SHORT TIME. BUT THIS PLACE IS NOT LIKE THAT: THIS IS A FREE PLACE, WHERE HEROES AND WORLDS FLOW AND INTERMINGLE WITHOUT LIMITS. THIS IS THE FREE UNIVERSE, WHERE NOT EVEN THE WILD BLUE SKY CAN REIN IN TALES OF HEROISM AND JUSTICE ACROSS THE ENTIRETY OF CREATION. AND IT IS WHERE YOU WILL MAKE YOUR HOME FOR THE NEXT DECADE. YOU WILL LEARN MORE ABOUT THIS WORLD AS YOU READ ALONG, BUT FOR NOW KNOW THAT YOU HAVE +1000 CP WITH WHICH TO BUILD A LIFE IN THE FREE UNIVERSE.

Locations

ROLL 1D8 FOR LOCATION. OR YOU MAY FREELY CHOOSE A LOCATION IF YOU SO WISH.



1. CHAMBERLAIN CITY, MAINE

Originally founded by European settlers in the colonial period, Chamberlain has a long history stretching back to the early 1700s, enduring successive waves of prosperity, disaster and conflict. Throughout the 20th century, it has seen increasing levels of superhuman activity, particularly since the so-called "mystery man" explosion of the mid-thirties. Conspiracy theorists claim that Chamberlain is a major transport hub for extra-terrestrial and supernatural entities. Although dismissed as crackpots by the general community, the recent immigration of the great hero Excelsior has given truth to these claims. It is the operating base for nearly every major hero known to the world, and a place of convergence for all time periods. There's never a dull moment in Chamberlain City, as the saying goes.

2. SAN ANGELES, CALIFORNIA

The Southern California area in simple terms. In the here and now of The Free Universe, urban development brought on by the Mystery Man Explosion, being a popular visitation spot for dimensional travellers and the spearhead of the Dawn of Romance caused much of SoCal becoming a mass of arcologies and underground habitats supported by advanced technology from more than a few sources. However the rapid developments in technology, influx of foreign chemicals and energies, and the new immigration from various other worlds with no accompanying regulation mean that the San Angeles of Unlimited Heroes is largely lawless - filled with corruption and crime. In the Days of Darkness, the Dawn of Romance and The Golden Age is mere is just the SoCal area of those time periods - with a history of a masked rider known as Zorro during the Spanish years of the area. The Dawn of Romance will find that the cities of SoCal are alive with electricity and wonder as ambition buzzes in the air, while the Days of Darkness will find that alongside Chamberlain, this place too holds secrets from the Beyond in its shadows.



3. Locus Solus, France

A Country Estate in France, it is historically where an influential tinkerer named Martial Canterel lived and worked. He met there with a society of like-minded luminaries, the name of which soon was inherited as the title for costumed empowered heroes in the Dawn of Romance: “Les Hommes Mysterieux”, The Men of Mystery. This group included brilliant men both on the side of the law and of the shadows, such as the great thief Arsene Lupin, the mad Dr. Moreau before he left to begin his greatest works, Jean Robur, and Martial’s dear friend Leo St. Clair whom was one of his first successful “bionic men” and the template for which all cyborgs from then on would deviate from. The Estate is, during the Days of Darkness and the Dawn of Romance, a place where Cantarel’s “tableau vivants”- art made from a mix of super advanced science and dark magical arts- are fully on display. The advances in biological and technology made in Locus Solus provided the bedrock from which the Super Patriot programs would spring from in the Golden Age. During the Golden Age itself Locus Solus is an oasis in a sea of war, untouched by the military of either side on pain of Cantarel’s defenses obliterating anyone who would dare to try and seize his art for war. Cantarel is still alive, though less open to guests due to feeling that his genius was merely aped in order to create crude mimicries good enough for muck-filled battlefields. In the modern age of Unlimited Heroes, Locus Solus is a museum to the Golden Age and the works of the great men who made it happen. It is curated by the UN and by Cantarel’s estate due to the guilt of the Supreme Hunt and the subsequent Purge.





4. Iolkos, Central Asia

An advanced nation hidden in the mountains of Central Asia, it was founded by Greek mercenaries who had lost their way and arrived at a land of spiritual power known as Shamballah. The people there had lived with the Beyond and its counterpart, the Blazing World for some time and with the assistance of the Greeks were able to utilize the spiritual nature of their land, becoming long lived, wise and powerful under the leadership of Prince Timoleon. The people speak Greek, are well educated, know spiritual arts and usually live to 1000 years if not slain. Their society is technologically advanced, drawing power from windmills and other natural sources, while recycling waste and controlling pollution...and there are rivers that allow you to enter both the Beyond and The Blazing World physically. However, Iolkos is very fiercely protective of their culture. While they will allow outsiders to gaze upon their works, they do not accept immigrants, will closely watch their technological advancements for theft and the central government of Iolkos has control over marriage and practices eugenics to assure the purity of their people. Nobody wants for anything, but to step out of line of the culture is to be cast out of earthly heaven as far as Iolkos is concerned.

Their relationship with the new world is always rocky, and only in Unlimited Heroes does the situation seem to be improving with Iolkos natives adventuring into the wider worlds. They are said to have good terms with the secret clade in Aenea however.

5. AEAEA, THE MEDITERRANEAN

An island framed in legend by Homer's Odyssey, this wooded place has been long since disappeared from the eyes of mortal men and instead become a sanctuary for creatures of myth and legend who are threatened by the growing might of normal man in the world. What is less known is that Circe and Prospero, both famed dwellers and legendary magical powerhouses, have returned to keep this island as a place where the old ways may stay alive. Those who are noted to have an interest and talent as well as some way of catching the eye of the two mystics will find themselves spirited away to this mediterranean island among the pyrotocones, dragon-like creatures with insect-like wings...to be taught the Way directly from the masters of the art themselves. Otherwise, ruins of an ancient but advanced tribe of mediterranean peoples are all around as reminders of the folly of hubris.





6. SALVARITA, SOUTH AMERICA

A tropical coastland in South America, Salvarita has a secret deep within the mountains kept by various means throughout its history. The tales of Cibola, El Dorado and the Sierra de La Plata are just that, tales...but they have a basis in a truth. The City of Patagonia, the Wandering City, once was here on a plateau where the ancestors of the Salvarites and their Patagonian Giant cousins lived in peace. Patagonia had learned magic arts from the people of the Blazing World, a paradise of light and color that opposed the oppression of the Beyond. With these arts they paved the city with gold and jewels, lived richly, and revived many of the fallen creatures who walked the earth before man and lived alongside them on the volcanic plateau of Salvarita. However, the Beyond spurred invaders from the Old World onto South America in retaliation. Seeing their northern cousins brought down by violence and greed, the gentle Patagonian giants used their arts to take the Wandering City and the plateau with it into the Blazing World. It is still tethered to this world through certain places in South and Central America, which is where glimpses of golden cities come from. Salvarita's government is strong and ostensibly uses its military to protect precious mines in the Mountains, with only a secret society within Salvarita aware this is to protect the Wandering City, which must return from the Blazing World once every 3 years into a place deep within the mountains to bask in the sun's rays for a week and a day, then return into the land of Light.

7. PELLUCIDAR, BENEATH THE EARTH

A massive series of caverns deep within the earth, it is connected to the surface world in a variety of places, such as the cave system below New Jersey known as Theros, or Plutonia beneath North Alaska, or the civilization of Mizora beneath an area in Russia.

All legends of underground societies and cavernous lands come from this place. They are all connected in one way or another, with the single largest cavern being a single Europe-sized cavern complete with an underground Sea beneath the North Atlantic named Pellucidar. All of these areas are lit by Blazing Mountains, minor artifacts of light that allow life to thrive even this far below. It's said that the peaks of these mountains are portals directly into the Blazing World, while there are dark tar-like pits from which the beasts and demons of the Beyond crawl up. It's said that the modern depiction of hell as a burning cave filled with hideous ravenous beasts may have come from an expedition into a Beyond-controlled cave system.



8. FREE CHOICE

Heroic Age

Of course, when you start is as important as where. These are the 5 great heroic eras of the Free Universe, but be warned. Each era has an associated perkline, so choose wisely.



Days of Darkness (1865-1875): A time where the barrier from this world and the hellish realm known as the Beyond were thin, and when the violent madness of the Beyond leaked into any convergence points such as Port Chamberlain, Pellucidar or the future San Angeles area. It is during this time that the Makepeace Consortium, a vile alliance of wealthy landowners, politicos and traders is established across most of continental America under Earl Makepeace, who is rumored to have sold his soul to the devil for power. The Deathspeaker (an ancient costumed hero assumed to be one of the first caped avengers of this world) will arrive to break this at the cost of hundreds to thousands of lives alongside 3 other masked heroes. This is only one example of the bloody and dark history that comes alongside when the road to hell is plainly visible. While the beings of the Beyond work their wicked ways, creatures and peoples from other dimensions with inscrutable and alien ends may show themselves, and those who are rich and powerful may find themselves drawn to hedonism, murder and the exploitation of the poor and defenseless for their own twisted gains...this is a world of blood and bone and horrible things, but only in the darkest days does the candle of a hero shine.







DAWN OF ROMANCE (1918-1928): An era of discovery and of brave new frontiers as well as excess, the light of luminaries such as Martial Cantarel now becoming in vogue after the suffering of the first World War. Prosperity was beginning to spread across the western world, and celebration after a long campaign is all the rage. Young men such as Tom Swift empowered by the Machine Age and with hearts full of steam and vigor, go to forge the tools of tomorrow in their garages and in laboratories. A lust for adventure and excitement begins to sweep over people from all walks of life - including journeys across the world, into Pellucidar, towards the Moon and Mars, and even into other worlds.

This thirst for the new and old isn't just about travel - knowledge both old and new begins to spread across the world, old arts such as mesmerism and martial arts rediscovered and given new life as well as stunning breakthroughs in metallurgy, chemistry, and engineering arising from the surplus of the first "Industrial War".

Patents flow fast and hot during this age as anyone with a dream wishes to make their mark on history and make it big to enjoy the glorious nonsense that this era has to offer. But this desire for glory does not only manifest with benign means- Robur the Conqueror is using the power of engineering and science to try and become the Master of the World- and he's not alone in trying to do so, as those who try to use the wake of the War to End All Wars as a way to change history will also try and harness Prometheus' flame to put the world to pyre.

On a smaller but no less troublesome scale, criminal gangs (now with a fresh influx of veterans with little marketable skills but fighting) rise to prominence as they cheat and intimidate to get their slice of this age of prosperity, becoming so prominent as to be nearly untouchable by the law. In these times, however, the Men of Mystery arose - who used their wit, their self-taught talents. self-made creations, their skills honed on the fields abroad, and the rediscovered arts of the East to battle both power-hungry militants and the scum of the earth. Men such as the Black Terror, a man who has taken up the old title of Zorro anew, The Shadow, The Crimson Clown, and even the bionic man Leo St. Clair now known as the "Nyctalope." Even in this way, these men were luminaries in their own sense: the predecessors to the men whose names would be hailed in the looming Second World War.



THE GOLDEN AGE (1938-1948): An age where heroes are first known to the public in an official sense, there was already a rising trend throughout the age called the Dawn Of Romance in response to a perceived rise in crime rates of masked vigilantes inspired by the old stories of the Chamberlain 4 and the Deathspeaker. These "mystery men" and the rogues they battled circulated in places all over the world, but it was only when the Super Patriot programs during the second world war which had the nations trying to utilize the processes by which many of these vigilantes came to be (including hounding Martial Cantarel for his Tableau Vivants - Leo St. Clair being a notable one) did the Golden Age begin. Historically speaking, the Super-Patriot project of the late thirties achieved significant success rates. Records estimate that over 70 percent of test subjects were endowed with enhanced physiques and superhuman endurance.

Variants of the original formulas were simultaneously developed by the private sector, ostensibly to provide the home front with a virtually indestructible National Guard in the event that the Axis powers attempted to invade American soil…

...though there are talks that this was a cover for war profiteering and to further bolster criminal acts in the homeland. These variant formulas were administered to civilian volunteers; mainly police officers, state troopers and similar law enforcement officials. Although the programs were classified top secret, it is known that at least seven hundred experiments were performed across the United States between 1938 and 1941. Heroes of the Super Patriot wave were glorified in the press and cemented the ideals of a costumed hero in the eyes of the public.

However...After the war's conclusion and the aftermath of the programs started to rear their ugly head, the post-war governments began to pursue the loose empowered in what became known as the Supreme Hunt and bring them in to be purged from history before their power could be used against the very countries that created them. After this, heroes became outlaws and vigilantes regardless of intentions - a state of affairs that would last for decades, until the year 2000 - Where the arrival of the extradimensional symbol of peace Excelsior changed everything in his quest to spread the principles of Life, Liberty and the Pursuit of Happiness.





THE SANCTION (1969-1979): An era of espionage, of glamour, sex, violence, loyalty, betrayal, and brutality stirred together into a dangerous but alluring cocktail. The Sanction is a simple law - the men of mystery of yesteryear, the mysterious alien visitors, the benign sages, the evil sorcerers, the brilliant one-man industrial revolution, the shadowy conspiracies, the super patriots...all these things should not exist in the public eye, not any more. A new class of agent, the "super spy", is forged from the lessons of the Dawn of Romance and the Golden Age. Using expert training, high tech gadgetry, carefully controlled enhancements, and good old fashioned heavy firepower- the super spy is the Super Patriot of this age, but much like their non-super counterparts these people serve their country in the shadows. The realities of the Cold War ensured that both Soviets and Americans had reasons for the wonders of the Golden Age and the Dawn of Romance to stay under wraps - if either side had the edge, the war could go hot or worse yet...the other side would die without a shot fired.

Because of this cold reality, Vigilantes, prodigies, scholars and geniuses like those of the Dawn of Romance and the Golden Age are now hunted by these superspies, told to bring them in dead or alive before "the enemy" can retrieve them or they use their power to threaten the sanctity of the "Truth, Justice and the American Way"(or in some circles, "the common worker, socialism, and the expansion of the Warsaw Pact.") Witch hunts and paranoias of these "Lawbreakers" are a common sight in small towns across America, and in Soviet territories it's not unusual to see stern men with hungry eyes looking for the hints of someone who fits the bill of "Lawbreaker."

Beyond their duties to uphold the Sanction, the Superspies are tasked with the same tasks as any other patriotic arm of their chosen "side" (which in the complex web of loyalties, desires, double dealing and hidden identities is almost laughable concept) - to undermine and eventually bring down their enemy in the Cold War. That's not to say that those who are Sanctioned are killed on sight - many of them are valued members and treasures of their nations. But that's just it - they're no longer celebrated, or paraded as champions of justice and peace.

They instead become deniable assets, aces in the hole...secret weapons on par with the ever-growing stockpile of nuclear firecrackers both sides silently stack. The end of the world is looming over everyone's heads, and this era lives on the brink every day - but there are men and women who can only live the fullest on the edge of danger, and with danger comes opportunity. While the normal man may live their lives out without ever seeing a "lawbreaker", those who live in that world could come out living like kings or even Gods...if they don't die in the process.



UNLIMITED HEROES (2010- 2020): The World of Tomorrow, a futuristic land filled with handheld computers and a growing global network of digital connections, with a number of changes from the world of today - one of the biggest being that visitors from both alien worlds and alternate dimensions are regular occurrences, with all the glory and struggle that such an Unlimited Frontier can bring. One of the greatest heroes on Earth, Excelsior, came here from a near utopian dimension 10 years ago and revolutionized the world's view on heroes as well as allowing for strange and wonderful energies to suffuse the planet.

Now, empowered heroes from all walks of life band together as public teams to address crime, tyranny and disaster not only on planet earth but across all of space and time!

The greatest of these teams are the Peacemakers, who are second only to Excelsior himself in renown - lead by aliens raised on earth and dimensional shifters as well as the legions of Cosmic Custodians to bring order. In this world, anything is possible - the peak of the Free Universe and its potential. Earth is beginning to spread its children into the stars and space, with many space colonies already being formed in the Solar system and a number of earthborn colonists taking root in alien systems in far-flung galaxies. Humanity has learned it was not alone in the stars and is making up for lost time, jumping leaps and bounds - though some are scornful, feeling left behind in this "brave new world" and left to toil in the arcologies of San Angeles and Space Stations like it.

What the future holds from here on, it cannot be said - there are talks of imperialist other dimensions with armies of Super Patriots turned into vicious weapons invading other dimensions, as well as hundreds of alien races in this universe known for unceasing conquest after the fall of the original Peacemakers in the battle of Ashkar Nebula. But whatever the case, Heroes by the hundreds will rise to defend this place they call home.

Origins

WHAT IS YOUR STORY? WHY ARE YOU INVOLVED IN THE BATTLES OF THE FREE UNIVERSE? YOU MAY TAKE ANY ORIGIN AS A ''DROP IN'' WHERE YOU HAVE NO HISTORY IN THIS WORLD, EITHER IMPLICITLY OR EXPLICITLY AN INTERDIMENSIONAL TRAVELLER. IT'S NOT NECESSARILY THAT FAR OFF THE MARK, IS IT?

FREE AGENT: A free agent is a feisty, independent and rather peculiar type. You may have wandered the world, tasted its pleasures, flirted with danger, and learned a thing or three about how it all works. You're a concerned citizen, a rebel with a cause, an exceptional prodigy in some amazing talent, or otherwise you're someone who has risen up because of your own passions and rugged individualism. Men such as Ace Brogan, Nero Wolfe alongside his assistant Archi Goodwin, and the intrepid Bulldog Drummond stand shoulder to shoulder with you here, in the alleys and drawing rooms alike.

SCHOLAR: The Free Universe is a place with untold secrets, amazing arts, and miraculous breakthroughs to be made - and you are the one to find them. In turn, a keen eye is needed to ensure that crime doesn't escape into the shadows and justice is served. Though your search for truth may bring you danger, everything you learn will help further the people of this place and bring them to greater heights.

COMMANDO: In this world of action and adventure, it takes someone willing to put their neck on the line and swing those two fists around like they mean it to get things done. By picking this, you decided to step up to the plate. You're a problem-solver, and by putting a little muscle into it you'll see that you can shift the course of the free universe by your own sword.

OPERATOR: Things don't get done in labs or battlefields - they're where game pieces rest or where they come from. It's people like you who play the Great Game. Your mind and hands are deft, able to scheme and take with finesse - you could be a thief, a spy, an information broker, a mastermind or even a rogue who uses their skill to manipulate those around you for your own ends.

ARTIFICIAL(200): There are those who are not born, but made. In this world, there is science, magic, and advanced knowledge that allows for the creation of new life from seemingly nothing - genetic engineering, robotics, alchemy, cloning, brainwashing and simply magical power. Even electricity and chemicals could bring to life a stitched together corpse. Artificials are unique in that they can only choose one Extraordinary Trait (this will be called their Primary) without taking "When Suddenly!" as they were built with a singular purpose...but the clarity of their purpose is honed, and thus Artificials have 1500 points to spend in their Primary

OUTSIDER(200): There are beings from beyond what we consider the norm. Creatures from alien worlds, or dimensions, mystical beings from magical realms, or the children of any such creatures with the sons of adam and daughters of eve. While many creatures have inborn qualities, there are those who are unique even among their kind. You may be one of those. Outsiders, similarly to Artificials, may only choose one Extraordinary Trait (similarly called their Primary table) without taking "When Suddenly!", but in turn you have unique opportunities regarding your heritage, some of which may act as unique abilities of their own - totally natural to your biology and possibly inherited by any of those who are of your blood.

Extraordinary Traits

THERE ARE MANY PATHS TO GREATNESS IN THE FREE UNIVERSE - THOSE WHO WIELD MYSTIC ENERGIES, THOSE WHO HONE THEIR NATURAL GIFTS AND SKILLS TO SEEMINGLY IMPOSSIBLE HEIGHTS, THOSE WITH LUCK AND PLUCK, THOSE WHO ARE ABLE TO EXPRESS THEIR THOUGHTS AS REALITY - AS ONE OF THOSE PEOPLE OF EXTRAORDINARY TALENTS, YOU ARE ABLE TO DECIDE WHAT MAKES YOU STAND OUT IN THIS WORLD OF WONDERS.

YOU MAY CHOOSE A SINGLE TRAIT AND GAIN ACCESS TO ITS RELATED SUB-TABLE, AS WELL AS 1000 GIMMICK POINTS TO SPEND IN THAT TABLE. YOU MAY OPTIONALLY CHOOSE 2 TRAITS WITH 500 GIMMICK POINTS PER SUB-TABLE TO SPEND INSTEAD. CHOOSE WISELY, AS YOU CANNOT BUY TRAIT PERKS WITHOUT HAVING THE SUB-TABLE UNLOCKED, AND EXTRAORDINARY TRAIT PERKS ARE UNDISCOUNTED.

MUTANT: You have gained a superhuman biology, able to perform feats that only those with superior bodies could. Like a force of nature, your very form has inherent abilities and advantages. You may be a literal mutant, your body may have been changed by some outside force, or in the case of outsiders and artificials this could just demonstrate a heritage of power and majesty.

PSIONIC: Mind over matter has become a literal reality for you - you are able to use your mind to perform miraculous acts, such as reaching out to the minds of others, or using mere thoughts to shatter stone and shape fire. You may be the next step in the evolution of life, a font of some alien dimension, or simply so strong willed that you can transform "wishes" to "action."

BIONIC: Either wholly in part, you are metal and machinery, crafted and created in order to make you a powerful machine for whatever ends you turn this power towards - utilizing the hands of science as your strength! You might've been created by some scientist, rebuilt from a broken human body, or willingly embraced your flesh as iron- but it does not change the truth that your steel has made you mighty.

PARAGON: There are powers untapped in the mind and body of the ordinary person, that are only locked behind intense conditioning and dedication. Either through concentrated efforts of training, some manner of outside "awakening" of your latent potential, honing natural talents, or simply through hard-earned experience, these powers that to some would be called superhuman are in your grasp.

MYSTICAL: There are powerful, wild, magical energies and entities of great mystery that course through the Free Universe underneath the visible world - like hidden veins of arcane might. Through study, whispered secrets or a bloodline of sorcery you are able to tap into the veins of magic - calling up power from the ether to make impossible things happen.

HARDWARE (Alternative Choice - does not count as an Extraordinary Trait, and cannot be taken as a Primary for Artificials/Outsiders): Maybe you don't feel that you need extraordinary abilities, you just need a lot of good tools, weapons and some trustworthy followers. If you feel that way, you can pick this in lieu of an Extraordinary Trait, turning the Gimmick Points that would have been available in that Table into double that value in Hardware Points instead, to be spent on customized gear. For example, if you chose to take this instead of another trait with 1000 Gimmick Points in it, it would give you 2000 Hardware Points to spend. Similarly, taking this as a 500 Gimmick Point "Secondary" Extraordinary trait gives you 1000 Hardware Points to spend instead.

Perks

EACH ORIGIN RECEIVES THEIR 100CP PERK FREE, AND GETS A 50% DISCOUNT ON THEIR OTHER PERKS.



FREE AGENT

ROUGH AND TUMBLE (100): You might not be trained in any fancy fighting techniques but you've learnt what it takes to survive on the streets. You're a whiz when it comes to rough and ready combat - having a pretty good knowledge on how to pick up and use random objects as weapons, strike below the belt, and hit people in ways they don't expect. It's an improvised kind of fighting style, but it's a collection of tricks that keep you alive when the broken glass comes out.

CRAZY TALK (200): There are people who wield words and charm with the fine precision of a surgeon. You are not one of these people, but you've got something that works just as well - if not better. You've got a fast-talking, confusing and whirling kind of charisma to you...able to talk in circles and send people on a wild goose chase for what you actually mean - enough that they might just agree to save face.

Not that it's your only way of manipulating people's little quirks in social situations, you got a way of picking at people's vanities and need to cover their insecurities to make them dance to your tune. Just be careful if you're talking to someone who knows what you're doing, it's a whole lot of smoke and mirrors verbally to make these tricks work.

HERE GOES EVERYTHING (400): Sometimes you don't have the prep time needed to make a perfect plan - but plans are overrated anyways, after all. You can't predict the future (at least, most people can't) and plans break down on first contact with reality. The presumptuous man plans. The truly wise man steers. Your ability to think on your feet truly makes you wise, as you can come up with quick and clever plans on the fly to sudden new problems, able to take in and address chaotic factors with amazing ease - to the point people can't tell if you've actually planned it all out or are just a lucky son of a gun.

THE ADVENTURES OF JUMPER! (600): It's like you're the star of some series of dime novels, eh? You'll find that your life's about to get interesting in the best of ways, even if it can be a little chaotic. For one thing, you'll see from here on out that it's going to be hard to put you down normally - you got what some would call "plot armor", that is to say you're not liable to go down anticlimactically anytime soon. If you die, it's gonna be in a blaze of glory - or cause you made a big, big mistake. Random chance isn't your enemy, anymore. Cruel lady fate seems to have a soft spot for you, cause beyond that you'll see that even in the deadliest situations there's always some kind of out presented to you - it might be a slim chance, but even 10% shot at coming out like roses is better than a 0% chance, right? Plus, in the course of your adventures you'll always be able to get something out of it, even shiny new tricks to help you even the odds. With all this luck, you might have to edit your memoirs just to make sure they don't sound like some overwrought pulp!

SCHOLAR

YOU HAVE TO LISTEN TO ME! (100): What they don't tell you about academia is when you have to get your findings across to the small minded. More than one bad situation started when an expert was disregarded and his work used for ends it wasn't meant for - but with this you'll be able to communicate to those who don't understand the complexities of your field, in such a way that misunderstandings are nearly impossible. While they may still go through with their decisions, they'll do so with full knowledge of what you were warning them of.

LORE OF YORE (200): The past holds the key to the future - many discoveries that are made are something that could be gleaned by looking to the dreams and works of past civilizations and peoples. You know how to dig through history, researching the past and both rediscovering old inventions and skills as well as innovating on them using modern technology - things such as the ghost finder Carnacki's own Electric Pentacle were made by using a mix of techniques that you could find with this ability.

CHEMICAL DREAMS (400): Chemicals are potent in this world - from the alchemy of the Days of Darkness to the more advanced scientific formulas in the far future of the Unlimited Heroes era, they hold an important place as both the armory of the men of mystery and even their origins. You're not different, as you're now able to concoct chemicals with extraordinary capabilities beyond mundane formulas, such as superhuman serums, amazingly dense plastics, or explosives with unique properties!

MAGNUM OPUS (600): The arts of making heroes...or at least powerful people like them. You are able to leverage your existing technical/scientific/magical know how to create extraordinary people, such as how the Super Patriots or Martial Cantarel's Tableau Vivants were create (such as the safe processes to integrate your machinery into someone's biology), able to either create superhuman beings from scratch or convert people into these figures of prowess and might.





COMMANDO

DISCIPLINE (100): Some fights are won before the first bullet flies - because one side shrinks away or breaks rank when it gets too intense. A battle begins in the mind, and you're battle ready. You've got the strength of will to stay controlled under pressure, and know how to stand your ground when the fight is coming.

OUT OF THE FRAY (200): Not all fights can be won, and staying in a battle after it's clear that the tide's turning against you is a gamble with your life - and the lives of others. You know how to fold and get yourself as well as your allies out of the danger zone - something your allies are likely to appreciate.

THE FIGHTER (400): You're right out of an action flick, aren't you? You've got a ridiculous amount of endurance and physical strength for your kind, not to mention that you're very talented when it comes to the art of killing. You can easily pick up any weapon and use it to its best potential, too. Tactics and mentality are all well and good but it won't help you much if you can't fight.

A MATTER OF LIFE AND DEATH (600): It takes more than brute force to win a war. You've read your Sun Tzu, and internalized the principles - simple yet effective as they are - into a fine honed edge. You can read the flow of a conflict both small scale and large scale on all the factors of war, and through this gauge what you're up against, and how to overcome it. With this, you'll be able to fuse both brain and brawn into a single and powerful weapon.

OPERATOR

FINESSE (100): The first and foremost skill in your line of work is control and precision. It'd be embarrassing for your butterfingers to ruin a masterfully planned job, wouldn't it? You'll find that you have a great sense of skill and deftness with your hands as well as your feet - as a pickpocket and an acrobat alike you'll be well valued.



MESMERIZING (200): Mesmer might have been onto something, considering what you can get done with just your own animal magnetism. With just a bit of focus, sleight of hand, and confidence you can lull the unsuspecting into a suggestible hypnotic state, being able to cloud their minds - even seemingly vanishing to their eyes. However, this isn't magic, and anyone keen eyed and prepared for tricks is going to shrug this off.



THE SHADOW (400): For good or ill, you'll need to be able to move like a specter to get what you want. While not quite at the levels of the famed robber Arsène Lupin, you've got enough raw talent as a thief, spy and infiltrator to pass as him to all but the most discerning eye - skilled in entering and leaving where you're not wanted while leaving a very thin to non-existent trace, as well as expertise in the art of disguise and deception. Certainly enough to get the Gentleman Thief's applause.

THE SPIDER (600): A mind like a steel trap and a wit sharp as any proper knife, you have he genius needed to play the Great Game - and win. Your intelligence and ability to manipulate people is greatly enhanced, able to "See" the playing board and web of intrigue you've set, as well as having a great amount of awareness of your own stance in these schemes. If you were careful and played your cards right, you could skillfully push a button here, whisper a secret there, and set off a series of events to turn the tides of even a nation, in some perceptible way. All according to plan.

ARTIFICIAL

IF I ONLY HAD THE HEART (100): A problem those of your kind often run into is that for all your inner good intentions, your exterior differences often lead to heartbreak and isolation. But, from here on out, you'll find that you can overcome your differences and reach out to others. Even as a strange machine, genetic aberration or a golem created from the stitched corpses of convicted men, you'll find that your nature as an artificial being won't keep you from making a friend.

I AM NOT A GUN (200): You are yourself - even if you were created for some end or as a tool of some agenda, you can overcome the urges and designs of your creation and show that you are not an object to be used, you are a living being! This generally makes you more willful and harder to corrupt or forcibly order around, especially when they're trying to use some biological or supernatural component.

I OUGHT TO BE THY ADAM(400): The line between a doomed hybrid or mutant and a viable kind of living creature is the ability to reproduce. You have begun the work to become a people of your own... You are able to create creatures like you, that is to say - you can create new life with the abilities from your Primary Extraordinary Trait, replicating the choices you made there in your new kin. You will have to make this an artificial process, however. If you are not an artificial, you may instead choose an Extraordinary Trait with a 1500 Gimmick Point budget, and "create" the template from which all of your new living creations are based on and benefit from! Just be wary, the tale of Frankenstein and his Adam went only slightly better here, and even then the creator was cast down in despair for abusing his creation.

THE MODULAR MAN(600): Perhaps it is the result of your artificial origins, but you're much less strict about how your form needs to be shaped or what it needs to operate - as well as being less likely to reject helpful new capabilities. Your body is much more modular and accepting to new "upgrades" and changes, such as enchantments, biological implants, or even completely hotswapping new bodyparts! How this manifests is up to you, and based on your Primary Extraordinary Trait, but it is acutely useful when you'll need to adapt to a new situation. Take evolution into your own hands.





OUTSIDER

FROM ANOTHER WORLD (Restricted, Free): As an outsider, your heritage has given you an array of useful traits even before anything that anyone would call an Extraordinary one. You may choose a single Morph and a single Conditioning, to represent the basic makeup of your bodily form and the conditions under which your kind thrived. In addition, you can decide from here to make some, none or all of your Primary Extraordinary Trait build part of your biology - and thus available to others of your kind. Make a species of supermen or be a mutant even by their standards - your choice! Do take this into consideration as it is likely to change how you and your kind are viewed in the larger world - and do keep in mind that until the Unlimited Heroes era, Outsiders are likely to draw attention unless they are very close to human on Earth.

MORPH

HUMANOID: The symmetrical one-headed one-nosed biped we all know and love, this form is rather widespread among worlds that interact with earth - from elves to green martians. This morph can easily be diverged from with a few features, however - you can easily decide the body size/height, shapes, range of skin/eye colors and any or all of the following small features - or any others like it as long as they don't infringe on the traits of the other Morphs.

- Ambidextrous
- Pointed Ears
- Double Jointed
- Ridged skin
- Enlarged or shrunken extremities (such as larger ears, or small fingers)
- Enlarged or shrunken internal organs (such as heart, brain, or lungs)
- Horns
- Sharp Teeth
- Unusual Eye Shape
- Chitinous/Lumpy skin
- Retractable Claws

In addition, you'll find that Humanoid morphed outsiders tend to be conventionally fit and healthy in comparison to earthlings humanoids and in some cases very attractive by bipedal standards as well.

INSECTOID: Harkening to terran insects, insectoid outsiders are known to have large round eyes, antennae, claw-like hands and feet, no body hair, and a natural exoskeleton. The antennae are additional sensory organs for air vibrations, scent and sound, allowing you to easily pick up what would be lost to earthling senses. You can choose to have a soft exoskeleton that allows you to move quickly while still having the protection of a natural chainmail shirt, or a hard exoskeleton that protects you with the effectiveness of riot gear while limiting your maneuverability. You are also able to choose to have no exoskeleton, being pliant and flexible. You can determine which terran insect (or mix of such) you resemble, as well as aesthetic choices such as color and patterns of your chitin.

AMPHIBIAN/AQUATIC: Presumably hailing from a wet and wild world, Marine-aspected Outsiders often have scaly or smooth skin, webbed hands and feet a blowhole or gills. Amphibians can hold their breath underwater for 20 minutes and often swim much faster than they can run, able to survive a couple of hundred feet under the surface of the ocean while still resisting the water pressure.

Fully aquatic Outsiders with gills can breathe underwater indefinitely and are often tougher or thicker than most humans in their hide, swimming at amazing speeds but often moving slowly on land. Aquatic Outsiders can survive thousands of feet under the surface of the ocean and not give in to water pressure, as well.

REPTILIAN: Your choice of ophidian or saurian. Ophidians, the snake morphs, often have flat, wide heads, round eyes, large mouths, prominent fange, long and thing thin necks and limbs, and a slim, pliable body. They're very quick in comparison to many types of Outsider, and have an ancestral resistance to venom (though less effective unless from a species similar to their ancestors, such as terran snakes.)

Saurian outsiders meanwhile are known to be more like lizards in general, with long clawed fingers, leathery or scaly skin, and a tendency towards hot temperatures. Their hide's an excellent armor, able to turn away claws and knives, and they're usually strong and hearty in their physical fitness, being able to easily lift two times their body weight as a rule. Those who choose to, may also take on additional weight and a loss in maneuverability for a turtle shell-like armor around their body.

VEGETATION: An oddity among alien-styled Outsiders, but plentiful as magical beings from arcadian realms and as the creations or children of god-like entities. Vegetative Outsiders are composed of the same essence as Earth plant life. They're usually harder to meaningfully damage due to lacking vital organs that map to those of animals, and don't give off heat and thus can evade thermal detection. They also heal twice as fast as humans and draw nourishment from sunlight, water and the minerals - thus generally not needing to eat.

MAMMAL: Drawing from the animal kingdom, Mammalian Outsiders are the most diverse as they can be representative of a single species - such as appearing to be bipedal boars or elephants - or simply be generically animalistic, having a hodgepodge of related traits. To save time, you will be able to choose up to 3 different mammalian creatures from which to draw traits, and it will be your responsibility to extrapolate what these traits could provide to a human sized - or larger - entity. The exact details and specifics of how this all works together is up to you.

MINERAL: Not uncommon as an alien morph, but much more common for "Elementals" and similarly magical Outsiders. Your body is entirely made of a physical element that exists on mundane Earth, such as iron, gold, calcium, sodium, or silicon - providing a body that has no biological weaknesses and is capable of taking advantages of the various properties of that element. Alternatively, you may use a classical element such as fire, water, wood, air, earth, metal, etc.

MECHANICAL: These outsiders are very rare for magical beings but relatively common as aliens, though usually still are prone to having vital components act as "organs" in place of hearts and lungs. However, these Outsiders are immune to being influenced by mesmerism, hypnotism, and by psionic abilities that impact the mind, have an near endless stamina when it comes to physical effort, and they rarely need to sleep.

CONDITIONING

TERRAN: Similarly to Humanoid, this option is common among Outsiders who regularly interact with mankind. It doesn't give any inherently intriguing capabilities, but allows for a common ground with many of the peoples of the Free Universe.

HIGH PRESSURE: A world that emphasizes brute might and bulk for survival, high pressure conditionings often make Outsiders broad and tough, as well as able to bring to bear greater strength due to their heritage.

LOW PRESSURE: A conditioning that emphasizes precision, light touches and a low profile, Low Pressure Outsiders often benefit from less bulk, greater prowess and greater agility afforded by their slim and lightweight bodies. They often have greater reach in addition to this.

CHAOTIC: A heritage of unpredictability and high energy, Outsiders with this conditioning can usually survive lethal energies such as radiation or chaotic magic, and in turn even produce enough of it to damage their foes - though it is undiscerning and will hurt their allies if they're not similarly resistant.

ARTIFICIAL LOW TEMPERATURE: Hailing from frozen worlds and planes, they can survive and thrive in temperatures hundreds of degrees below zero and have the adaptations to ensure they can find food and sustenance in frozen wastelands.

HIGH TEMPERATURE: The opposite of a low temperature conditioning, Outsiders conditioned for High Temperatures can survive hundreds of degrees farenheit (up to 300) and are adapted to be able to find food and sustenance in near complete desert worlds.

DARKENED: Hailing from places of darkness and dim light, Outsiders with a darkened conditioning can see very well near perfectly in the dark, and have a suite of increased adaptations to be able to discern important details such as color and patterns without visual input.

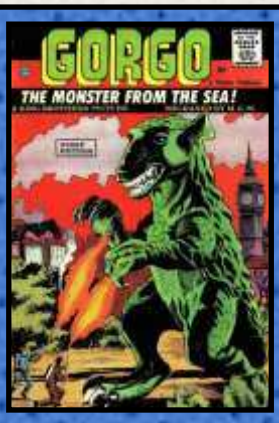
HARSH: A conditioning that represents a home that is poisonous by Earth standards. It is either a chemical soup of pollution, made of caustic gasses, or simply a plane or dimension anathema to life on earth. In any cases case, Harsh Outsiders are immune to the effects of gases, odors and many toxic airborne substances, but strong liquid poisons and acids will still have an effect.

WILD: The Outsiders with Wild conditions often hail from a fertile garden of greenery. These places are covered with immense growths of brush and huge plants. The massive tangled growths are usually navigated with prehensile limbs and a natural acrobatic flair to their motions, born of the necessity required to easily navigate the maze of their homeworld.

I COME IN PEACE (200): The people of the Free Universe, true to the nature of this "anything goes" existence, are often open to encounters with new peoples and new worlds, and you benefit from this open-mindedness from now on throughout your journey. Your attempts at diplomacy, even with xenophobic and primitive cultures, is always somewhat successful, at least enough for you to demonstrate your usefulness and appeal to their pragmatic ways.

EXTERNAL ASSISTANCE (400): An issue existent throughout history is that of the outside context intervention. Luckily you've picked up on a few tricks and know how to control your presentation to those you encounter. You can intervene with foreign societies and cultures while having the luxury of deciding the repercussions of your interactions with these cultures no matter how otherwise impactful they'd be - whether you're forgotten to history or only the positive contributions remain ...or the negative if you wish to leave a legacy of fear and pain.

FOREIGN CONTACT (600): The truth of Outsiders is that they're only foreigners for so long, many alien beings integrated with earth's history in the past and have become naturally part of the history of the world, contacting with mankind until they became our heritage. So too, you will be able to bridge the gap between peoples. You have gained the strange ability to grant your biological capabilities and powers to others with a meaningful and physical contact, such as the touch of a glowing finger or mind-melding with the participant in question. What's more, you are able to always intermingle and have viable offspring with a member of a sentient species, regardless of physical differences - how else would there be so much mystical, eldritch and cosmic heritage in humanity's collective blood?



Heroic Age Perks

100 CP perk free to chosen Heroic Age, all other perks of age discounted.

Days of Darkness

Flint Heart (100): The Days of Darkness are filled with horrors and the inner darkness of mankind - it takes a strong heart that won't back down in the face of fear to live in these times without worries, a strength of character you now have. Face your fears, jumper.

Silver Bullets (200): The monsters of this world have a variety of strengths - but few weaknesses. Now, you're on the path to being able to tell which is which. You can identify when an enemy isn't going to go down to what you're using against them, thus saving you time and effort trying to fill a werewolf with lead alone.

Beacon of the Other World (400): Make your choice now - The Blazing World, or the Beyond. Those who choose the Blazing World are filled with a blessed light, able to call upon the power of light and joy to empower others as well as heal wounds, while those who tap into the bloody shadows of the Beyond will be able to wield hatred and dark power as a weapon, as well as sacrifice life power (of themselves and others) to create demonic servants.





Dawn of Romance

Romantic (100): You have what it takes to become one of the luminaries of this age! You've got the mentality of a bold adventurer and explorer - bright, enthusiastic and strong, ready to take on the day.

Let There Be Light (200): It's not enough to have a great idea - you need to make your voice heard, or else fall to the trap of having your ideas die out with you, or languish in the dustbin of history. But, you won't fall to that. Your ideas/inventions catch on like hotcakes and you'll find that if you make an effort, your name will become part of history - easily making your mark as one of the Kings of Invention.

Self Made Man (400): Now this is that rugged individualism that makes this time great! You're resourceful, and you can sub in practical experience for actual structured "Higher learning" and tutoring, being able to become a master engineer the likes of which MIT could only dream of by simply disassembling and reassembling cars for weeks on end and other amazing feats of bootstrapping into greatness. Similarly, you can learn from experience and basic guides (such as dime store kung fu manuals) as well as if you were under a master's steady hand!



THE GOLDEN AGE

THE PRIDE OF A NATION (100): In this age of warring countries, every nation wants a hero...a champion to hold up as a symbol of truth and justice. You'll find that this spirit seems to carry with you - you can choose a nation and present yourself as its "hero", gaining renown and glory from it, even given public support! Though if you act against them despite this, you'll find that the nation in question will distance itself from you. Still, if you're earnest in your aims...You'll find patriotism to be your ally.

FOR GREAT JUSTICE (200): It was a simpler time. You could bash the door in, bust some criminal heads, and go on your merry way - or swerve through oncoming traffic in the pursuit of a criminal. Similarly, it's known that Captain Battle was rather cruel in combat as well, but his desire to bring peace is remembered more than his actions. It was rare that anyone would hold your desire to serve up truth and justice with your own two fists! Thankfully you still manage to hold onto that spirit. From now on, you'll find that the issues and consequences that arise from taking direct action against crime and against your enemies in wartime are smoothed over, as well as helping gloss over the things you do with good intentions even if the actions or reasoning behind those actions become negative in the future.

SHINING EXAMPLE (400): The biggest change the Golden Age brought was the idea of a Hero acting as a champion of an idea, not just a people or a do-gooder. Your powerful shoulders are the only ones that should carry a whole belief system on it - it is now possible for you to become a "symbol" of an ideology or similar that you desire, as well as allowing your victories and your strength to in turn be directly demonstrative of the ideology's strength. After all, if the superman endorses the American Way, how could it be wrong?

THE SANCTION

SHAKEN, NOT STIRRED (100): Danger and power alike are potent aphrodisiacs, and you've got both to spare, don't you? You've got an air of allure, being any desired mix of glamorous, sexy, suave and smooth. If you want, you can even toss in a dash of sophistication into the mix for a taste of class. You know how to make people drop their guard, don't you?

UNDER THE RADAR (200): Due to the Sanction, for both superspies and Lawbreakers alike it's in your best interest to keep a low profile. Luckily you're pretty talented at keeping things on the down-low, capable of covering up and hiding your involvement in affairs with a bit of effort and preparation.

LIVING DANGEROUSLY (400): When you're gambling, the riskier you take things...the better the payout! Why shouldn't gambling with your life be the same? You'll find that the more danger you're in, the better things go for you when they go well - little mercies become big benefits, and a saving grace does more than pull you out of the fire, it'll turn the tides and put you on top! How else could you go from trapped in an evil genius' lair to flying out of the fireball, gorgeous girl (or guy) in one arm and the macguffin in the other?





UNLIMITED HEROES

WORLDS UNLIMITED (100): The gates of the universe are open in this era are open - if you can't be flexible and adjust to the kaleidoscope of vistas, it's going to be hard to get anything done further than your slice of the cosmos. That'd be a waste of potential, so you've learned how to adapt to entirely new locales, even new dimensions and worlds. This is both how to survive as well as how to adventure there! While you might not become fireproof in a realm of heat and flames, you'll know the local tricks to surviving the infernos as well as how to converse and make peace with the ones whodo live there!

ENDLESS POSSIBILITY (200): An amazingly useful skill for most in the world of Unlimited Heores is to combine the might of two different kinds of the same process - magic, technology, martial arts, spirituality- work together! Thankfully, your travelled nature ensures that you're able to do this effectively - it might take some work to do so, especially if they work off of completely different principles, but at least you'll be able to start with the commonalities and work from there.

THE INFINITE FRONTIER (400): It'd be rather sad if this variety of worlds to travel to was locked off to you, wouldn't it? Why not...keep the adventure going? Firstly, you're able to innovate and access a form of dimensional travel through any means you choose - technological or magical, and secondly...you'll always be able to find some form of alternate world, dimension, or new place to explore wherever you go, even if the world would lack a pseudo-multiversal nature!

UNDISCOUNTED

WHEN SUDDENLY! (500): You must have a rather interesting backstory. With a purchase of this, you may select a new Extraordinary Trait table to access with 400 Gimmick Points to spend in that table only.

EMPOWERED! (100): With each purchase of this perk, you may add 100 Gimmick Points to a single Extraordinary Trait you possess - you cannot add Gimmick Points to an Extraordinary Trait table you didn't pick earlier, or with "When Suddenly!"

Extraordinary Traits

GIMMICK POINTS YOU GET FROM EARLIER VIA "WHEN SUDDENLY!", "EMPOWERED" OR AS YOUR EXTRAORDINARY TRAIT STIPEND ARE SPENT HERE.

ONE THING TO NOTE - GIMMICK POINT PURCHASES ARE NOT DISCOUNTED. IF IT SAYS YOU PAY 600 POINTS, YOU PAY 600 POINTS.

GODS AND MONSTERS: MUTANT POWERS!

EQUIPPABLE (0/100): It's not uncommon for those in this world to be empowered by some strange artifact - a talisman, a sword, a piece of clothing, a piece of armor or similar. If you wish, you may choose to have your extraordinary powers imbued into an item of your design, made of mundane materials(Though they may be affected by the nature of the ability they channel, such as an object that grants strength being itself hefty and hard to destroy) of high quality. This allows you to grant your powers to others by lending them the item, but allows for these powers to be stolen. You may import an existing item into this by paying 100 gimmick points - and this may itself be imported into the Hardware section of the jump as the options there allow! This could manifest as a magical empowerment, mechanical systems enhancing your capabilities, or perhaps some form of electromagnetic wave unlocking them for physical abilities.

BODY AS TEMPLE (100): It's strange how despite being ostensibly the shells we inhabit, our bodies give us very little access to the actual root functions we could use to better our lives. Your mutations are such that such a thing is now in your grasp. You have great control over the formerly automatic parts of your body, such as being able to control your metabolism to increase or decrease your body temperature - and ration out your energy as such that you can last much longer without using food or water. If it came down to it, you could even fake your death by slowing your heartbeat to what would be considered clinically dead.

ADAPTATION (100): Your body has become strengthened, calling upon the power of evolution to thrive and strive! You may either choose one "Morph" or one "Conditioning" such as that given by "From Another World" to apply to your body. If you're already an Outsider you gain a "new form" with those capabilities you can transform into, or merge those capabilities into your Outsider form. This is the essence of survival of the fittest. You may purchase this multiple times.

CAMOUFLAGE (100): Through various means, you're capable of disguising your presence to one of the 5 senses - you may purchase this multiple times, to disguise from more than one sense.

EXOTIC ANATOMY (200): Your control over your body is such you can shift the contents of it freely - moving organs from their proper places into anywhere in your body. If you wish, you can even manipulate your organs while they're separated from your body, though unless you also lack the need for oxygen and water or have a very high regeneration they'll quickly shrivel and die separated from you.



SUPREME BODY (200/400/600): Some were just born too great, too mighty - that their lives were sure to be followed by many troubles. This includes you. You may choose from Strength, Durability and Agility, with each purchase of this. The purchases do not stack, i.e purchasing Supreme Body - Strength at 200 and at 600 will not stack the two purchases, only the highest priced one will be in effect. Similarly, purchasing Strength at 200 two times will have no effect.

All "Supreme Body" purchases come with the minor abilities needed to use them effectively - i.e your body will be able to survive your own strength, speed will come with the reflexes and processing time to use it, etc. These are only in effect while using those capabilities, mind.



STRENGTH

200: At this level of strength, you could easily break through concrete blocks as well as bricks with a casual jab and lift as well as toss motorcycles with the comfort of tossing a softball.

400: At this amount of strength, your right hook could punch a hole in the armor of a modern-day tank, and similarly you could lift those tanks and throw them with some effort - not much more than lifting a cardboard box for most, however.

600: The greatest strength this option alone will grant you, you will be able to easily tear through the hulls of naval battleships with punches and kicks, and have the power to uppercut with the force to break through even reinforced bunkers meant to withstand heavy bombing runs.



DURABILITY

200: At this level of durability, you could take 30 foot drops and be attacked by knives, baseball bats, and hunting rifles without any lasting harm, and being able to shrug them off with ease.

400: With this amount of durability, you can handle almost all small arms and even survive grenades and RPG blasts at point blank! You'll also find that your body in general is tough enough to stand up to all of the consequences of this kind of durability - including your bones and muscle being amplified to do so.

600: Your body's tough enough that tank shells and cruise missiles would need to be pulled out in order to even deal damage to you, and even then it'd be more bruising and scrapes than anything that could be called a serious wound.



AGILITY

200: With this amount of agility you could sprint at vehicular speeds, being able to catch up with motorcycles and most land vehicles going at their top speeds - topping out around 250 MPH.

400: You're now capable of nearly reaching Mach 1 on foot, reaching hundreds of miles per hour with your running speed.

600: You're capable of breaking the sound barrier casually at your jogging speed, and capable of reaching Mach 5 when you're sprinting with some effort.



HEALING FACTOR (200/400/600): You're able to recover and recuperate at an unnatural rate, lending from the regenerative properties of starfish and lizards. The level of speed and effectiveness is determined by which price you pay for this, similarly to "Supreme Body."

200: You're able to heal at a faster rate than most, but can't recover what wouldn't heal anyways - being able to get months of recovery and healing done in the matter of a few days. Smaller wounds even mend before your eyes. You also don't leave scars when you heal, and can overcome most diseases in a matter of minutes and hours rather than days.

400: Your recovery is now completely out of the realm of human possibility - your severed limbs are able to regrow within 10 minutes, and otherwise immediately lethal wounds can be restored within a minute or so of rest. It would require a deliberate and thorough destruction of your entire body at once to put you down permanently.

600: You've quickly become one of the most difficult kinds of people to kill in this world, as any wounds inflicted by mundane means such as stabbing, burning, shooting, explosives and other physical attacks - no matter how grievous - will heal effectively instantly, with even complete obliteration of your limbs and your vital organs being undone in less than a minute. It would take some very exotic forms of damage, such as high powered technological solutions or specially formulated magical means to truly inflict meaningful damage to you at this point.

SHIFTING SHAPE (400): You're able to cheat the conservation of mass in some respects, being able to bid your body to grow, shrink, stretch and shift your body-mass to your desires. Your general level of strength will be maintained between sizes, meaning that while you won't become squishier as a smaller being you may be easier to knock over as a giant - though collapsing under your own size isn't going to happen.

Exotic Transformation(600): One of the strangest adaptations known to the Free Universe, you're able to completely transform into one of the following "materials", both creating the material from your new body as well as manipulating the material as an extension of your own self - for example, transforming into electricity allowing you to jump through wires as a transport and create bolts of lightning from your body.

- Ice
- Fire
- Water
- Metal
- Stone
- Acid
- Crystal
- Tar
- Rubber
- Sand
- Wood
- Fog



WELCOME TO THE NEW AGE: PSIONIC ABILITIES!

EQUIPPABLE (0/100): It's not uncommon for those in this world to be empowered by some strange artifact - a talisman, a sword, a piece of clothing, a piece of armor or similar. If you wish, you may choose to have your extraordinary powers imbued into an item of your design, made of mundane materials (Though they may be affected by the nature of the ability they channel, such as an object that grants strength being itself hefty and hard to destroy) of high quality. This allows you to grant your powers to others by lending them the item, but allows for these powers to be stolen. You may import an existing item into this by paying 100 gimmick points - and this may itself be imported into the Hardware section of the jump as the options there allow! This could manifest as a magical empowerment, mechanical systems enhancing your capabilities, or perhaps some form of electromagnetic wave unlocking them for physical abilities.

OBJECT READING (100): By tapping into the psychic emanations of an object you can hold in your hands, you can receive impressions and images related to the object, it's owner(s), and isolated events that occurred with the object involved - traumatic or significant effects the easiest to pick out.

MENTAL BLOCK (100): By exerting a constant shifting pressure on your own psyche, you can create a "smokescreen" that hides your psionic abilities from the sight of others, as well as shield you from the efforts of other people's psychic abilities such as empathic links and controlling abilities...though they may be able to "brute force" it using their willpower against yours.

HYPNOTIC SUGGESTION (100): With a mere gesture you're able to implant subtle suggestions into people's subconscious - while it won't necessarily be a command that can't be denied, it will be a constant low-profile way to influence their decisions.

ASTRAL PROJECTION (200): By creating a "psionic avatar", you can enter a comatose state where you are able to navigate the world as a spiritual entity. This will allow you to navigate invisibly and intangibly through the world - as well as being one of the easier ways to enter the Blazing World, the Beyond, and other spiritual/magical realms. Detect Presence(200):Using your psionic waves as a sort of "radar", you are able to discern the presence of both entities with a corporeal form as well as incorporeal entities - such as hiding fae and spirits.

AURA SIGHT (200): By reading into the patterns and colors of psionic waves, you're able to discern the "dangerousness" of a person, be it due to personal aptitude in addition to physical or supernatural gifts. In addition, you can get a general read on their attitude, their species, and the general level of competence in the aforementioned gifts. (Anything that'd flag as an Extraordinary Trait, in general, will be detected.)

TELEMECHANICS (400): A unique form of telekinetic power, you are able to control and operate machines (digital and analog) with fine precision, using only your mind. You're also able to construct machines using materials around you, as long as you can think of how things are generally meant to fit together they'll do so. For slapdash combinations of junk with no finesse it'll hold together as long as you focus on it - falling apart at the seams otherwise. If you're more careful this can be a way to construct tools and solutions with little to no effort.



EMPATHY (400): You're able to broadcast and read emotional states within eyeshot, gauging what emotions people are able to feel as well as "layering" emotions onto their psyche - while you may not be able to completely inject thoughts into their mind with just this, you'll have an advantage in changing their perceptions and reactions.

KINETIC POWER (400): Truly seizing on the phrase "Mind over Matter", you are able to generate and manipulate a visible "kinetic energy" from your mind - allowing you to levitate, exert force from afar, including attacks powered by pure thought! In addition, you can convert this "kinetic energy" into water/ice, fire or electricity. You retain the ability to control the element generated with your Kinetic Power, giving you additional flexibility.

BIOMANIPULATION (600): The body is the plaything of the mind - not only the one it houses. By using a mix of kinetic control, seizing vital parts of the mind, and shaping the flow of electricity in organic matter you are able to shape and knit flesh with the power of your mind - though the sheer intensity of control needed to use this effectively limits it to within arm's reach to have immediate and tangible effect.

PUPPET MASTER (600): By forcing a connection with the unthinking parts of their brains, you are able to forcibly wrest control away from those you target with this power - unable to touch their thoughts but puppet their body on your strings. It takes some mental effort (though not much) to continuously keep them in control - with the mercy of being able to at least give them general commands they can follow automatically without your direct information. Their intelligence and in some cases their wills may force more mental power to maintain this control - with blatantly superhuman intelligences forcing more of a constant mental duel for control.

TELEPATHIC MASTER (600): Puppet Master seizes the body, while Telepathy allows you to influence the mind. You are able to read thoughts directly - surface thoughts being easily to access without alerting the target, probing into their deeper mentality gives a sense of wrongness and the ability to resist - though not many have the ability to do so effectively. You can also broadcast your surface thoughts - such as simple messages, images, or recollections. Finally, you may create an intimate two-way mental bond, allowing you and another to fully explore (or manipulate) one another's psyches. In this state, you may be able to disrupt people's memories or thoughts - possible even erasing them - but be ready for a fight, especially with your mind also bared to your possible victim.

THE TRILLION DOLLAR JUMPER: BIONIC ENHANCEMENTS!

EQUIPPABLE (0/100): It's not uncommon for those in this world to be empowered by some strange artifact - a talisman, a sword, a piece of clothing, a piece of armor or similar. If you wish, you may choose to have your extraordinary powers imbued into an item of your design, made of mundane materials(Though they may be affected by the nature of the ability they channel, such as an object that grants strength being itself hefty and hard to destroy) of high quality. This allows you to grant your powers to others by lending them the item, but allows for these powers to be stolen. You may import an existing item into this by paying 100 gimmick points - and this may itself be imported into the Hardware section of the jump as the options there allow! This could manifest as a magical empowerment, mechanical systems enhancing your capabilities, or perhaps some form of electromagnetic wave unlocking them for physical abilities.

UTILITY ENHANCEMENTS (100): Known informally as the Swiss Army option, your body has been outfitted with a number of features - able to produce useful tools directly from your limbs or your body: You may select two "Kits" from the "Hardware" section of the jump and choose to have it directly integrated with your body. You may of course purchase this multiple times.

RADIO HEAD (100): A relatively common and useful enhancement, the Radio Head package allows you to both broadcast and receive electromagnetic wavelengths such as radio and microwaves used in most electronic communications, and what's more you're able to use your enhanced sensory functions to see in the dark or utilize sonar.

TIN MAN (100): A useful survivability enhancement and often one that is the first to be done since many cyborgs are the wounded -all vital organs (save the brain) are now replaced with mechanical equivalents, efficient and durable as well as replaceable. They also can be upgraded or given additional features this way.

EXO-ARMOR (200): Another one that is on the priority list for most operations with Bionics due to their association with both the Super Patriots as well as the Super Spies, this enhancement coats those who take it in a defensive mesh built into their bodies, allowing them to survive what even full body armor rarely allows such as continuous small arms fire or rocket propelled grenades. Full squadrons of the country's finest for most time periods here would struggle to even make a scratch without armor piercing munitions!

RETRACTABLE WEAPON (200): With the amount of investment made into outfitting bionic men and women, it's only normal to allow you a tool to protect that investment. By taking this you receive 400 Hardware Points or HP to create a weapon in the "Hardware" table, either ranged or melee - this weapon is now concealed and embedded within your body, ready to be brought out at a moment's notice.

TARGETING SYSTEMS AND COMBAT PROTOCOLS (200): Not all those who are outfitted with bionics are soldiers - and even those who are aren't often quite at the level of skill needed to keep up with superhuman foes. This bionic package gives a number of helpful suites such as aim assist with your hands, enhanced combat reflexes, and training in a number of combat techniques both in terms of martial arts (unarmed and armed) and modern combat.



HIGH POWER FRAME (400): By utilizing advanced servos and reinforcing your body's basic structure, including metallic artificial muscles and various other small miracles - your body has been enhanced in power, allowing you to strike with the force to tear apart modern vehicles with your bare hands, and crush iron girders in your grasp!

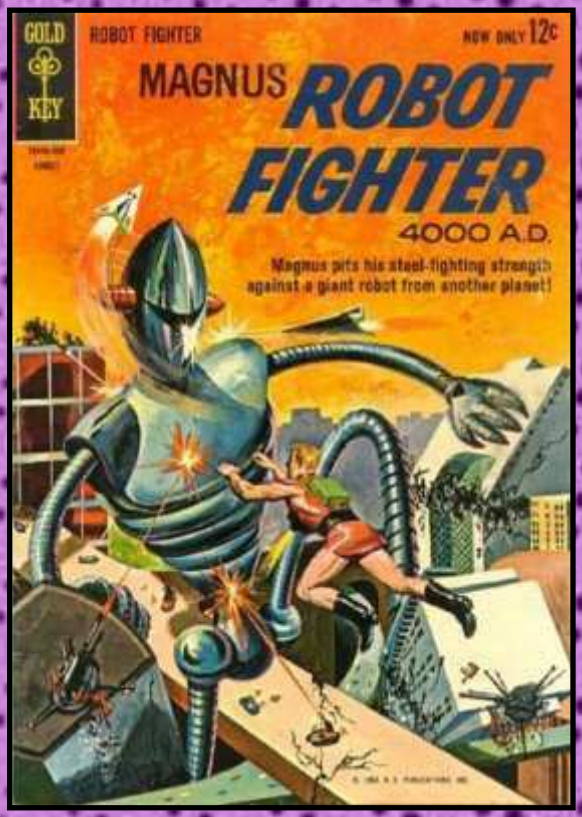
SUPER ACTION (400): You've become something much more than human at this point. You are either able to are adapted with the systems of a "Super Vehicle" such as those offered in "Hardware", you may choose any " Locomotion" option and apply it to your own body, giving you the enhancements needed to effectively traverse using that locomotion option. In addition, you may pick two of the following "Super Vehicle" options to apply to yourself: Agile, Boosters, Sealed, or Multi-Locomotion.

DRONE SYSTEMS (400): You're never alone! You have the ability to create or deploy a number of robotic drones, the capabilities of which match a "Trusty Crew" with 400 HP to spend on customization of these drones. However, you may freely replenish these drones as long as you have the material to keep deploying them.

IRON GIANT (600): It's going to be difficult to make this one discreet. You're an utterly massive war machine of a bionic man and if you were originally a human being in any way or form - you're either a cybernetic "core" for this machine or otherwise acting as a control mechanism for what is otherwise clearly a massive machine in the shape of a living being. All of your other bionic enhancements from this table are scaled up in power, size and effectiveness by this by at least 5 fold. You're about 30 to 50 feet tall with the power and sturdiness needed to support such a mass, hard to miss and unmistakably artificial.

WIRED NERVES (600): You've become much more ingrained into the electronic parts of your nerves, allowing you to access and use a very powerful program simply known as "Skillsoft." By taking in massive amounts of information either via punchcard or tape (for earlier bionic men) or simply downloading directly into your software - you can "compile" the knowledge into usable "skill packages" through hard processing, accessible similarly to how the "Targeting Systems" enhancement works but for each skill compiled and processed. With enough time and enough raw data to sort through, you could learn lifetimes worth of skills and studies within days!

GREY GOO (600): A curious enhancement, not immediately useful...but something that can allow for you to outlast most bionic men. Either via nano-constructors or a mix of eclectic technologies afforded by the Dawn of Romance, you are able to convert surrounding matter into materials for your bionic enhancements to use. This allows you to replenish any spent resources such as drone bodies for "Drone Systems" or ammunition for built in Weaponry. What's more, it can allow even your otherwise lifeless machine parts to heal and mend the way flesh can. The conversion process is a time consuming one that can be interrupted with energy attacks or superheated temperatures - instantly devouring massive swathes of junk and healing in moments is purely science fiction at the moment.



HEROES ARE MADE, NOT BORN: PARAGON TRAINING!

EQUIPPABLE (0/100): It's not uncommon for those in this world to be empowered by some strange artifact - a talisman, a sword, a piece of clothing, a piece of armor or similar. If you wish, you may choose to have your extraordinary powers imbued into an item of your design, made of mundane materials (Though they may be affected by the nature of the ability they channel, such as an object that grants strength being itself hefty and hard to destroy) of high quality. This allows you to grant your powers to others by lending them the item, but allows for these powers to be stolen. You may import an existing item into this by paying 100 gimmick points - and this may itself be imported into the Hardware section of the jump as the options there allow! This could manifest as a magical empowerment, mechanical systems enhancing your capabilities, or perhaps some form of electromagnetic wave unlocking them for physical abilities.



SMOKE AND MIRRORS (100): Maybe you're a showman, maybe you're a conman, maybe you're a downright criminal...but no one can deny you make it look good. Your handle of illusion, sleight of hand, acrobatic talent and just a hint of bravado makes you a force to be reckoned with when it comes to deceit. You could stump some of the stingiest stoics in the country with your tricks, and slipping past the eyes of the law (or the steely gazes of trained criminals) with a smile on your face is well within your grasp.

If you take "Way of the Warrior" with this, you also learn the Stealth Arts learnt by the Ninjas of this world, including the ability to prowl without making a sound (even slipping into and out of water without disturbing the surface), hide in plain sight by becoming motionless - seemingly disappearing into the background by becoming one with the surroundings, evading detection and escaping from sight with honed trickery, disguise yourself in both behavior and looks, and even how to contort your body as such that you could slip through any cuffs, rope or bars on earth. If you also took "Ancient Mastery", the final art of the Ninja - Chi Zoshiki, the art of invisibility - is yours, utilizing Chi to vanish into thin air before your pursuer's very eyes!

HONED SENSES (100): You've trained a single sense to reach superhuman heights, such as the nose of a bloodhound or the eyes of an eagle - this can be taken multiple times, once for each sense you possess.

FORCE OF WILL (100): Simply put, your mind is a fortress and your body is a mere vessel that it inhabits. You are able to stifle pain and unconscious responses with the sheer strength of your will, and mentally influencing effects from magic or technology will find it hard to make you budge - even powerful psions struggling to keep the wild stallion of your willpower in check.

RENAISSANCE MAN (200): Through hard study or practical experience, you've become one of the the world's top experts on at least 4-6 different topics, with a full list to choose from being a hefty order - any topic on God's green earth from History to Linguistics to Survival. Aeronautics, Metallurgy or Biology, with a great amount of depth and breadth in these topics. They can even be practical skills such as Diplomacy or studies in Tactics and earthborn (such as boxing or judo) martial arts techniques. You may purchase this multiple times to broaden your horizons even further.

LIKE A WOLFE (200): You may be a super spy, an ace detective, or simply an international man of mystery, but you have a natural talent with uncovering the truth and teasing out stunningly accurate conclusions from disparate and seemingly unrelated clues. Of course, knowing how to tear apart mysteries is a good toolbox for knowing how to cover your tracks - you could easily outfox lesser seekers of truth with your wits and knowhow. With just this alone becoming the finest detective in any city, state, or possible even country is just a matter of applying yourself.

HUNTER OF MEN (200): Some were just made to end life on this world - and you've joined the ranks of those who were seemingly tuned for carnage. You're a virtuoso in the killing arts, with a hard earned expertise in tracking as well as hunting the two legged, most dangerous prey, catching even intelligent quarry off guard and maneuvering them into their weakest situations. On top of these, you may choose a certain weapon (a certain type of melee weapon, a certain breed of firearm, or maybe something more exotic such as the Flying Guillotine or a war scythe) - you are among the best in this world at using it for its grim purpose, even shining as an expert among a nation's worth of killers with your prowess at slaughter with that weapon - perhaps even dominating a hemisphere as a hired killer if you truly honed your...talents.

EXTRAORDINARY TRAINING (400): Through some minor miracle of both hard learned lessons and intensive training, you have managed to hone your body to the greatest peaks of what your biology can handle. You may choose from Prowess, Might, Endurance and Running Speed - for each purchase of this perk you may choose two to have operating around or even above the most exceptional that your biology has demonstrated - for example, Extraordinary Prowess in mundane humans would let you swipe coins out of the hands of trained combatants and replace them without their noticing, before they even saw you move, while Extraordinary Strength for humans would allow you to kill bears with a single strike to the heart or send grown men flying off their feet with a one-inch punch. Who knows what could be achieved with a Supreme Body on top of this Extraordinary Training?

GIZMOTEER (400): A clever and innovative mind, you're able to create useful tools and create the kinds of objects that can be made in the "Hardware" section, from customized weapons to super vehicles - and pushing the boundaries of the sciences you know to their limits and beyond is uniquely in your grasp. The best part is that you're amazingly resourceful, able to replicate the results of a high-tech lab's efforts using the contents of a living room, a garage and a kitchen - with maybe a dumpster out back or the family car in the garage if you're in need of more raw material.

WAY OF THE WARRIOR (400): A number of unique combat arts have been developed over human history, some even able to tap into almost supernatural extents of what humanity is capable of, requiring great focus and skill to utilize. Firstly, we'll go over the Special Katas and Special Techniques. While requiring artful use and specialized training, they're simply high end extensions of humanity's current capabilities - Special Katas being a form of very specialized "technique" that is trained until executed perfectly like a machine. Katas such as "Fortress Penetration" allow for a relentless almost inhumanly fast barrage of strikes while "Windmill Kata" allows for a way to parry missiles mid-air. Their main drawback is that once a kata is initiated, its execution is inflexible.

Special Techniques are simply that, special techniques - such as kiaijutsu which allows for you to damage and shock enemies with battle roars or "Zanshin", in which you enter a reactive zen-like state in order to simply sense and thoughtlessly react to an opponent's approach. They are not quite martial arts, but not single rote special moves like Katas, as they can be adapted and mixed with other combat skills easily as they don't require the singleminded execution of a kata.

The most overtly near-supernatural of the arts given by this option is "Atemi", the art of striking pressure points and vital places on most biological creatures - as a small bonus the knowledge to transfer Atemi's benefits to non-human creatures will be taught as well. You can paralyze enemies with a touch on the right spot, inflict precise damage even through armor, cause their body to waste away where every strike hits...or even perform one of the most lethal martial arts on this world, the "Dim Mak" - Death Touch, which turns a foe's internals into a mess with a single well placed, powerful strike from a single finger.

ANCIENT MASTERY (600): At the precipice of skill and training, many of these techniques would require at least a decade of dedication and soul-searching in order to awaken to their true potential. You have unlocked the powers of Chi and the Zenjoriki.

Chi is an energy of the spirit, with your expertise you are able to awaken it - giving you the ability to detect chi as well as strengthen your mind regardless of what kind of chi you are in possession of. There are two "flavors" of Chi that each can be used to fuel different techniques - Positive and Negative. Both can be "charged" either by gathering it within your body or tapping into the natural energy of the world. Positive and Negative chi normally cannot be mixed together, meaning that it requires a true expert to be able to quickly "switch" between Positive and Negative chi charges.

Positive chi can be used to mend wounds and heal, enhance your own body by using the ki as an "armor" of force to make your movements impactful and quick, or suss out the the weakness of an opponent in combat. Negative chi allows you to throw dangerous and powerful bolts of chi energy as an attack, even allowing for instantly lethal (to humans) strikes from a distance - and the effects of negative Ki channeled into an attack are toxic to most humans.

Zenjoriki, the "Spirit Arts", require a reserve of chi to use as they tap into the more mystical side of the human experience - your will and spirit becoming something tangible and real. You are able to soothe minds by spreading a spiritual field around yourself, reduce the burden of gravity on your body to allow you to move gracefully without losing any strength, and even leaving your physical form in a trance as you maneuver through the world in the form of a chi specter - capable of using your chi abilities in this intangible form.

One of the most alarming techniques of the Zenjoriki is to use your spirit as a tempestuous force at your touch, allowing the use of the "Vibrating Palm" technique - with it you are able to channel a destructive "vibration" into whatever you're touching, destroying it due to the force of an earthquake churning within the unfortunate target of this technique.
This is usually only taught to work on inanimate objects, but a certain wicked elder martial artist known as Bak Mei - sometimes called Pai Mei to foreigners- is said to teach a variant adjusted to destroy living beings...which you are free to take as your own, if you so wish.

ATLAS METHOD (600): A grueling set of exercises that would leave even olympians nearly dead, the Atlas Method has given you two major benefits : First, you have access to the "Body Hardening" techniques that are famed for their use in conditioning the human form to become ever harder and stronger. From the Stone Ox method of sitting under waterfalls and taking attacks from fellow students to enhance endurance to the "iron hand" striking training, to the acrobatic "Kick Practice" that allows a man to jump up, kick something directly overhead, and return to a standing position in one fluid motion, you are able to test your body's capabilities constantly. The more potent benefit is that you have entirely broken out of the idea of a human "limitation", that is to say your biology's usual limits on developing greater strength, greater speed, durability, and other capabilities are removed. As long as you're willing to push yourself, you could easily reach blatantly superhuman heights of ability with the same training regimen as normal - albeit kicked up a notch in scale due to the necessary part of needing to push what you're normally capable of to take advantage of this.

THE WORLD'S GREATEST MIND (600): A luminary in your own time, you have been gifted with a genius mind that can pick up and learn any skill within hours or days due to your sheer intuition and talent in your intelligence. Beyond that, your mental processes are only matched by massive supercomputers in your ability to crunch data and come up with astute conclusions - making you a force to be reckoned with when you put your mind to something, as very little else can escape a brain as powerful as yours.



Beyond the Supernatural: Mystical Arts!

Equippable (0/100): It's not uncommon for those in this world to be empowered by some strange artifact - a talisman, a sword, a piece of clothing, a piece of armor or similar. If you wish, you may choose to have your extraordinary powers imbued into an item of your design, made of mundane materials(Though they may be affected by the nature of the ability they channel, such as an object that grants strength being itself hefty and hard to destroy) of high quality. This allows you to grant your powers to others by lending them the item, but allows for these powers to be stolen. You may import an existing item into this by paying 100 gimmick points - and this may itself be imported into the Hardware section of the jump as the options there allow! This could manifest as a magical empowerment, mechanical systems enhancing your capabilities, or perhaps some form of electromagnetic wave unlocking them for physical abilities.



Prestidigitator/Initiate of the Mystic/Journeyman of Magic/Supreme Sorcery/Immortal (100/200/400/600/800):

A crash course into the arts of magic, the level of expertise and spells taught by this option vary at each point, but even the lowest level spells are great tools and provide a wide spectrum of solutions to anything the Free Universe may throw at you. While you may be able to call any spell at any time, turning your very being into the catalyst for the forces of the cosmos is taxing on the soul. As an early caster, you may find that even calling upon some of the lower echelons of magic effects will be hard to do consistently - able to safely cast up to a certain point(more than you think, less than you'd hope) before you hit the metaphorical "wall" of your spiritual and mental conditioning - requiring more mediation on the nature of the cosmos and a deeper understanding of existence to push yourself further and allow you to expend more of your spiritual power to affect existence.

A Prestidigitator would be able to expend effort enough to change the course of existence in a large building - a fortress or towering skyscraper - before reaching their limit. An initiate could work wonders that could affect a large town - and a Journeyman the course of a small country. A Supreme sorcerer could use their full extent to shift the course of a large superpower if they so willed it, though obviously using this all at once is going to be exhausting beyond words. Once you start casting spells beyond this "wall", you risk backlash - pushing yourself past your limit to channel the cosmos, risking your soul to burn for power - the damage is harsh and taking it continuously could weaken your spirit and even weaken your magic until you rest, but those of strong spirits and minds can easily push themselves. As you increase your expertise up the ranks of your magical prowess, earlier level spells become simpler to cast and what's more, you'll unlock much greater spells to use.

At the final level, you are one of the great pillars of the magical realms, an entity of great power and renown. If you're an Outsider, this is your natural form and what you were born as - otherwise you have ascended into one of many forms of the highest powered magical creatures that are collectively known as the "Immortals" due to their great might and long, storied lives. Each form has its own benefits and drawbacks, so pick wisely.

DRAGON: Dragon immortals are 40 foot long, massive winged reptilian beasts with a potent and powerful store of natural elemental magics, capable of rending the stone walls of castles with their might and even if they were to be wounded heal at an astonishing rate. They're as hard to overcome with weapons and attacks as those stone walls, in turn.



INFERNAL: A duke of some hellish dimension, an infernal immortal form is clearly demonic - though sometimes alluring by human standards - with natural destructive magics (capable of sieging a city with their own strength!) at their fingertips, and what's more their aura of hellish strength turns away all mortal weaponry, making them much less effective - turning even large bullets and bombs into bee stings and bruises. True Infernals require blessed weapons or magic to be defeated, but are weak to the former and holy magic.



CELESTIAL: A native of a dimension of light and order, celestial immortal forms are angelic and beautiful with wings made of feathers or like some attractive insect (butterfly, or gossamer and iridescent like a dragonfly's), or made of energy. The wings may magically appear and disappear as desired, and the angel can fly at supersonic speeds using them. They have a natural talent for holy magics such as those granted by "Beacon of Another World" and are able to turn away hostile magics (including undoing its effects on those around them) with their heavenly aura.



GODLING: An entity that unto a god, you're either a child of a god, an avatar of a larger god, a neophyte divinity, or an entity with divine nature. In any case, you are an utterly gorgeous and exotic humanoid with an aura of charisma - attaining worship and the adoration of mortals and even other immortals is something very intuitive and natural to you, and your potential for mystical arts is unheard of...you are able to cast spells at the Prestidigitator tier without breaking a sweat. Your body is healthy and strong by the standards of mortal men as well - able to show yourself as a hero in time.



ASCENDED: Through enlightenment or magical experimentation, you became a human-born immortal through your own efforts and study. As you would expect, you're ageless, you have much experience in the world and it's ways - and the mentality needed to be an active, interested and sane immortal being on earth. As a necessity, you are able to disguise your human form to resemble another member of the species. One of your greatest advantages is that you truly have ascended to a tier of mystic that is rarely if ever seen in this world. You may cast spells of the Initiate tier with the ease of a flick of the wrist.



HOMUNCULI: The efforts of a single journeyman's lifetime, or a masterwork from a supreme sorcerer, Homunculi are humanoid immortals who were either formerly human - taking the life energy of a living person and placing it in the shell, or a completely artificial personalities utilizing a shard of the creator's soul to create.



In either case: Homunculi are often taught in the arts of their creator, but their biggest source of fascination and why they are chosen as shells is that they are undying in many ways - they can regenerate from ambient cosmic energies and no amount of destruction is inherently lethal to them. A single gemstone acts as their sole "core" for maintaining life, and even if all other matter were stripped away from the "core" it would be able to form a new body at full strength within a day's worth of regeneration. The only way to truly disperse their life energies - and thus kill them for good - is to destroy the core.

Most of the spells are self explanatory in nature, and the spells available will be outlined in the Notes section. Do note that the list is not exhaustive, simply demonstrating the level of proficiency certain kinds of effects require of a magi.

MAGICAL SENSES (100): You are able to detect the presence of the supernatural and vaguely gauge it's 'alignment' - infernal, celestial, natural, or arcane. Natural represents things like fae and elementals or earth-oriented gods while Arcane is a catchall for the magic that mortals work. This may allow you to determine if objects are magical or see magical traps in advance.

FAMILIAR LINK (100): You gain a small mundane creature such as a toad, a crow, a cat or a hound as a "magic familiar" - they become an extension of yourself, being able to act as a spy and assistant in all your endeavors - they become intelligent and sapient as part of this. They can also "offload" the difficulty of focusing on a spell, as they can at least help you split the difference in spiritual effort.

MAGICAL DUEL (200): Many wizards in magical combat simply fling COUNTER spells at each other - meeting fire with water, using their soul power to strike at each other and having the beams meet in mid-air. Dramatic, flashy - but uncultured. This is the art of the counter-SPELL. That is to say; a spell meant to undo others. By channelling the proper amount of power - matching that of the spell you wish to undo...you may create a disruptive wave of arcane energies that causes the spell to fizzle out. A good way to drop enchantments, but in combat it requires some reflexes and foresight to use effectively. The fireball won't wait for you to finish your chant, after all.

CIRCLES OF POWER (200): A form of Ritual Magic, Circle magics allow a student of the arcane to perform miraculous acts without taxing their daily allotment of cosmic power - by performing careful and meticulous rituals you may form magic sigils that grant you advantages while within the circles or allow you to perform certain techniques without using your powers up needlessly. The circles to create golems and undead are part of this art, as are the magic traps such as the circle of Pain that harms those who step into it or the Power Leech that drains non-physical capabilities away from those who fall into its snares. Meanwhile, the Circle of Knowledge and the Circle of Power allow the one who stands within it to gain great wisdom and greater mystic strength within its fragile boundaries respectively.

CIRCLES OF PROTECTION (200): Another component of Circle Magic, these circles allow you to ward specific supernatural phenomena and creatures (such as undead, demons, holy entities or elemental magics) in addition to granting you the circles of force (a force field/shield ritual) and the circle of invisibility, which hides what is lain within the circle from the senses of mortal men.





CRAFTING THE LEGENDS (400): A question often asked is why not make it so that spells can be used indefinitely? Well, there's a reason there are so many magical swords, chalices, amulets and rings in this world lying in treasure hoards. Wizards for centuries have learnt that imbuing their arts of magic into specialized artifacts for later use - and as gifts to those who you wish to ingratiate yourself towards - was an excellent idea. While it requires some special materials to do so - noble metals and gemstones often are ideal for channeling and storing cosmic energies - you are able to use a ritual to imbue the power of a spell into any object you deem fit, even allowing you to put conditionals into the artifact's use, such as a certain magical "password" to activate it or requiring a certain bloodline for the full effect to be revealed.

SUMMONING CIRCLE (400): Spellcasters often find that focusing on the studies of the Cosmic Arts leaves them pigeonholed in certain respects, especially considering that their greatest powers are often limited use or require preparation and time. As shown by their reliance on tricks, allies and magical constructs - spellcasters love to have powerful friends. You can now get some powerful friends using Summoning Circle magics, allowing you to call for aid from the places beyond sight - in this world they may hail from other dimensions, the Blazing World or the Beyond.

They will often be powerful creatures with inherent magical and physical abilities superior compared to most people of Earth, or even many Extraordinary Individuals. Be wary you don't call up something you can't put down, however, as while you will be able to send them back to their world by breaking the Circle the creatures summoned are not necessarily going to be loyal - they did answer what is essentially a cosmic SOS, you're equally as likely to stumble upon a noble dimensional wanderer as you are a demon beast looking for a quick meal.

You might be able to leverage this into a contract of some sort if you're ready and willing to negotiate.

BESTOWMENT (600): An example of the truly fantastic capabilities of a magician, you are able to directly imbue the powers of your spells as Extraordinary Traits for others to use - be it a permanent version of a spell to enhance their abilities or allowing a spell to call lightning to be used by them at any moment they like. Unfortunately, you cannot Bestow a spell's power upon yourself - the process simply fizzles out.

FOR THE JUMPER WHO HAS EVERYTHING: Hardware!

THIS IS WHERE YOU CAN PICK UP UNIQUE RESOURCES THAT ARE TAILORED TO YOUR TASTES! ANYTHING FROM A TRUSTED GROUP OF COMRADES, TO A POWERFUL VEHICLE, TO EVEN JUST A CUSTOMIZED COSTUME. YOU MAY ALSO TRANSFER CP TO HARDWARE POINTS (HP) AT A 1:2 RATE.

SUPER VEHICLE (200 HP PER PURCHASE)
Many heroes and villains alike pride themselves on their slick war motorbikes as well as their massive warmachines - your own pride and joy awaits you with each purchase of this! You can of course control the aesthetic factors of every creation made here, as a matter of course.



SIZE
In general, the maneuverability of a vehicle decreases as it gets larger but is on the whole tougher to damage meaningfully. Pick from one of the following categories for each vehicle you purchase:

BIKE: A fast vehicle with a maneuverable frame. Can usually carry a single pilot and 1 other - the frames for a fighter jet, a motorcycle, or a very small "powered armor" if a walker.

CAR: A sturdy and reliable transport. They can usually carry 4 passengers depending on their build, though if you wish you can keep the size without the passenger capacity - or vice versa, being able to make it a bit lighter in terms of frame but carrying more people. Anything from an armored car to an attack helicopter is within this general category.

SHUTTLE: Larger than the previous category and a more generalized size, this can cover anything from the size of an RV to the sizes of many cargo aircraft. Most spacecraft designed for long-term habitation are within this range, especially civilian ships.

DREADNOUGHT: Larger than a shuttle, Dreadnought sized vehicles are anything hovering around the size of an aircraft carrier. They're the least subtle in size but if equipped properly can be a nightmare to contend with and even more so to actually see in action. Many spacecraft for military purposes are around this size, but so are civilian industrial ships such as mining rigs.

LOCOMOTION

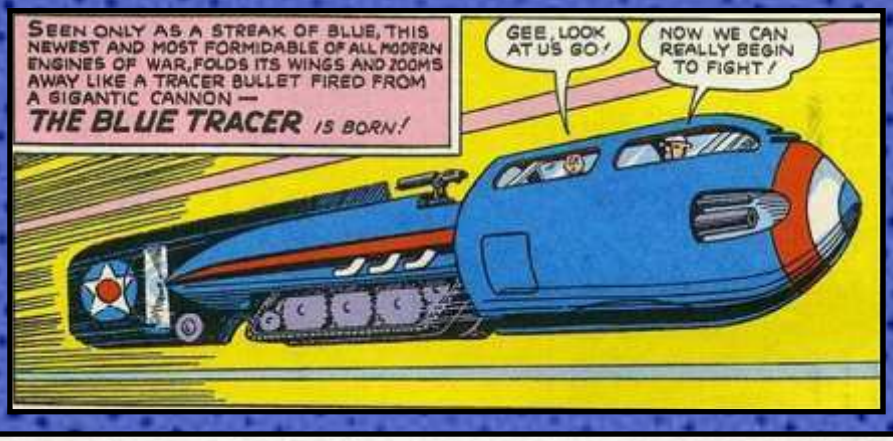
Pick one of the following options for each vehicle you have purchased:

WALKER: Using legs like most terrestrial animals do, walkers are surprisingly popular choices for super vehicles in this world, and for what it's worth they are surprisingly stable and usable for most terrain.
Aquatic: Able to float on the surface of water - as well as submerge deep within with "Sealed". Aquatic vehicles are straightforward, but often the best at navigating within their domain.

AEROSPACE: A flying machine, these can be considered space-worthy by taking "Sealed" but will otherwise sail through the air as could be expected. May sub in for "hover" options as well.

TREADS: A good terrestrial option, treads aren't known for their speed necessarily but can go over rough terrain like nothing else. Treaded vehicles actually gain a bit of armor as well.

WHEELS: A very common terrestrial option, while they aren't necessary the best for rough terrain or slopes, they can reach very high speeds in their element. They're faster than the other terrestrial transports without any customizations.



CUSTOMIZATIONS

A selection of upgrades and optional additions for your vehicles. These are purchased using Hardware Points (HP) and are purchased per-vehicle.

AGILE (100): Agile vehicles are responsive, maneuverable - able to perform amazing acrobatic stunts if you need them to, compared to others of their type of locomotion.

ARMED (100): Armed Vehicles have a weapon(built in the "Signature Weapon" section, using 300 HP) built into their chassis. You may take this multiple times for more weapons - or to enhance an existing weapon.

BOOSTERS (200): These boost jets greatly increase your speed, working as an overall increase in top speed and acceleration - in land vehicles such as walkers or wheeled/tracked vehicles it allows for short "jumps", these bursts of energies can instead be used to give a boost of "turbo" speed for a short time.

CONTROLLED (400): Putting the "auto" in auto-pilot, Controlled vehicles are autonomous and can be remotely activated as well as given general directions.

LUXURY (200): Luxury vehicles are in many ways impressive in the quality of their aesthetic options, have equally high quality materials in their design in terms of comfortability and in general are very attractive. They're also often outfitted with various quality-of-life features.

REINFORCED (300): Reinforced vehicles are heavily armored, able to take much more damage than what others of its metaphorical weight class can handle - about as much as it's next weight class, with Dreadnoughts being essentially mobile fortresses in durability.

RUGGED (100): Rugged vehicles are protected from the elements, being able to handle the wear and tear of wild places - resisting damage because of unwelcome terrain and being easy to repair on top of this.

SEALED (200): Sealed vehicles possess a fully environmentally sealed frame with a replenishable oxygen source. This is a necessary customization in order for them to function in space, under water, and other areas where the atmosphere (or lack of) is hazardous to life.

RARE IMPORT (0): You may choose any vehicle within the size of the given weight classes, import that vehicle to be adjusted and given new features.

SENSORS (100): The vehicle has a suite of extraordinary sensors - able to pick up things usually outside of that vehicle's purview in terms of detection, such as radiation sensors for treaded vehicles and similar.

STEALTHY (300): Stealthy vehicles are silent, difficult to pick up on non-extraordinary sensors, and even if found with extraordinary sensors - their occupants are invisible to most if not all forms of sensor.

TRANSPORT (100): Transport vehicles are able to carry cargo and people easily - even bike-sized vehicles may have an external "pod" or similar attachment to ensure this.

WORKSPACE (100): You may choose a Kit to be integrated into the vehicle - scaling it up to be used by the amount of usual passengers for the "weight class" of the vehicle.

MULTI-LOCOMOTION (200): Your vehicle is able to use another form of locomotion - making a new selection from the locomotion table to use.

COMBINER (300, REQUIRES SECOND PURCHASE OF A SUPER VEHICLE OR RARE IMPORT PURCHASED TWICE): If you have a second Super Vehicle, you may now have the two become part of a single combination system - being able to use the non-Locomotion capabilities of the other, though the physical changes to the smaller of the two vehicles won't change the base capabilities of the larger vehicle- a Reinforced Bike may make an excellent and safe cockpit for your warship-sized walking death machine, but it won't armor the whole thing.



SIGNATURE WEAPON(100 HP PER PURCHASE)

Signature Weapons are a staple of the extraordinary individuals in this world, as a badge of an accomplished fighter or otherwise a way to demonstrate your unique fighting style. You may import a weapon freely into any of the following tables.

RANGED WEAPON

Pick from one of the following categories for each ranged weapon you purchase. After picking a size, Pick one trait (worth 100 HP) to decide the "Style" of weapon, for free. A Burst "Style" weapon would be at base, similar to a shotgun while a Shock "Style" weapon would be an lightning caster.

HANDHELD: Handheld ranged weapons are usually small enough to be held in a single hand -allowing for dual wielding. They also have comparatively short range but are faster to reload or otherwise continuously fire. Pistols and sub-machine guns fall into this category.

LARGE: Large ranged weapons such as rifles and bows often have long range, and in general are easier to aim carefully than their smaller counterparts. They're also, on the whole, able to use larger and stronger projectiles.

CUSTOMIZATIONS

These are purchased using Hardware Points (HP) and are purchased per-weapon.

BURST (100): Instead of a single shot, burst weapons spray their shots in a wide cone like a shotgun or a flamethrower.

CONCEALED (200): Concealed weapons are inconspicuous and easily hidden from searches.

CHEMICAL (200): Chemical weapons create a lingering chemical reaction when they hit, such as fire or acidic corrosion - or smoke and frost as other examples.

EXPLOSIVE (300): It is what it sounds like. Explosive weapons are loud, cause grievous wounds, and can wreak serious havoc on the surroundings of where they strike.

IMPACT (100): Seeming more like a cannon even in a handheld weapon, Impact weapons rely on a heavy kinetic force behind their projectiles that breaks bones and knocks people over.

KEYED (200): Keyed weapons can only be fired by the people you specifically designate - yourself by default.

LASER (200): Laser weapons project focused beams of energy that can cut or melt materials with great heat.

MOUNTED (300): Mounted weapons are attached to a forearm or shoulder rig, which keeps your hands free and allows you to use your hands while still utilizing the weapon.

PENETRATING (200): Penetrating Weapons are designed to specifically pierce armor and shields - being effective against them.

RAPID FIRE (100): Rapid Fire weapons have a high rate of fire, allowing them to unleash storms of suppressing fire at multiple targets at once.



SCOPE (100): Scopes allow a weapon to fire at far off targets much more easily, for long distance shots.

SHOCK (100): Shock weapons electrocute enemies, causing malfunctions in electronics and robots and arcing through both metal and water.

SILENCED (100): Silenced weapons have a suppressed muzzle flash and practically silent shot.

STABILIZED (300): Stabilized weapons are extremely easy to focus fire with, as they have little to no recoil.

STUN (100): Stunning weapons are on the whole non-lethal - usually either ensnaring their targets or rendering them unconscious.

STYLISH (100): An overall boost in aesthetic pleasure, stylish weapons look impressive, distinctive and unique even among signature weapons - without losing any effectiveness for it.

HEAVY WEAPON/EXPLOSIVES

Heavy Weapons may come in 3 forms: An explosive "charge", grenades/ bomblets that can be thrown, or a "Large" Ranged Weapon. You may choose one trait (worth 100 HP or less) to decide the "Style" of weapon, for free. All heavy weapons have an area of effect when they are used.

CUSTOMIZATIONS

These are purchased using Hardware Points (HP) and are purchased per-weapon.

BREACHING (200): Breaching weapons are designed to cause permanent damage to structures and inanimate objects, such as machinery and vehicles - especially in getting through their defenses and opening holes in guarded areas.

CHEMICAL (100): Chemical weapons create a lingering chemical reaction when they hit, such as fire or acidic corrosion - or smoke and frost as other examples.



CONCUSSIVE (100): Concussive heavy weapons are exceptionally loud and bright. Their explosions deafen, blind and knock opponents around.

DETONATION (100): Detonation weapons explode in an even larger blast radius than other Heavy Weapons - being capable of clearing out much of a building instead of a single room of said building.

KEYED (200): Keyed heavy weapons can only be used by the people you specifically designate - yourself by default.

ENERGY (300): Energy heavy weapons explode into focused "waves" of energy that can disintegrate or melt materials with great heat.

SEEKING (300): Heavy weapons with seeking properties are able to arc towards moving targets when used - most helpful with Launcher and grenade Heavy Weapons.

SHOCK (100): Shocking heavy weapons electrocute enemies in their blast radius, causing malfunctions in electronics and robots and arcing through both metal and water.

SHRAPNEL (100): Weapons that create shrapnel send out small but fast shards on impact with projectiles, causing mutilation, bleeding and disfigurement in a small radius.

STUN (100): Stunning heavy weapons are on the whole non-lethal - usually either ensnaring their targets or rendering them unconscious.

STYLISH (200): An overall boost in aesthetic pleasure, stylish weapons look impressive, distinctive and unique even among signature weapons - without losing any effectiveness for it.



MELEE WEAPON

Pick one trait (worth 200 HP or less) to decide the "Style" of weapon, for free.
"Defensive" styled weapon for example would be a shield, while a weapon with "Energy" style could be an energy saber.

CUSTOMIZATIONS

These are purchased using Hardware Points (HP) and are purchased per-weapon.

CONCEALED (100): Concealed weapons are inconspicuous and easily hidden from searches.

DEFENSIVE(100): Defensive weapons are able to parry, deflect and disarm attacks.

DESTRUCTIVE (300): Destructive weapons are designed to cause permanent damage to structures and inanimate objects, such as machinery and vehicles.

ENERGY(300): Energy weapons glow with incandescent energy, their attacks melt, burn, and cauterize on exit.

FLEXIBLE (100): Flexible weapons are often as long and styled after whips - capable of binding and lashing your foes.

GLOVE (100): A heavy, weaponized glove. Allows you to use your martial arts abilities while still enhanced, and lets you manipulate objects normally while having it equipped.

HAFTED (200): Hafted weapons are two handed, long weapons that can make sweeping attacks and have a good amount of reach. Anything from staves to halberds fit this.

HEAVY (200): Heavy weapons are two handed, massive, resilient weapons that can swing for devastating attacks - which make blocking or "tanking" the attack a difficult proposition.

IMPALING (200): Impaling weapons are able pin targets, pierce thin materials, and stab with great accuracy.

PENETRATING (300): Penetrating Weapons are designed to specifically pierce armor and shields - being effective against them.

RIPPER (200): A powerful and mechanical tool like a buzzsaw or a chainsaw, the violent mechanical motions of the weapon rip, tear, grind and shred victims.

SEVERING (200): Severing weapons chop and cut, causing bleeding and severing limbs with successful strikes.

SHOCK (300): Shock weapons are electrically charged, causing malfunctions in electronics and robots and arcing through both metal and water.

STUN (100): Stunning weapons are on the whole non-lethal - usually either ensnaring their targets or rendering them unconscious.

STYLISH (100): Stylish weapons look impressive, distinctive and unique even among signature weapons - without losing any effectiveness for it.

THROWN (100): Instead of a single weapon, the weapon is actually a handful of small single-handed melee weapons designed to be thrown - such as throwing knives or shuriken.

UNIQUE COSTUME (100 HP PER PURCHASE)

Be it for dramatic effect, for protection, to make a point or simply to stay warm - clothing makes the man of mystery, so they say. You may take a single 100 HP customization option for free with the purchase

CUSTOMIZATIONS

These are purchased using Hardware Points (HP) and are purchased per-costume.

RARE IMPORT (0): You may choose another form of clothing or costume you possess and import it into this table to be customized.

CARAPACE (200, CANNOT BE TAKEN WITH MESH-WEAVE): The costume is heavily protective and plated with strong armor, being less maneuverable but as effective as a full riot armor - or scale plate, depending.

IMPRESSIVE (100): Impressive costumes are distinctive, intimidating, with embellishments and accessories that suit your tastes.

JUMP JETS (200): Costumes with built-in jump jets can allow you to perform small burst jumps, slow your descent, and grant you controlled flight in zero-g environments.

MESH-WEAVE (100, CANNOT BE TAKEN WITH CARAPACE): Mesh-weave armored costumes operate like normal fabric while still being protective against small arms and melee attacks.

TOUGH (100): Tough costumes are are protected from the elements, being able to handle the wear and tear of outdoorsman activity and being easy to repair on top of this.

RIG (200): Choose a "Kit" to be integrated into the costume - you are able to utilize its internal functions while still having your hands free.

SEALED (100): Sealed costumes are airtight with a helmet and replenishing oxygen tank.

SHIELDED (300): Shielded costumes have additional armor provided by thin, invisible energy shield projected by the suit.

STEALTHY (100): Stealthy costumes muffle sound, blend in to environments, and are difficult to pick up on sensors.

VISOR (100): Choose a type of information - The visor is able to detect and display that information such as providing a heads-up display or allowing you to read communications provided by built-in sensors and displays.



TRUSTY CREW (200 HP PER PURCHASE)

Something need doing? Crews are the backbone of the various organizations that fill this world, and both hero and villain alike depend on them to take care of both the day to day comings and goings as well as being massed for large-scale feats.

Choose one of the following 'templates", determining the purpose of the squad and granting them free traits. Squads are by default made up of 25 people, do not take up a companion slot as they are followers, but are interchangeable and replenished when lost - and replaced when a jump ends.

SQUAD: Squads are disciplined and stolid combatants, trainted to guard areas and engage in small-scale combat. They receive the "Armed" and "Fearless" traits for free.

TECHS: Tech crews are educated and well trained in the use of basic tools and come with these tools. They're ready and able to provide technical or manual assistance to a variety of scientific or engineering projects if need be. They receive the"Equipped" trait and your choice of either "Mechanics" or "Medics" for free.

GANG: Gangs are crude and self-reliant mobs, relying on their street smarts and lack of respect or compassion to get ahead - they're bad people, but they're your people. They receive the "Imposing" and "Criminal" traits for free.

STAFF: Staff crews are refined and professional. In general, they're able to serve guests, keep accounts, prepare meals and perform daily chores - they essentially perform the tasks that aren't covered by the former 3 categories, and are good at civilian roles overall. They receive the "Loyal" and "Talented" traits for free.

CUSTOM

These are purchased using Hardware Points (HP) and are purchased per-crew.

ARMED (100): You may create a Ranged Weapon with 200 HP - The crew is equipped with it and trained in its use.

CAVALRY (300): Cavalry crews have their own vehicles, anywhere from bike to car-sized, which they can use to transport themselves and others.

ATHLETIC (100): Athletic crews are graceful, swift, strong and flexible. They are physically better than average.

BEAUTIFUL (100): Chosen for their good looks and wit, beautiful crews are able to distract and entertain - and of course are easy on the eyes.

BUILDERS (100): Builder crews are able to build small structures or assist in construction projects.

CRIMINAL (200): Criminal crews are able to commit small-scale criminal activity or assist with larger crimes if need be.

EQUIPPED (100): Choose a Kit (except Engineering or Medical). The crew carries various tools from that kit, and can use them effectively.

FEARLESS (200): Never afraid or intimidated, fearless crews will follow insane orders.

IMPOSING (100): Intimidating in some way, Imposing crews are able to frighten, threaten, and dissuade others with brutality and cruelty.

INFORMANTS(200): Informant crews able to collect, report, or pass on information discreetly.

LOYAL (100): Loyal crews will stay at your side, regardless of persuasion, intimidation or bribes.

MECHANICS (200): Mechanic crews able to service and maintain machinery, and assist in repairs and overhaul operations. They receive the "Engineering" kit and are trained in its use for free.

MEDICS (200): Medical crews are able to provide long-term convalescent care or assist in medical procedures. They receive the "Medicine" kit and are trained in its use for free. Numerous(300): There are a large number of people in your crew - jumping from 25 to 150 people!

RUGGED (100): Rugged crews can work in harsh climates for extended periods of time.

STEALTHY (100): Stealthy crews are able to sneak into (or out of) places, and pass unnoticed.

WRECKERS (200): Wrecker crews are trained to destroy structures, terrain, and are otherwise skilled in controlled demolitions.

TALENTED (200): Talented crews are trained in a civilian skill not covered by Mechanics or Medics, such as business operations, accounting, human resources, psychology - they're as educated as Techs, just not in engineering or medicine.

KITS (100 HP PER 2 KITS)

Just the thing to get the job done. Kits are a catch-all term for the bundles of tools, gadgets and widgets which are required to perform certain tasks. How the kits manifest will depend on the Heroic Age - Days of Darkness and Dawn of Romance will by necessity be a bit more "steampunk" when dealing with, say the engineering and broadcast kits, but in general they will work as effectively across the ages regardless of technological differences.

BROADCAST KIT: The broadcast kid is made up of the tools to send and receive signals of any kinds - Collapsible broadcast antenna, signal boosters, wires, display screens, recording hardware, the works.

ENGINEERING KIT: The engineering kit is a collection of tools intended to repair and dismantle machinery. They include hammers, drills, cutters, wrenches, welders, grips, cables, diagnostic tools, cage lamps, misc. spare parts, and so on.

INFILTRATION KIT: A gathering of the tools often used to gain access to forbidden places - things like mechanical lockpicks, intrusion hardware, chloroform, glass cutters, disguises, and climbing tools.

MEDICAL KIT: Much more than a medical kit, these are the tools to perform medical treatments. Bandages, scalpels, staples, IV bags, painkillers, surgical braces, and sewing kits are among the number.

RESEARCH KIT: A collection of tools to study and experiment out in the field, the research kit holds useful objects such as specimen jars, a hammer and chisel, scalpels, a chemical analyser, a data recorder (sometimes just a notebook)...One could go on.

SURVEY KIT: In a nutshell, this kit is made up of the tools to observe and monitor both in the short and long term. It includes things like rangefinders, tracking devices, motion sensors, deployable transmitters and cameras.

WILDERNESS KIT: Useful for people of all walks of life, the wilderness kit is made up of tools meant to traverse hostile landscapes. As you could guess, they're items like rappelling gear, light sources, breather masks, tents, sleeping bags, heat lamps, thermal blankets, water filters, and field cooking tools.

COMPANIONS

CASTING CALL (100): When a call for heroes goes out - perhaps your friends will answer the call, new and old. With each purchase of this option, you may import or create 2 companions - they are able to choose 1 Extraordinary Trait table to purchase from with 1000 Gimmick Points, and in addition they have 600 points to spend.

UNDER THE OPEN SKY (200): With heroes and villains by the score, it'd be hard to list all of those who could potentially join you on your path. You may check the notes for index of characters and their adventures - feel free to look through. With each purchase of this, you may choose a character from those indexes to become a companion.

DRAWBACKS

NO LIMIT.

THE WOLD NEWTON HYPOTHESIS (+0): There is a theory that many of the grand non-extraterrestrial figures of this world all stem from a single event - the falling of the Wold Cottage meteorite, which mutated the blood of passing coaches as such that their family lines had inherited extremely high intelligence and strength, as well as an exceptional capacity and drive to perform acts of great good or the most heinous of evil deeds. By taking this, you confirm the theory's existence - that there is a bloodline of great people. What's more, you are offered the chance to be part of this bloodline - while you won't necessarily display all the traits known to the Wold Newton blood, it can be a great explanation of your Extraordinary Traits as well as granting you one of the major recurring features of the Wold Newton mutations - grey eyes.

THE ADVENTURE CONTINUES! (+0, REQUIRES A HEROIC AGE THAT STARTS BEFORE 2010): Perhaps this odd history is something you wish to see play out before your own two eyes. Very well then. Your stay here is extended until the end of the Heroes Unlimited era- you may wish to find a way to cheat old age, though that is not an impossibility with the abundance of magic and advanced technology - perhaps you'll find the fountain of youth itself?

CAMPY (+100): Something about the effervescence of this world has infected you - your behavior from here on out has been changed a bit. Your personality is now more colorful, bright, larger than life - unsubtle about your intentions...you'll often be very clear about who you are and what you believe in, for better or worse. You may not look back on these years with pride...

NEVER A DULL MOMENT (+100): Something about the chaotic nature of the Free Universe has followed you like a storm cloud. From here on out, you'll usually get dragged into strange and interesting situations, though the danger presented by them isn't enough to turn living in a small town into a war for your life. It essentially causes a snowball effect for the instability already around you.

CRAZY HERO (+200/+400): For some odd reason, you're unable to use your Extraordinary Traits without some condition. The conditions you have available are a Food dependency(which means you must eat a specific food to activate your extraordinary powers), sunlight/night-time limitation(you lose your powers without the sun's light or while in the sun's light), or you must be in a mindless rage to use your powers. You may get 400 points back if you choose to apply this to your out of context abilities as well, OR if this is your first jump then it is automatically +400 points.

THE DEATH BATTALION (+200): An international group of terrorists with a surprising amount of resources has, through some coincidence, marked you as a target for either manipulation or destruction. They have access to agents who have Paragon Training with a smattering of Mutants, and in the later eras will have access to Bionics. They'll also find ways to try and incriminate you in their own dastardly doings - making it more likely the authorities and perhaps heroic types of the world see you in a dim light.

TWO FISTED (+300): The world has taken what you've brought with you and left it to the side - perhaps as a test, perhaps as a punishment. You are unable to bring in any outside items or abilities from outside this jump as a result. It's slightly worse if this is your first jump, as it then means you have 0 points to spend in any Extraordinary Traits - even Outsiders and Artificials receive nothing.

THE GREEN ARMY'S WRATH (+300): The Green Sorceress is the powerful ruler who conquered the deep subterranean nation of Voltor with her Green Army. She believes that the gods have decreed it her destiny to conquer the entire universe - and she has declared war on you in a bid to demonstrate her might over even other universes. From here on out, you will be hunted by the army of Voltor - and a personal enemy of the Green Sorceress. The soldiers of the Green Army use swords, rifles, blaster pistols and paralyzer guns for starters, and due to the Sorceress' genius in engineering have access to hover bikes, armored cars, tanks and powerful cannons regardless of Heroic Age. A savage and prolific people, they will even call upon the black inkwells that lead to the Beyond in Pellucidar for aid if need arise.

THE WORLD OF WAR (+400): A species of self proclaimed master conquerors and scientists have Earth in its sights. Aldebarans, the name of the foe, create bases made up of meteors and other space debris combined and send them drifting towards inhabited worlds with "gravity motors." As these "War Worlds" approach the planet, they launch an armada to soften up any space forces while the planetoid smashes into its target. How well the Earth will be able to defend themselves depends on the Heroic Era - while it may be an all-out battle in the age of Unlimited Heroes, it could be nigh apocalyptic in the age of Days of Darkness without the help of mystical or alien assistance on the part of its wise men.

CALL IT PEACE (+400): A young lady known as Jenny Everywhere may have realized that if not a potential problem yourself - you're definitely a magnet for problems unchecked. As such, she's mobilized the premier heroic team in the age of Unlimited Heroes, and through the use of the combined knowledge of Dr. Acacia and many of the other honorary Peacemakers, is going to arrive in your era to try and apprehend you and (depending on threat level) either keep you under close watch or possibly even cast you into the hellish realm of the Beyond if you are blatantly hostile. They're backed up by a group known as the Cosmic Custodians, enforcers of the law across the galaxies who utilize "power bands" that allow them to create energy constructs of their choosing, as well as the power to fire energy blasts, flight and low level invulnerability. They won't shoot to kill, but they believe you're a genuine threat.

TERRAN INVASION (+600): While Excelsior may hail from a near-utopian dimension, not all dimensions that have reached that level of transhumanity are so kind. Terra Magnus is one such dimension. A violent, warlike empire ruled by malevolent transhumans, Terra Magnus is the "dark twin" of the Planet Earth, a hellish dominion bent on universal conquest. In their own universe, they have almost succeeded - the advanced processes that produced the Super Spies and Super Patriots refined into an art that allows them to produce Mutants, Paragons, Bionic Men and Psionics regularly. As a result, the entire dimension is nearly in their tyrannical claws. In recent years, the Terran Imperium has developed trans-dimensional technologies and plan to make every earth an extension of itself and become the centerpiece of all universes. The plan has been executed - and you're caught at the forefront of a superhuman invasion.

WHEN THE MAN COMES AROUND (+600): It seems that the time of judgement is here. The Beyond and the Blazing World wage a pitched war for the Earth from here on out. Every single soldier of both side will have access to diabolic and heavenly magics and all the advantages of being Celestial and Infernal Immortals. What's more, they'll come in the hundreds and hundreds of thousands -alongside the spirits of the slain who pledged to join either side. It will be, with no exaggeration, an apocalypse by any stretch of the imagination. Either being strong enough to survive, picking a side or simply running for your life is going to be your options if you choose this - but you're only going to be able to hide for so long, as all of Creation will be a battleground.

The End

YOU HAVE 3 CHOICES. AND THEY SHOULD EXPLAIN THEMSELVES.

GO HOME

MOVE ON

STAY HERE

NOTES

CHARACTER AND SOURCE MATERIALS REPRESENTED:

http://pdsh.wikia.com/wiki/Category:Open_Source_Characters
http://pdsh.wikia.com/wiki/Public_Domain_Super_Heroes
http://free-universe.myartsonline.com/literature.html
http://free-universe.myartsonline.com/characters.html http://pdsh.wikia.com/wiki/Peacemakers
http://landmark-digital-comics.wikia.com/wiki/Landmark_Digital_Comics_Wiki
https://web.archive.org/web/20131011125254/http://pdsh.wikia.com:80/wiki/The_Beyond
http://free-universe.myartsonline.com/atlas.html

http://free-universe.myartsonline.com/timeline.html

Feel free to integrate any and all canons shown in these sites together in a way that fits most. It's the spirit of the Jump.

The Wold Newton family line and everything about it is also laid out here.
http://www.pjfarmer.com/woldnewton/Pulp.htm
https://en.wikipedia.org/wiki/Wold_Newton_family

The character of Jenny Everywhere is available for use by anyone, with only one condition. This paragraph must be included in any publication involving Jenny Everywhere, in order that others may use this property as they wish. All rights reversed.

SPELL EXAMPLE INDEX

PRESTIDIGITATOR

- Blinding Flash - Unleash a blinding white light upon foes, stunning and disorienting with the force of a flashbang.
- Cloud of Smoke - Create a room-sized puff of smoke to slip away in or obfuscate your movement.
- Death Trance - Fake your (or someone else's) death by stopping your heartbeat and halting your body's movement, remaining aware of your surroundings but appearing deceased to all who look at you. Can be deactivated at will by target.
- Decipher Magic - Read magical energy around an item or a spell, discovering its purpose and how recently it was cast. Longer research can reveal the caster's identity.
- Globe of Daylight - Create a bowling ball-sized globe of glowing sunlight. Convenient light source, and acts as 'real' sunlight for magical or supernatural purposes.
- Increase Weight - Increase the mass of an object or person. A feather could be made to weigh a ton, an enemy's weapon could become too heavy to lift.
- Magic Armor - Create a passive and invisible armor made of magical energy, about as durable as a full suit of armor with none of the extra weight. Can be made stronger with more energy.
- See Aura - Detect the aura around living or magical creatures. Can read emotional states as well as detect if someone is controlled or possessed by an outside force. Sense Magic - Detect the presence of magic and how close it is to you. Can act as 'Decipher Magic' when reading ambient magical energy closely.
- See the Invisible - You are capable of seeing past simple illusions or technological invisibility. Stronger illusions or obfuscation that goes beyond loss of visibility is beyond this spell, however.
- Sense Evil - Detect the presence of malevolent beings and individuals, as well as those currently harboring evil intent for you or others.
- Thunder Clap - Create a deafening sound of thunder, able to stun those unfortunate enough to hear it up close.
- Ventriloquism - 'Throw' your voice to a distance in your magical range, as well as disguise it as someone else's voice, if you desire.
- Befuddle - Toss a target's mind into confusion and forgetfulness. Temporary, and can be resisted by the strong-willed.
- Chameleon - Cause the target's body to appear invisible to all onlookers, blending in with their surroundings.
- Climb - Your hands become like a gecko's, allowing you to climb sheer surfaces.
- Concealment - Hide an object or section of room from sight, replacing it with an illusion of your choosing. Make a collection of magical grimoires look like common recipe books.
- Darkness - Cast a shade that snuffs out or extinguishes both natural and artificial light in an area. Doesn't influence magical light.
- Detect Concealment - Detect the presence of illusions and discern the true form of something. WARNING: Not smart to use on avatars of eldritch creatures - that is usually a courtesy.
- Extinguish Fire - Quickly extinguish flames from existence with a focus of one's will. A house fire is easy, an acre-sized brush fire or bigger will take more out of you.
- Fear Factor - Forcefully tap into primal, animalistic fear of your targets, causing them to perceive you (or something they imagine) as an unstoppable threat, urging them to flee as quickly as possible. Fades after a few minutes, the strong-willed can resist.
- Levitation - Gently lift your body and person upwards and around the air, letting you 'fly' at a walking pace.
- Mystic Alarm - Place an invisible ward that will alert you when someone trespasses or trips the alarm by breaking a 'rule' you impose on the area the ward is in. This works regardless of distance from the ward and gives you an idea of who did the deed. Sticky Feet - Melt shoes or sandals into a useless, sticky puddle on the ground. For the barefoot, create quick-drying 'quicksand' that inhibits the movement of your foes.
- Weightlessness - Reduce the effective weight of yourself or an object. Make luggage easier to move, or make someone too light for gravity to keep down, sending them floating off into the sky.

- Breathe Without Air - You can safely breathe underwater, without oxygen, or in space.
- Even with the 'vacuum' thing to consider. Don't think about it too hard.
- Cold Wall - Create a wall of sub-zero temperature that quickly freezes objects or beings that try to cross it. Costs energy to maintain for an extensive period.
- Energy Bolt - Launch a bolt of magical energy with your hand. Strikes with the force of a bullet, burns like a fire.
- Ignite Fire - Create a fire with a snap of your fingers. Lighting a torch or a cigarette is easy, starting a forest fire takes more energy and work.
- Negate Toxin - Neutralize a deadly poison with a touch, making it inert and harmless.
- Magical toxins require extensive work or energy to overcome.
- Resist Fire & Heat - Ward yourself from harm caused by heat or flames, letting you walk through them without a single burn.
- Resist Cold - Ward yourself from the freezing cold, letting you walk barefoot in the Arctic without any discomfort.
- See Wards - Detect the presence of magical wards or similar magical 'alarm' devices or barriers.
- Sense Traps - Detect the presence of hidden traps.
- Astral Projection - Project your consciousness or soul into the air while your body remains inert. Astral form can circle planet Earth in a matter of minutes and phase through walls, as well as communicate with dreams or other dimensions. Being harmed or startled in either world will end the trance and return you to your body immediately. Invisible to the non-magical, cannot physically interact with the world in astral form alone.
- Blind - 'Convince' the nerves in a being's eyes to shut down, making them physically blind. Can be reversed at will, if desired. For beings without biology, it merely creates an illusion of blindness over their eyes.
- Charismatic Aura - Enchant yourself to appear like a natural authority figure, making them quick to trust your word. The weak-willed are easily duped into accepting you as their leader, the strong-willed merely see someone who -might- know what they're doing. Fool's Gold - Transforms a material into an illusionary more valuable version of itself, such as metal becoming gold and silver or stones becoming gems.
- Magic Net - Manifest a net of magical energy to quickly spring over a hapless foe. Multiple Image - Create illusionary copies of yourself for misdirection or making your real self harder to hit.
- Repel Animals - Creates a strong set of "deterring" sensations such as smell and sound that drives most wild creatures away
- Seal - Creates a specialized emblem on whatever you're using it on, demonstrating a unique and unmistakable sigil of the caster
- Shadow Meld - Allows you to become one with shadows, you'll leave the shadow "meld" if light is cast upon where you're hiding in
- Swim as a Fish - Your swimming speed and control is much greater, climbing a waterfall such as a salmon does is feasible.
- Trance - Enter into a meditative trance, allowing you utter focus and serenity during the trance.

INITIATE OF THE MYSTIC

- Charm - Saturates a suggestion in utter charisma, while it won't go against the core of what a person will do it will paint the idea in the most flattering light possible. Circle of Flame - Creates a circle of high fire around the caster, acting as a way of protecting the caster in addition to a possible attack.
- Domination - Forcibly subsumes a person to the caster's will, they can struggle against this and will know immediately someone is trying to seize control of their mind. Escape - Unbinds a caster from any cage or bondage, and then allows them to move swiftly from there on away from danger.
- Fly - Caster flies through the air as fast as they can run, without the need for physical effort
- Ice Blast - A cone of icy winds and pure frost from the caster's hands
- Heal Wounds - Stitches together wounds as if the target had weeks to rest
- Horrific Illusion - A fearsome figment of the target's imagination manifests before their very eyes
- Size of the Behemoth - Enlarge someone to the size of a giant towering over most buildings
- Sleep - Put people to sleep against their will, fatiguing them
- Animate Object - An object becomes "alive", acting and able to move on its own.
- Apparition - A phantom image of the mage's choice is created

- Call Lightning - A thunderbolt is summoned from the sky
- Control the Beasts - A mix of sounds and scents are employed to spur wild animals on to serve a mage's will
- Fire Ball -A burst of powerful fire erupts from the mage's hand
- Fire Fist - Flame wreathes a mage's hand
- Mask of Deceit - A "disguise" spell that fools the mind into seeing a different face or recognizing your face as someone else's
- Memory Bank - A spell that allows the mage to instantly recall something from their deepest memories
- Mystic Shield - A shield that deflects and softens magically sourced damage as well as magic effects
- Tongues - The mage gains an understanding of every language
- Words of Truth - A "zone of truth" effect that ensures the words spoken by a person are what they believe to be the truth
- Agony - Targeting the mind, this inflicts excruciating pain to the target
- Atmosphere Bubble - A circle of breathable air is created around the caster for them and their comrades to survive in both the depths of the ocean as well as in airless space Constrain Supernatural Being - A spell to bind those with supernatural powers, the creature may struggle past these, but if the power used is enough it will be able to restrict their movements and keep them in one place.
- Globe of Silence- An orb of area the user designates is rendered silent, with no noises being able to be created within that area
- Immobilize - The victim of this spell's muscles and body are seized up, making it difficult if not impossible for them to move.
- Life Drain - A bolt of energy from the caster allows them to "Transfer" wounds from their own body onto the target's
- Metamorphosis - The caster is able to transform themselves or others into any mundane living creature
- Purification - Evil and corrupt energies are flushed out of the caster or their target
- Wind Rush - A burst gale erupts from the caster's hands
- Commune with Spirits - The caster is able to speak to and hear the response of incorporeal entities around them
- Exorcism- A possessive entity such as a spirit or demon is forcibly ejected from their host, if the spell is given enough strength to oust the possessing entity Firestorm - A large but indiscriminate wave of flame will erupt from the caster
- Hallucination - An extremely strong "dissociation" effect is created in the target's mind Locate - The caster gets an image of where the located person or object is, in reference to themselves
- Minor Curse - A long lasting, noticeable but non-threatening negative effect such as constantly breaking fragile items or being disliked by animals is inflicted to the target of this curse
- Oracle - A question is asked to the cosmos, and the caster receives a vision that they can interpret for the answer.
- Stone to Flesh - At a touch, the mage transforms stone into living flesh, curing those who are petrified and animating stone creatures, or simply creating meat from stone Time Capsule - An inanimate object is warded against the effects of aging until it feels the touch of a living person again, in which case the ward is broken.
- Wisps of Confusion - A number of gaseous wisps are created, which when the mists of the wisps are inhaled are a hefty intoxicating

JOURNEYMAN OF MAGIC

- Curse: Phobia -A greater curse, this curse inflicts a permanent irrational fear of whatever the caster desires.
- Monster Insect - An insect of unusual size and almost demonic abilities is called from the Beyond, ready to inflict violence on anything around it.
- Speed of the Snail - The mage is able to inflict a slowness and sluggishness of movement on a foe.
- Banishment - A vacuuming portal to an alien dimension is created near the caster's target.
- Control & Enslave Supernatural Entity - A spell to dominate a magical being's life is made, it's an enormous struggle which will usually force the creature to resist with all of its might, but if successful they are made a slave indefinitely

- Dimensional Pocket - A dimensional space the size of a storage containment unit is created, allowing you to store many things within a space outside of reality. Polymorph - A much improved version of Metamorphosis, this allows transformation into inanimate objects.
- Mystic Portal - A portal to another place within the universe is created, acting as a doorway.
- Summon Shadow Beast - A shadowy creature with great physical and magical strength is called from a dark realm.
- Teleport - By visualizing and pinpointing a place in space, you may appear there instantaneously.
- Anti-Magic Cloud - A cloud with the ability to disrupt cast magic is emitted from the caster's hand.
- Create Mummy - By casting this spell on a prepared corpse, a revenant "mummy" of great magical might may be created to defend an area.
- Finger of Disintegration - A thin beam of light emits from the caster's finger, magic destabilizing its being and rendering it into ash.
- Greater Curse - An extremely strong version of Curse, this allows for a powerful metaphysical malady, such as the ocean/water dragging the unfortunate victim to drown. Remove Curse - By expending the energy utilized to cast the curse in the first place, the caster may remove a magical affliction from a poor victim.
- Summon & Control Animals - By using an intense communication with creatures across the area, you can totally gain dominion over natural mundane creatures great and small. Summon Fog - You can call down a mist from the skies, obscuring the world around you in a mystic mist.
- Calm Storm - You may bid the oceans and skies to relax, stilling a storm nearby you. Create and Control Undead - You are able to animate corpses into a variety of undead, and seize control
- Metamorphosis: Mist - A transformation of your physical form into a mist-like substance, allowing you to move like a wind. Summon & Control Supernatural Entity
- Time Hole - By burrowing through time and space, you are able to create an open "hole" which allows you to enter another era in history.

SUPREME SORCERY

- Create Homunculi - A completely lifelike golem-like Immortal body is created, alongside the ability to instill your entire or a shred of someone's spirit (including your own) to use it as a vessel.
- Sanctum - A barrier against magic beings and hostile mortals of all stripes is created, only a truly strong being would be able to punch through.
- Summon & Control Natural Disaster - What it sounds like. You can summon up a natural disaster, such as a hurricane or a voclanic eruption, by marshalling together your might to incite change in the earth.
- Ego Barrier - An absolute defense of the mind, it protects you from any invasive entities or forces that target the mind - and allows you to counter-attack such attempts. Impenetrable Wall of Force - A wall of amazingly strong force is created by the caster in any shape, unbreakable by any non-magical force in the Free Universe.
- Restoration from Oblivion - Even those unmade by great magics can be returned from complete nonexistence with this spell.
- Dimensional Portal - A portal that allows travel between dimensions and realms in the
- Free Universe and abroad.
- Dimensional Teleport - A version of teleport that works across dimensional lines.
- Resurrection - A complete and total revival from death.
- Summon Greater Familiar - You can summon a magical creature of great power and bind it to you for a time, granting you the benefits of a familiar link.
- Transformation of Matter - You can with the power of a touch transmute matter at the atomic level.
- Barrier of Heaven- A shield of godlike power, it can turn away all but explicitly divine entities from it in terms of offense.
- Crimson Wall of Disintegration - A Disintegration spell write large, a shockwave of destabilizing power emanates from the mage.
- Perfect Doppleganger - A perfect clone of a living being, memories and all.
- Sanctuary - A large "hidden" dimension the size of a town accessible to only those you choose is created, a space between worlds.