infamous

Introduction

Welcome, Traveler. Welcome to a world not too dissimilar to your home world, a world also full of people with the potential to become living conduits, funnily enough called Conduits. You shall go through the story this world has to tell, a story that took ten years to tell. While you may yet find incredible powers here, you will also find great dangers, just waiting to pop up within the worst moments.

An average courier named Cole Macgrath will soon activate something called the Ray Sphere, given to him by a mysterious man only known as Kessler, which will put in motion the events that will soon shock the world over, events that will get everyone to question even their closest family, events that will let two completely different groups of people coexist, in harmony.

So, Traveler, why are you here? Do you seek money? Power? Fame? Whatever you seek is here, just in different places than where you might expect. Do you wish to change the fate of this world? Or do you wish for something else? Something... more?

Well, anyways, Traveler, what I should be asking you is if you are ready for the adventure that awaits you? Surprisingly enough, many have thought they were ready, yet were killed before they even got off of the starting line. Danger lurks around every corner, great threats to the survival of one such as yourself exist within the shadows, lurking, waiting to find their newest prey, which could most likely be you.

So, I shall ask again, Traveler, are you truly ready for what lies ahead? If so, you will need some insurance against the dangers of the world you now find yourself in.

+1000CP

Origins

You start out within any location shown in the InFamous games. Your gender can be chosen freely. Age can also be chosen freely from 16-40.

Renegade/Drop-In: You come into this world with none or virtually no history. You hold no allegiances, and you hold no enemies. In this place, that can possibly be your greatest tool, if only for a while.

Ray Sphere Recipient: You were similar to Cole, being given the Ray sphere. Whether by intention or accident doesn't matter anymore, as your Conduit powers have been awakened, and that is very important.

Government Agent: Word is, people with superpowers are popping up. Some after giant explosions, some by incident, and some without warning. You were there to find out, yet you came back to your division with so much more.

Reaper: You decided to join up with Sasha, leader of the Reapers after Cole had set off the Ray Sphere. Why? Who knows, all we know for sure is that you joined up with her, and are helping her achieve her goals.

Dust Men: A Homeless turned Conduit, you found a group of people like you and decided to stick with them. That's it. Your leader might yearn for more but most homeless have simple ambitions.

First Sons: Decided to work with Kessler, huh? Becoming a worker for him wasn't easy, but you made it. I'm sure that he knows that you know who he is, but it doesn't seem to matter to him, as long as you keep quiet.

Origins

The Militia: Man, it seems like you've joined up with the wrong people. No, not like a "They will make you a worse person" wrong, more like a "they will kill you if they find out" wrong. But hey, maybe you found a way to convince them to keep you. Weirder stuff has happened.

Vermaak 88: Bertrand's new group of hired hands. Pretty much since you were hired, your group has been getting these weird superpowers, and you were no exception. Now use those powers for money.

Worker of Bertrand: Working directly under Bertrand, now are you? You were able to look past the monstrosities he creates, the atrocities he's caused? You must, if you're working directly under him like this.

The Beast's Ally: The Beast wouldn't be the worst person to work under. I mean, he should know Conduit biology more than anyone. You might want to talk to him about the "killing all non-Conduits" thing unless you don't care or even prefer it.

D.U.P. Agent: You hunt Conduits, plain and simple. Well, Augustine's goal is much more complex than just that, but you shouldn't worry about that. All you have to worry about is your orders and your paycheck.

D.U.P. Prisoner: You were captured by the DUP. Imprisoned, tortured, and experimented on, your life is torture. Don't worry, though, you'll get your chance to escape in a couple of days, and you won't be touched in the meantime.

Perks

100CP Perks are free for the appropriate origin, all others are discounted.

General

Conduit (FREE): The Base Powerset. Choose one physical element. It could be anything, from something natural like ice, air, or electricity, or something manmade, like glass, paper, or concrete, or even maybe something esoteric like video or neon. You gain multiple "starting powers" relating to said element.
First off, you get many physical boosts, although none too drastic. What is boosted is your strength, speed, stamina, durability, and regeneration. Not all too big of boosts, but enough to hold your own against someone with a gun.
Second of all, you start off with a couple of abilities based on your chosen element. You get a weaker, less powerful projectile, a stronger, charged projectile, a gliding ability, a movement ability, a miscellaneous ability, and some big ability that you can use every once in a while (at least for now).
You have as much creative freedom with how these abilities work, but you may not make these abilities more than what was shown in Second Son, as that level of power is what you will start out with. As you go through your adventure, you will eventually train your power into something more, eventually you will be able to cause destruction matching the level of The Beast, although this will take much longer than this jump will allow. You have time, though.
(One final thing, if you choose things like bone, blood, flesh, etc., you won't be able to control people, just create and use what you have created.)
One final thing, you are now immune to the effects of the RFI, even though you're a Conduit.

Perks

Good-Looking (100CP): Pretty much every Conduit shown in the series has been at least a 6/10, so why not be the same? You are now very good-looking, at least an 8/10 in conventional terms. You will be a head-turner wherever you go.

Mental Stability (200CP): Did you know that the ramifications of being a Conduit can easily lead to mental problems? Being shunned by society kinda does that. Well, now you don't have to worry, as this perk grants you full immunity to any mental problems, even the ones that you possibly already have.

Interesting History (400CP): Your role in history isn't static, and this perk is here to reflect that. This perk allows you to choose a second origin, and gain discounts related to said origin. Maybe you decided to change sides, or you joined a second faction after the first one fell apart. Whatever the case may be, you now have that origin because of it. You can make additional purchases of this perk for 200CP, but you take the **Angered Factions** Drawback for 0CP.

Bodily Changes (600CP): You know how Eugene was, being able to turn himself into an avatar of his Conduit powers? Yeah, you're like that now, except all of the time. Your body is now completely made up of whatever Conduit element you have chosen. It would take you being turned into a puddle of whatever element you now currently embody in order to kill you, and on top of that, you get a small reserves boost. You stay the same size as a human, you still can be hurt/damaged like a human, and this form becomes an alt-form at the end of this jump.
Your abilities in this form are up to you, but your power cannot exceed the ability to destroy a building, although with a lot of time and training you will be able to.
Take the **Lifeforce Link** drawback for 0CP if you take this perk.

Perks

Leech (1000CP): Delsin had a unique ability: the ability to copy other Conduit powers, or what he called leech. Once you purchase this perk, you lose all other powers or perks you have purchased until the end of the jump. You start without any boosts to abilities, meaning essentially you start out as a normal human. Once you come into contact with another Conduit that has awakened their powers, however, you get their powers. Keep in mind that you can only 'leech' Conduit powers, so this perk will be useless in future jumps.

What I mean by this is that you gain their Conduit element, so if you come into contact with someone with pyrokinesis, you get pyrokinesis from them. You also get one more thing from contacting more conduits: you get a small physical boost to your abilities, i.e. strength, speed, stamina, durability, and regeneration. Not as much as Conduit gives you, but enough to put you above the normal human. Every time you touch a new Prime Conduit, you get this boost to abilities.

Don't worry, you get the abilities you purchased here at the end of the jump. In fact, if you get two of the same conduit power because of this perk, they follow your rules on how perks stack.

Perks

Renegade/Drop-In

Fair Judgement (100CP): Neutral stances are really hard to come by. Not anymore for you, thanks to this perk. You will always have someone on-hand to look at your actions with a non-biased view. This can either be good or bad depending on the situation you use this perk in.

Fistfighting (200CP): Life as a renegade is hard when the whole world's out to get you. The streets are and always will be dangerous, even to conduits. In your time being a renegade, you've picked up how to fistfight, and do it well. You can take a couple of people even without any conduit powers, and even more with, and that number only grows as you place more years under your belt.

Regen Boost (400CP): Normally, a Conduit's boost to their regeneration is minor. By some stroke of luck, you have something more. Your regeneration is boosted by a small amount, and as you grow stronger, this regeneration will grow into something that can heal bullet wounds pretty much as they happen. A lethal wound is still lethal, however, so no surviving point-blank bullets to the face.

Core Collector (600CP): In the InFamous games, you usually go around and find blast cores if you want to be stronger. Well, now you can. Every world you jump into, there will be glowing blue blast cores to go around and absorb. They will be everywhere where the plot would be, so no traveling to other planets if the plot mainly focuses on Earth. Every blast core will give you either additional potency to your powers or more reserves. Other people could see the value and energy hidden in these cores, so you will probably see these cores being used by others. How do they use them? That's up to you.

Perks

Ray Sphere Recipient

Freerunning [100CP]: This perk is just as advertised: it gives you an innate knowledge and expertise in freerunning and parkour. Running from building to building, climbing up walls, everything possible by a normal human, you know how to do. With training, I'm sure you would be able to outrun cars due to your Conduit biology.

Savior [200CP]: Whenever darkness shows its face to the general populous, that small spark of hope is needed in order to bring people together. You will be that spark. When a large disaster has occurred, you can help the people, and almost immediately the world will come to see you as their savior.

Reserves Boost [400CP]: That ray sphere really helped you, huh? You now have more reserves, allowing you to use your conduit powers for longer. It's only a minor boost right now, but it will grow even faster as you do, leading to you being able to fight for days, unless your body gives out.

Healing Shock [600CP]: Sometimes the people need your help. And that help shall be given. Your powers now have an ability that can heal people of all physical ailments. No matter if you use fire, water, or even concrete, your powers can heal people if you so choose, for minimal cost. Sicknesses and ailments of the soul or similar things are not healed, however, and you cannot use this on yourself.

Perks

Government Agent

Law Knowledge (100CP): Yet another perk that is just as advertised. You have an innate knowledge of the law wherever you are. You can use this to avoid breaking it, enforce it, or even get around it.

Commander (200CP): War is a very real possibility in the years to come, and as such you have been taught the best ways to fight in a war. You know every strategy, every movement option, and can even come up with some crazy ideas on the fly if you need to.

Detective Work (400CP): Stopping crime involves two main things: subduing the criminal and finding them. Subduing them is usually pretty easy, but finding who did it and where they are is pretty difficult. Now, you are pretty much an expert at it. You can take clues, evidence, and forensics in order to find who did something, where they are going (if at all), and when they did that thing.

That's How The Law Works (600CP): People don't like to follow rules. Sometimes it's the law, and sometimes it's the rules of the location, and sometimes it's your own home, and enforcing something like that is your forte. Any ruleset you bring forth or promote others have to follow, as long as you yourself follow them. While you can apply this to anyone, your rules also have to be followed by yourself for this perk to work.

Perks

Reaper

Dealer (100CP): Drug dealing was your life. It still is a part of it. You now have an innate knowledge of the black market, but especially in the drug trade, and you always know just where both the customers and suppliers are. You also know how to grow your own if need be.

Druggie (200CP): On the other end of the deal, you used to take those drugs, too. Your life of taking drugs, mixed in with the physical alterations the sludge gave you has culminated into a selective immunity to drugs. What do I mean by 'selective?' Well, you can choose whether or not you are immune to aspects of a drug. For instance, you can still be affected by cocaine yet be immune to the addictive effects. You can even be immune to an entire drug, like choosing to be immune to a certain poison.

Reaper Tolerance (400CP): As a part of the Reapers, parts of your brain have been altered due to the sludge. One such part is the part related to pain. You no longer feel pain in the regular sense, as you still feel it, but you do not react to it. You could have your arm severed and keep fighting as if you didn't.

Owning the Streets (600CP): Sasha, the leader of the Reapers, has seen the conduit powers in you and decided that you're interesting enough to teach you an aspect of her powers. Using your conduit powers, you can now influence people to do your bidding. As of right now, you can only very slightly influence people, but with time, you will be able to pretty much control people like puppets, although that won't be for a while. Strong-willed people won't be controlled, and you have to physically affect another person in some way with your powers in order to influence them.

Perks

Dust Men

Scrapper [100CP]: Living homeless is tough, but it teaches you how to live minimally. You know how to take trash and turn it into useful stuff. Not anything like weapons or armor, just clothing and the like.

The Wilds [200CP]: Living homelessly is tough. That's why this perk is here, in order to mitigate the drawbacks of even considering becoming homeless. You are always clean (unless you want to be dirty), you can always find safe food and water, and you will always find safe and (relatively) comfortable shelter, all for free.

Homeless Strength [400CP]: Your anger at how the world has treated you has given you strength, both figuratively and physically. You have been given a strength boost. Although it is minor right now, it will grow stronger as you do so.

Bio-Leech [600CP]: Ever needed a recharge in the middle of battle? Ever had that happen in the middle of the street? Well, now you don't have to worry about that since now everyone is a walking battery for you. If you are able to completely subdue someone, you can drain their very lifeforce in order to fuel you. This ability currently only recharges and heals you a small yet noticeable amount, as it is very unrefined, but eventually, you will get a full recharge as well as being able to heal all non-crippling injuries.

Perks

First Sons

Secrecy [100CP]: A group like the First Sons is very tricky to keep secret, even from a good majority of the government. You can keep things like this a secret, even while it should be obvious that something is there. As long as everyone else does their part, your group, plan, whatever will be secret. Remember that the other people will have to keep the secret as well.

Engineer [200CP]: Creating the Ray Sphere wasn't easy. It required hundreds, if not thousands, of people working on it for years in order for it to become as it did. Working there has given you a very good understanding of building machines, although where you specialize are things that work together with Conduit powers, whether it be enhancing or even destroying a Conduit's power.

Kessler's Speed [400CP]: When Cole fought Kessler, Kessler was fast. Now you have that speed. While the speed you have is boosted by a small amount, it will eventually get to the level of Kessler, where you're zooming across the battlefield almost as if you were teleporting.

I Came From The Future [600CP]: Sometimes the future isn't clear. But you, you are different. You came from the future, one where you ran. Once per jump, you gain knowledge of what exactly would happen over the course of an event you are going into or are in as if you weren't there. The size nor the importance of said event does not matter, only that you used this ability.

Perks

The Militia

Group Goals (100CP): A group like the Militia, by default, is not very organized. So much so that it's very hard to even make one. In every group you're in, if you all share the same goal, you will be organized enough to start your group. This only gives enough for that, so it's up to the group's leaders to lead them to victory.

Purifier (200CP): The goal of the Militia is understandable, yet how they go about it makes most question how people even agree with them, much less join up with them. Any group you're in will always have at least a small portion of the public who agree with them, even if your group is secret. This small portion is enough to make the casual observer at least reconsider the choice they made if they chose an opposing side.

Stamina of the Gods (400CP): Being in a group like the Militia requires constant vigilance, a vigilance that will test even your physical capabilities as a Conduit, and as such your body has pushed itself to become much more than what it once was. Your stamina as a Conduit has increased, meaning you can run, sprint, jump, climb, etc for much longer. For now, it's only a small amount, but that will increase much faster as your physical capabilities increase.

Living in Fear (600CP): Since you now work for a group of people looking to keep people under control, how would you go about doing that? Well, with fear, of course. Anyone currently under your control will never revolt, rebel, or make any move to topple your rule unless said people were stronger than you. Even if you were to become the worst leader ever, no one will ever try to usurp your level of authority.

Perks

Vermaak 88

Hired Hand (100CP): You work for a group of mercenaries and as such, you should know how to find a willing client. With this perk, you will never find a time in which you can't find someone willing to pay for your, ahem, services. On top of that, nobody will be willing to undercut your pay, or outright not pay you at all. Have fun becoming a hired gun.

Merc's Knowledge (200CP): Your basic merc needs this knowledge. You have above-average knowledge of how to use, maintain, and repair a gun, and you know the basics of in-fight strategy, as well as a knowledge of how to hunt and track people.

Hood's Eye (400CP): What good are bullets if you don't land your hit? You now have a level of accuracy with guns that is rarely seen. You can land your hit on a fast-moving Conduit while on a helicopter moving in the opposite direction, for example. Sniping and gunmanship are in your blood, and it shows.

Armaments (600CP): Sometimes fists and blasts aren't enough to defeat the enemy, and sometimes you need a weapon. You have been trained by some of your peers on how to create weapons. Whenever you create a weapon, whether it be a melee, ranged, or even magic, you can pour most of your 'Conduit Energy' into it while creating it, and give it an innate ability related to your 'element.' You have pyrokinesis? Well then, the blade can burst into flame. Do you have power over light? Well, your projectiles now can burst into a flash of light not too dissimilar to a flash bomb. The best thing is that even people without Conduit abilities can use the weapons you create as if you yourself were! You have the creative freedom here, but you cannot create a weapon stronger than you. Post-jump, this applies to other sources of energy as well.

Perks

Worker of Bertrand

Big Speech (100CP): Your speeches are very effective at what you want to convey. You wanna strike fear into the public? They'll be quaking in their boots towards the end. You wanna rally people for a cause? Well, they now are willing to speak out as well. Remember that people are still people, and not many are willing to die for a cause, and nor is this perk supernatural.

Public Unsuspecting (200CP): Bertrand knew how to keep his public image clean, and now you do too. As long as you don't do anything evil publicly, people will see you neutrally at worst. Slander and the like won't work, and that's only if you do nothing to sway public opinion in your direction.

Monstrous Durability (400CP): Being around Bertrand has changed you, both mentally and physically. His conduit powers have always been able to affect others but since you, too are a conduit, it seems as if an unintended gift has been bestowed upon you. Your body has become much more durable, able to withstand more punishment than even other Conduits. It is a small boost now, but eventually, you will be able to withstand rockets and bombs with only minor bruising.

Mad Scientist (600CP): You seem to have learned from the mighty Bertrand, and are now able to replicate what he has done. You can now mutate normal people into monstrous and mindless beasts you can control to an extent using your powers. These beasts are nothing more than stronger, faster, bulkier, and more dangerous humans, however, and definitely do not stand up to the strength of even a low-tier conduit. However, you can create many of these, while Conduits who've activated their powers seem to be in short supply.

Perks

The Beast's Ally

Push Forward (100CP): What you and the Beast are trying to do will change you, but you will push through that. No matter how much you change, your eyes shall not be diverted from your goal. You will always know exactly what you want, and what you want will not change until you get it, even if you yourself should change completely.

Indomitable Will (200CP): Your connection with the Beast has given you some of his mental capacities. Your will has become almost impossible to break, meaning that you can push for your goal for as long as you live. It would take the absolute destruction of everything you have and want in order to break your will, and even then you can still come back with an even stronger will. Make your enemies regret even considering showing you mercy.

Conduit Sense (400CP): A Conduit has a very strange and special body compared to a normal human. Your conduit powers have awakened something else, something involving your senses. All five have been greatly enhanced, becoming three times as powerful as a normal human's. Also, you can choose one sense to be 'boosted,' and grow better as you get more of a handle on your conduit powers, eventually becoming many times what it was. You can pay 100CP for another sense to be 'boosted.' This additional purchase can be purchased up to four times.

The Conduit Gene (600CP): Working with the beast has given you deep insight into how Conduits work, and as such, you have learned how to give people Conduit powers, specifically, the Conduit gene. This is very taxing on you, and it is up to them in order to activate it, but you can make others into Conduits now. Their Conduit powers can mix into their already existing ones or be completely separate, your choice.

Perks

D.U.P. Agent

Trapper (100CP): Capturing Conduits is hard work. Thankfully enough for you, you know the ins and outs of capturing Conduits. From setting up traps, to tranquilizers, to just outright overpowering them, you know it all, and just when and where to execute your plans. Post-jump, this applies to anything similar, like ki-users or ninja.

Warden (200CP): Capturing Conduits isn't your only job, you have to keep them imprisoned. You know how to keep anything imprisoned, to the point where it would take years for even the best prison escapists to even theorize a way out. You still have to capture them first, however.

Inhibitor (400CP): In order to capture a Conduit, you need to find a way to stop them from using their Conduit powers. While in grappling range, you can use your powers in order to subdue the other Conduit, whether it be a tomb of concrete, shackles of shadow, or cuffs of fire, it won't harm them, but it will keep them from using their powers.

Transformation Sequence (600CP): Destruction isn't always a bad thing. Maybe you need to block off a route of escape, or even block an entry point. Maybe you want to attack a group of people, or you don't care about collateral. Either way, you now can become a huge monster based on your powers. Currently, you can only create an 'armor' of sorts, but eventually, while you grow stronger, your new form will be able to eclipse entire buildings.

Perks

D.U.P. Prisoner

Silent Rat (100CP): Curdun Cay isn't very kind to people they think have information. Unluckily for you, you were one of those people. After god knows how long of being tortured for everything you had, you found a way to keep your mouth shut. No matter how much torture you endure, you can keep the info they want from them, and actually even make fun of them while being tortured if you want.

Jailbird (200CP): Years of being imprisoned has instilled in you great patience. You can 'shut off' your brain while doing something, and go on autopilot while doing that thing. Whether it be waiting, walking, or another such monotonous thing, you will do it as if you had your full attention on it. Your brain will 'wake up' when the situation changes so that you need your attention on something else.

Escape Artist (400CP): Being trapped in the best prison in the world gives you some strange skillsets, this being one of them. You are a master escapist, being able to escape pretty much any mundane prison without a problem, even without your powers. Cuffs? You escape those almost instantly. Alcatraz? A day of prep is all you need. At this point, you'd need only about a month to escape from Curdun Cay again.

Second Son (600CP): While being tortured, you were also experimented on. Maybe as some sort of ploy to show the government that the DUP was needed? Well, whatever the reason was, you somehow awakened a second set of Conduit powers. This new set of powers starts out at the same strength as your first set, and you have to train this set separately from your previous set if you want them to be the same level of power. You can mix the two however you like in battle, at least.

Items

Starting Equipment [FREE]: Before you hop into InFamous's world, you will need a couple of things. With this item, you get a couple of pairs of clothes that aren't affected by your Conduit Powers, a bedroll, and a hiker's backpack, along with all of the other items you would normally find inside one.

Funds [100CP]: Every purchase of this item grants you $500,000 USD. Spend it wisely.

Conduit Melee Weapon [100CP]: Choose any one melee weapon/paired melee weapons, you gain that weapon. However ordinary it might seem, the weapon you chose has a special quality to it. While ordinary weapons might just channel your energy into itself, this weapon will not just take that energy, but strengthen and enhance it!

Handgun [100CP]: An ordinary handgun, for when you just need a gun. Along with the gun, you get a stock of ammo that replenishes itself every day. Can be whatever make and model of handgun you like.

Portable Battery [100CP]: A small(ish) device that can hold around two times your starting reserves in Conduit energy. Hopefully, you'll be able to reverse engineer this thing, and maybe even improve on it...

Conductive Alloy [200CP]: A replenishing stock of a strange metallic alloy that has the same properties as **Conduit Melee Weapon** for you to do as you wish with.

Military Rifle [200CP]: A rifle, for when you need a bit more. Along with the gun, you get a stock of ammo that replenishes itself every week. Can be whatever make and model of rifle you wish.

Items

Conduit-Resistant Armor [200CP]: Going out in the world is pretty dangerous. This item is a set of modern combat armor made of materials that are able to resist a Conduit's abilities.

RPG Launcher [400CP]: An RPG launcher, for when you need to rain hell on your opponents. Along with the launcher, you get a small stock of ammo that replenishes itself every month. Can be whatever make and model of launcher you wish.

Conduit-Resistant Vehicle [400CP]: Travel can also be a real pain in this world. This item is a modern vehicle, whether it be a motorbike, car, or even boat, that is made up of materials that are resistant to a Conduit's abilities.

Ray Sphere [600CP]: The Ray Sphere. The one thing that set everything into motion. The one thing that introduced Conduits into the world. And you now have one. You CAN use this to give others Conduit powers, but that would be wasting this in my opinion. You can use it yourself, at the cost of thousands of lives, in order to strengthen your own abilities by a very considerable margin. Plus, you could also use this as a powerful superweapon capable of leveling cities. Remember that the first two uses of this item that I have listed only come into effect at the cost of thousands of lives.

Curdun Cay [800CP]: This item is the Conduit prison, Curdun Cay, fully packed with both Conduit guards and Conduit prisoners. While the guards are neutral, and the prisoners hate you, you can change the living conditions, make it better, maybe turn it into a place where the prisoners would be willing to fight for you, as well as the guards. Maybe you might want it as a place to experiment on Conduits. Post-jump, you can either turn it into a warehouse extension, or have it appear in the world, with nobody questioning it until you make it public.

Companions

Import (50/200CP): The standard import option. You pay 50CP per import, up until 200CP, where you pay that flat price for up to 8 imports. Your imported companion gets 600CP to spend on perks and items, as well as a single origin, and your CP converts at a rate of 1:1. Your companion cannot take drawbacks.

Canon (100/200CP): Wanna take a canon character along for the ride? Well, sure, but you have to convince them to. You pay 100CP unless it is a main character/antagonist, like Cole, or Augustine, in which you pay 200CP. You cannot recruit The Beast or Beast-Cole.

Conduit Pet (100CP): A Dog or Cat, with all-new Conduit powers to boot! Your new pet doesn't have much history, except for the local pound picking them up and having a hard time with them, to say the least. Your new loyal pet has **Conduit**, **Freerunning**, **The Wilds, Kessler's Speed,** and **Conduit's Sense (Smell)**. Additionally, you can import an existing pet into this role, and they get a dog or cat alt-form if they aren't already one.

Drawbacks

Setting Amnesia (100CP): A lot of very specific events will come to pass, almost none of which are able to be predicted. Your knowledge on when and where things will happen will be one of your biggest tools, apart from your Conduit powers. Well, now those are gone. You know nothing of this world, you are coming into somewhere completely alien.

Old Coot (100CP): Your body is old, however your mind is still sharp. You're less physically capable, however your Conduit powers grow with time. Not in this case. You start out as if you had just gotten your powers. Over the course of your ten years here, your body will begin to break down even further, to the point where at the end of your time here you will be bedridden.

Emotionally Linked (100CP): Your powers are linked closely with your emotion. Your emotions lose control, your powers do, too. Doesn't matter which emotion, just that they aren't controlled.

Angered Factions (100CP per): Choose one enemy faction portrayed within the games. They are now ruthlessly hunting you with all of their might. Thankfully enough, at best, they don't have Conduits. At worst, they have mostly weaker or untrained ones. They all have roughly equal power, so choose what flavor you wish.

No Conduit Powers (100CP): Conduits rely heavily on their powers to survive the punishment that is eventually going to be thrown at them. Well, now those are gone. All of the perks and items purchased here are gone. You still have everything else, though.

No Jumper Powers (200CP): Jumpers rely almost completely on what they've purchased in other jumps, because bigger, more powerful enemies are always out there. But with this Drawback, they're gone. No Warehouse, no Perks, no Items, no Companions. The only thing you keep is your Body Mod.

Drawbacks

Lifeforce Link (200CP): Your powers are linked to your lifeforce in some strange manner. Your reserves run dry, you die, simple. If taken with Bodily Changes, your reserves are physically shown by either a less intense 'burn' of your body, or you shrinking, while gaining the ability to hover slightly as a result, or both.

Hunted (200CP): Choose one main character or antagonist, apart from Cole and the Beast, and they will start ruthlessly hunting you. Pretty simple, right? Well, not really. They will find a way, eventually, to bring in the people around them, and the faction they come from.

Cole's Wrath (300CP): You did something to Cole, didn't you? That must be why he's ruthlessly hunting you. That's right, from the start, he will prioritize you above all else, even taking training from Kessler in order to kill you, and only you. There isn't much to say, since the craziness of Cole's potential is shown in Kessler, his almost infinite growth. Survive Ten years, and thrive in the decades to come.

The Beast Hunts (400CP): Why would you ever choose this? Do you know what you have done? Very well. The Beast has come, and has seen exactly what you are. From the very beginning, even before he should, he will appear, and ruthlessly attack. He is more powerful than he ever has or ever will be. He knows your exact location and will constantly be gunning for you. Run.

Changelog

V1.0
-Doc Created

Notes

To anyone who's wondering, no. I am not trying to step on Quicksilver's toes. I am creating this for two main reasons:

1. The original InFamous doc is set AFTER the games, and in no such way will I EVER add anything that will allow you to live in that era. That is what the original will be for. This doc will be strictly set within the almost perfect 10-year space the games set.

2. Honestly, those old jumpchain docs are outdated, and don't really give what an InFamous jumpchain doc should. Whine all you want, it's the truth.

This jumpchain doc is not intended as a replacement for Quicksilver's doc, it is here as a way to become part of the games, an aspect that was weirdly left out of Quicksilver's version. I love the InFamous games, and I was really let down when I saw that Quicksilver didn't allow me to jump into that timeline. It's cool being in the world Delsin created after Second Son, but ultimately unsatisfying. For me at least.

I Hope you understand.

- Lukey_Nukey_Dukey, aka toilet king