

LEGION OF LIBERTY

SUPERHEROES OF 1776

Game by Happy Monster Press, Jump by Aehriman

A whole New World was discovered and colonized, one full of potential and wonder. Perhaps there is some charm to the land, or the water, but a small fraction of a percent of those born and raised in the Americas develop astonishing powers, fueling the hunger of the Old World empires for dominance and their drive to expand. Native supers have been integrated fully into their society since forever, while African slaves who develop powers have options and choices that would otherwise be unavailable.

The year is now 1774, for decades British superhumans have been conscripted into the Royal Superhuman Regiment, or the Greycoats, as they are commonly called. Yet the Sons of Liberty have for years been secreting away and training their own supers, for the fires of revolution are being stoked and one day soon the Legion of Liberty may decide the fate of the Thirteen Colonies. Meanwhile, sinister forces gather in the shadows, for if there are to be superheroes on both sides, why not supervillains?

Yes, if you somehow haven't figured it out, this game is the American Revolution if there were superheroes on both sides. Where supers are rare enough and weak enough to have not made much difference in history to this point. Even the existence of colored and female supers has had little impact as they are generally conscripted and thus don't interact with society much. Have **1,000 Colonial Points** (CP) to make the best of it.



EDGES

Discount 50% of the cost for two Edges at each price level. Discounted 50 and 100 CP Edges are free. Upgraded Edges count for the higher price bracket.

Common Knowledge (free/50 CP) You are fluent in period English, Spanish and French, and generally know at least as much as any decently-educated person on the street about current events, politics, science and so on. For fifty CP, this knowledge updates in future Jumps, including a couple of common languages.

Shooting (free) There is, or will shortly, be a war on. You won't get far if you can't shoot, so you are drilled in marksmanship and reloading to at least the level of the average militiaman. Besides, what could be more American?

Ambidextrous (-50 CP) Literally "both right hands" you can use either hand just as easily and skillfully as the other.

Attractive (-50 CP) Jumpers and adventurers are vain, as a rule. Not to fear, you're in the upper fifth percentile for good looks, and will retain them, aging gracefully. You never scar.

- **Very Attractive** (-50 CP) When it comes to looks, you're literally one in a million, and are always clean and present well.

Brawler (-50 CP) veteran of a dozen tavern fights, you know how to handle yourself in a fist fight, and are notably tougher.

Charismatic (-50 CP)You're really likable for some reason, you exude confidence and goodwill, and appear really trustworthy and kind on a first impression.

Iron Jaw (-50 CP) It's really hard for others to render you unconscious, nor do you get concussed or lasting damage from repeatedly having heavy things slammed into your skull.

Linguist (-50 CP) You are fluent in all tongues, even those of tribes that have never before encountered white men.

Longevity (-50 CP) Many men, even those who survive the first great hurdles of birth and infancy, barely last much longer than fifty years. Not to worry, your age proceeds at such a slow pace, you'll probably live to be five hundred if nobody kills you first.

Riding (-50 CP) You are as skilled a rider of horses as any cavalryman. Even a long day in the saddle won't leave you with sores. Just remember, in non-emergencies to alternate riding the horse for an hour, then walking beside the horse for an hour.

Threatening Posture (-50 CP) You know how to stand to deter trouble. People often hesitate to take a swing at you, even if they really want to.

Command Presence (-100 CP) You know how to inspire courage and loyalty, it is incredibly difficult to rout your men in your immediate presence.

- **Fervor** (-100 CP) Exceptional leaders inspire those around them to great feats of valor and determination. With a simple motto, slogan or a short speech, you can inspire troops into a bloody fervor letting them accomplish feats far out of proportion to their numbers.

Cynic (-100 CP) You've been burned before, hurt before. Now you're wise to what lies behind a flattering smile, and far harder to manipulate or deceive.

Expert (-100 CP) Pick a non-combative trade, like a blacksmith, brewer, farmer or printer. You have apprenticed for several years and become an above–average tradesman at this profession. This may be taken multiple times.

- **Master** (-100 CP) Alternatively, there may be one or two men your better in your chosen profession, but it is highly unlikely there are five.

Marksman (-100 CP) You are a skilled sharpshooter, able to make many shots others wouldn't believe possible.

Quick Load (-100 CP) Preparing to kill takes a while these days, the most exquisitely drilled of troops can get off maybe four rounds in a minute. An eternity of time with the enemy bearing down. You can reload twice as fast as that, and in future Jumps this translates into halving reload, cool-off or other weapon downtimes.

Scholar (-100 CP) Instead of as much as the common man, you understand as much about most academic subjects as someone with an advanced degree in it. This knowledge updates to new settings and comes with accompanying credentials.

Steady Hands (-100 CP) You can fire quite well from the back of a racing horse, or atop a swaying tree or mast. You automatically compensate for such motions and are no less accurate for them.

Surefooted (-100 CP) There's a reason in battle "he fell" is used to say "he died." Those who lose their balance before the enemy rarely get back up again. Not that this is as much of a concern for you, you never trip or slip no matter how treacherous the footing. Even tackling you to the ground seems to be harder, somehow.

Woodsman (-100 CP) Much of the Americas is still untamed wilderness, a vast space for rebels to vanish into. You won't get far there if you don't know how to hunt, fish, forage and track, when and where to make camp or build a shelter, or how to tell when a storm is coming. You have been thoroughly trained as a woodsman to match Daniel Boone and if need be can survive and thrive for years without human contact.

Brave (-200 CP) Courage is being afraid, but doing the right thing anyways. You never hesitate or freeze up from fear, you react rationally under pressure and never, ever let fear stop you from doing what needs doing.

Combat Reflexes (-200 CP) You react far faster to trouble and danger than others, about three times faster than before. It is hard to land a hit on you. Further, your reflexive actions are always "correct" in so far as what you can see and know. you won't ever punch an ally by accident.

Hard to Kill (-200 CP) There's a thing in trauma medicine called the Golden Hour. When shot or stabbed anywhere not immediately fatal, if you receive medical attention within the first hour, you will probably live. If you do not, you will probably die. Yours is more like a golden day, you might bleed some, but won't bleed out. Nor do you ever get infections.

- **Harder to Kill** (-200 CP) Once per Jump or decade, whichever is earlier, when you would have died, you are miraculously saved.

Iron Will (-200 CP) You have the determination to endure any hardship for your goals, whether facing torture or lying for days in the snow, perfectly still and waiting

for your shot. In any contest of wills, you are almost certain to emerge the victor, such as when someone attempts to invade or control your mind.

Rabble-Rouser (-200 CP) Your oratory skills easily win you the support of any mob or crowd, whipping them into a frenzy or persuading them to disperse to their homes.

Stealth (-200 CP) Probably you hunted a lot as a youth. Whatever the case, you are highly skilled in evading notice and moving about unseen.

Trademark Weapon (-200 CP) You have mastered a single weapon, such as the sword or bow, to a level most men could hardly dream of. Your skills are practically indistinguishable from super powers. This may be taken multiple times.

Artificer (-400 CP) No one understands how the powers work or where they come from, though it has been observed by Ancient Inca and modern philosophers alike that the proportion of superhuman births is highest near the tropic of cancer and practically nonexistent as far as the Hudson Bay. Still, they often use or mimic natural forces, and so you have begun to unravel the secrets of how to technologically duplicate powers! It will be the work of decades, but someday, everyone could have powers, or at least a technological equivalent.

Inventor (-400 CP) It is an age of discovery! The mysteries of the mechanical, deterministic universe are slowly being unraveled. You have the intellect, the deep understanding of chemistry and mechanics, to loom large among the titans of the era, a once in a century genius like Newton and Franklin. Plus that special spark, the imagination to find creative solutions to old problems, to question if things couldn't work even better.

Liberty, Fraternity, Egality (-400 CP) So many revolutions turn sour, the immediate needs of the new state for security becoming a siege mentality that does

not permit the principles you rose up for in the first place. Never for you. Your influence and example spread disproportionately to your efforts, keeping the revolution on track and helping you thread that treacherous needle. It also helps you start a revolution, or purge corruption that one is never needed. When you fix problems, there's a strong inertia for them to remain fixed.

Power Mastery (-400 CP) It can take years to train a super for battle, but you don't have years. You fully and immediately comprehend your powers, not just how to use them, but how to use them with deadly precision, all the tips and tricks you would have picked up over the course of decades of study, how to use them to great effect, how they combine and interact.

Reflexive Power (-400 CP) You can train a single one of your powers to activate automatically in response to some contingency, like healing yourself if you get hurt, or teleporting to safety. This reaction will occur far faster than you could consciously use your power, and may happen even if you are asleep or rendered unconscious.

Tactician (-400 CP) You have an intuitive grasp of tactics and understand how to best take advantage of rapidly changing situations, how to use terrain well, when to flank or dig in. You can match many experienced officers and at least hold your own.

We The People... (-400 CP) In many societies following from here, there is a constitution, a declaration, some document of monumental cultural, legal and historic importance. It could be a code of laws, a charter, or something else altogether. Well, in this and each following Jump you will wield a great and terrible power, the ability to add, remove or alter a single sentence or clause in such a document of your choosing. This change will take place retroactively, everyone shall act as and understand this altered document to have always been ratified as so. Take care.



GEAR

Discount 50% of the cost for one Item per price tier. Discounted 50 and 100 CP Items are free. Upgraded Items count for the higher price tier, rounded down if need be to make an even hundred.

Uniform (free all) The Greycoats have a distinctive gray uniform, befitting their role as specialists. When the Continental Army eventually gets around to forming, supers will wear the standard uniform with a silvery shoulder pauldron engraved with a laurel wreath.

Either way, have a complete wardrobe of period civilian clothes to go with.

Lantern (free all) A light for dark places, yours never runs out of oil and burns strong and steady.

Jumping Gazetter (-50 CP) A custom newspaper, tailored to your interests and concerns and with a sardonic wit, is delivered to you each morning.

Letter of Introduction (-50 CP) How things were done in the day. You have a letter from a famed politician, businessman, clergyman or some other important figure, explaining who you are and praising your virtues and skills. This may be taken multiple times for letters from different sources. In future Jumps these may not be literal letters but translate into some form of patronage.

Sword (-50 CP) A well-made saber or cutlass, a refined weapon.

Mattock (-50 CP) A large pick/ax, perfect for breaking rocks or chopping down small trees. It also works fine on skulls and limbs.

Small Flintlock Pistol (-50 CP) A concealable handgun, not the best for a pitched field battle.

Musket (-100 CP) A worthy ranged weapon, a quality flintlock musket.

- **Bayonet** (-50 CP) In this day, most people still kind of awkwardly jam knives into barrels, but you have a proper ring bayonet, and if lost you need only rummage a moment to find it.
- **Rifled** (-50 CP) Rifles exist, but are rare. The spiraling grooves require a more sophisticated bullet than the standard ball, and take longer to reload, but are far more accurate.

Cartridge Pouch (-100 CP) A large pouch containing 80 cartridges, each containing a ball or bullet appropriate to your weapon, a powder charge and a paper case that serves as wadding. Refills overnight. In future Jumps this updates to local ammunition types.

Commission (-100 CP) Your own freshly purchased commission, marking you as a lieutenant in either the Continental or Royal army. In future Jumps this translates into a military position, should you desire one. May be purchased multiple times to boost your rank.

Followers (-100 CP) You gain five followers, tough men with a loose sense of morals but absolute loyalty to you. Decent shots and handy in a brawl. This may be taken multiple times, each subsequent purchase doubling your number of followers.

Connections (-200 CP) You have a wide and unofficial network of friends who can provide you with rumors, intelligence, sometimes favors or black market items. They

are not highly placed in the halls of power, and some favors or items can take a few days to arrange.

Estate (-200 CP) You have a large and luxurious home, no need to worry about rent or upkeep, that all gets taken care of out of sight.

Rich (-200 CP) Let's be honest, before the Coinage Act in 1792 created a decimalized federal currency, money in America was a god awful mess. Dozens of different coinages issued by twice as many authorities, banks printing money, Spanish reales as likely to be seen as English pounds… and unfortunately, you're living before 1792. So for simplicity's sake, we'll just say you own various businesses and investments that, absent any input from you, bring in the equivalent of $150,000 modern (as of 2022) annually. This updates in future Jumps to match the local setting.

- **Filthy Rich** (-100 CP) Instead of an annual income equivalent to $150K, you get the equivalent of half a million modern dollars each year. This may be taken multiple times, each purchase adding an annual half million.

Secret Correspondence (-300 CP) Choose a notable figure, anyone on either side. In this leather folio appears copies of all letters sent or received by this person. In future Jumps, you may select a different target for the folio, and this may extend to transcripts of phone conversations or electronic communications.

American Superheroes (-600 CP, cannot be discounted) Nobody can explain where supers come from, besides something tied to America's geography. They're rare too, there's less than a thousand among a population 800 times that size. You can now import whatever factor causes supers, restricted to your starting continent or as a global effect.



COMPATRIOTS

George Washington (-50 CP) Born to middle-class tobacco farmers in Virginia colony, Washington aspired to becoming part of the planting aristocracy. He found a patron in William Fairfax, who helped him to become a surveyor – this, in turn, built Washington's familiarity with the wilderness. On the death of his older half-brother and his family, he inherited the Mount Vernon plantation. Washington fought in the French and Indian War as part of the colonial militia, and he fought with distinction, although often in losing actions. This experience demonstrated to him the importance of a strong central government. He resents the British government for passing him over for promotion to the Regular Army and for their taxes on imports and exports, which directly affect his income. Famously sober and charismatic, Washington is a skilled tactician, but far better at inspiring unshakeable loyalty and morale in his men, even in the most hopeless of circumstances.

Benjamin Franklin (-50 CP) Famed polymath printer, writer, inventor, scientist, and diplomat. Apprenticed as a printer to his older brother, he wrote a scathing series of satirical letters under the pen name Silence Dogood. Later he invented the lightning rod, Franklin stove and bifocals, founded the University and the fire department of Philadelphia and much more besides.

Sam Adams (-50 CP) Brewer and founder of the Sons of Liberty, the man with the idea to secretly recruit supers for the cause of colonial freedom. A very canny individual who rarely gets enough credit.

John Hancock (-50 CP) Famed merchant, smuggler, fire warden and representative to the Continental Congress. Most well known in the future for signing his name extra large on the Declaration of Independence "so the King won't need his reading glasses." Hancock is a shrewd leader of the Sons and the Legion.

Paul Revere (-50 CP) Son of a silversmith, apprenticed to his father when he manifested superspeed and started doing the work of three men, identified and conscripted by the Greycoats in 1749, rising to the rank of lieutenant in the French & Indian War, he was bought out of the service by John Hancock when his father died, and was one of the first to join the Sons of Liberty.

Mark Morgan (-50 CP) Son of a blacksmith, big and strong and especially gifted with horses, he formed a particularly strong bond with his family's draft horse, McTavish. Shortly after turning fourteen, he developed the power to turn his body into stone and gained fame as the "Rock Boy of Plymouth." He was happy enough to join the Greycoats, until they made it clear they wanted him in infantry and his beloved horse in the cavalry. Rather than be separated, he fled to Quincy and the Sons of Liberty.

Ian Sayer (-50 CP) Adventurous farm boy from out West, would dearly like his own farm someday. His healing powers manifested while overseeing a difficult calving, and he helped his community. Word soon got around about the boy with the healing hands and, unwilling to kill for anyone, least of all a tyrant overseas, he went into hiding. Eventually he fell in with the Sons of Liberty and struck a fast friendship with Mark.

Martin Saulnier (-50 CP) Born Monica Saulnier, he was never comfortable with the restricted life of a woman, and so at age twelve stole his brother's breeches and stowed aboard a merchant ship, changing his name. Martin spent two years as a sailor before one of the Sons of Liberty saw him using his powers of deception (disguise and invisibility) to get his pay from a tightfisted captain and convinced him there was higher purpose and more loot to be had in revolution.

Martha Hall (-50 CP) Four years ago, leatherworker Prince Hall scraped together the thirty thousand pounds needed to purchase his freedom and his two daughters' from the Regiment. A noted abolitionist, Prince was often attacked for his views and on one such occasion, Martha called down a bolt from the blue to set his assailant's shoes ablaze. Word of her spread, and Sam Adams quickly recruited her. She misses her family dearly, yet trains diligently with her weather control powers.

Sara Wilde (-50 CP) Daughter of a middling Salem merchant, Sara was always convinced she had magical powers, so when she turned twelve and discovered she could turn people into animals and cast bolts of baleful energy, she was elated that he magic could be used to noble ends, and her father took her to a magistrate to enlist with the Greycoats. The magistrate in question was really a Son of Liberty and convinced her to switch allegiance after providing her the (not at all) magical broom she uses to fly.

Luke Davison (-50 CP) A Son of a Gun, born on a royal navy frigate to a prostitute with not the first clue who his father might be. Made himself useful running launches until one cold night, wishing for a fire, he set a docked sloop ablaze. The now jobless pyrokinetic was quickly snapped up by the Sons of Liberty, and well accustomed to hard labor and hardship, cannot believe how fortunate he is.

Lara Rowe (-50 CP) Daughter of a prosperous merchant, Lara's ambitions began and ended with finding a wealthy husband, having a dozen adorable children, and an

efficiently run household. At a charity event with her mother and Abigail Adams, the chaos overwhelmed her and telekinetic force ripped out flipping tables upright and moving everything to its proper place. Abigail recruited her on the spot. Fastidious and polite and perhaps a bit what future people would term OCD, her organizational skills and precise use of her powers has been a great boon to the Legion.

Hobomok (-50 CP) Son of a Christian Wampanoag lawyer in Boston, Hobomok grew up seeing the white invaders chip away at his people's land and independence, his father heroically standing against the tide and accomplishing almost nothing. His telepathic skills manifested in one emotional law case, where he linked all the participant's minds before blasting out the roof, overwhelmed by their collective anger and distress. When the Sons came calling, he agreed, but only because he believes an independent America will be easier to defeat and drive off than one that can call on the resources of the British Empire.

Gideon Nathaniel Upgate (-50 CP) Gideon hates cities almost as much as he hates politics, having been perfectly content to make tax-free whiskey with his family in the hills of Springfield, but when his family's yeast recipe was stolen he had to go to Boston to retrieve it, and as much as he didn't want to get involved in the war, the Sons of Liberty have been incredibly helpful in hiding him from the Greycoats and teaching him to use his powers over water.

Robert Towell (-50 CP) Orphaned at age nine, this frontiersman made it alone without human contact for the next fifteen years, aided by his skills as a tracker and supernatural bond with the land. Daniel Boone discovered the man, astonished to find someone so deep in the Kentucky wilds, and sent him on to a friend in the Sons.

Lt. Amelia Strickland (-50 CP) Even in the unusually diverse Regiment, female officers are a rare sight, but Amelia is exceptional like that. She's been in the Greycoats since she was thirteen, served with distinction during the Seven Years

War, and probably has more confirmed kills of supers than anyone else alive, thanks to her power-copying and flexible shapeshifting gifts. She has zero patience for rebels who rise up against the Crown, not after all the good men she buried to protect the ingrate colonists, but cannot help but respect Washington after all the times they saved each other's lives in that other war.

Sgt. Michael MacIver (-50 CP) Son of Scottish immigrants to Peensylvania, Michael was always a brawler and a work hard, party harder kind of guy. It took a visit to the magistrate to determine that he had more than natural strength, speed and resilience, and he later grew spines he could launch in a fair ways. He is the harsh disciplinarian of whatever detachment he lands in, but does have a soft spot for the lads.

Sgt. James Harding Jr. (-50 CP) Son of Irish immigrants in rural New York, in his teen years he discovered an ability to outrun any horse, wreathed in an electric aura he could shape to some extent. He came to the attention of the Greycoats and the life of a valued specialist has changed his mind, now he's the King's man through and through, though he does like his drink and is a huge hit with the ladies.

Cpl. Jane "Mauler" Goode (-50 CP) Jane grew up on a Virginia horse farm, but preferred hunting to embroidery. At age 13, she faced down a wild boar, planted her feet and killed it with the bone spurs that grew from her arms, her wounds healing faster than the pig could make them. Unsure of what to do with an unmarriable, bloodthirsty bone demon of a daughter, her parents paid the Regiment three horses to take her off their hands, and she has quickly developed a reputation as one of the Greycoats' deadliest melee fighters.

Cpl. Emil Morrison (-50 CP) A descendant of *marranos*, Spanish Jews, fled to the Netherlands, settling New Amsterdam and remaining when it became New York City. Emil is the first of his people to develop powers, having teleported home when running late on an errand. He proudly enlisted the next day and has worked very hard

to become a fearsome sharpshooter who can always find a good perch or a different angle.

Cpl. Consideration Samuels (-50 CP) Son of a Nantucket minister, a weedy and bookish boy who was often bullied until one day he told his tormentor of the day to go jump in a well, and the boy did it. His psionic powers of manipulation were subtle enough to evade detection for years, until his mother found out and insisted he sign up for the Greycoats. Brilliant and thoroughly educated, he immediately began a charm offensive to ingratiate himself to his comrades.

Cpl. Ellen "Stalker" Archer (-50 CP) Coming from a prosperous merchant family in Raleigh, Ellen's life was upended when a raccoon got into the house and she realized she could speak with it, and was determined to keep it as a pet. Her mother was beside herself, quite relieved when the Regiment came. Under their tutelage, the refined and sheltered girl has become a skilled woodsman and tracker.

Pvt. David Longtooth (-50 CP) Son of a Cherokee trader often seen in Charleston, it was impossible to hide it when his skin became all but invulnerable and took on a bark-like texture and appearance, so his father gave him up to the Greycoats, which he still has mixed feelings on. David tends to be cocky, over-relying on his apparent immunity to harm.

Pvt. Sean Harkness (-50 CP) Child of poor shrimpers, Sean learned from a young age contempt and poisonous envy for the slave-owning elite. When his powers of invisibility and controlling minds awakened, he became a thief until one night he forgot the thrall he set to unlock a safe couldn't see in the dark, and tripped over him, breaking his control. He was arrested and conscripted into the Greycoats, and after four harshly punished escape attempts has resigned himself to the idea that any success he might gain is through the Regiment.

Pvt. Patrick Jarvis (-50 CP) Son of Irish Protestant furniture makers in Philadelphia, Patrick discovered his powers when he and his twin brother David tried felling a great oak by themselves, only to be dashed to the ground and pinned under its branches. In short order, Patrick shrank to the size of a mouse to wriggle free, burrowed his way to his brother, and created a mud golem to haul the heavy boy home. His parents were horrified, and the two brothers quickly enlisted.

Pvt. Deganawidah (-50 CP) White father and a Rhode Island Wampanoag mother, when he was ten Deganawidah missed a shot at a deer, only for his scream of frustration to kill the animal instead. The Wampanoag, fearful of what his deadly sonic powers combined with his short temper could do to their tribe, traded him to his Greycoat father as part of a larger peace treaty, this abandonment caused him to renounce all ties to his tribe, and his father, and everyone but the one person, Amelia Strickland, who took pity on him and taught him to use his powers.

James Argall (-50 CP) One of, perhaps the, very first English superhumans born in 1617, Regenerator James Argall is now over a hundred and fifty years old. Deeply affected by the events of the English Civil War, he will stop at nothing to ensure British supremacy over the globe. To steer policy in his desired direction, he formed the Order of the Seventh Circle, a secret order within the various Hellfire Clubs popularized in 1718. The idea of the clubs being a safe place for the upper classes to indulge in sinful behavior, blasphemy, taboo conversations, depraved lusts, etc. In truth, these provided fodder for Argall's bribery and blackmail, with which he controls roughly 40% of Parliament and prominent merchants. It was Argall and the Order who drove harsh penalties on the colonists, and so triggered the Revolution. Also, they dissect supers to try and determine the cause of their powers and if they can be duplicated, a gruesome task that has yet to bear any fruit.

Kahwita (-50 CP) Argall's strong right hand and enforcer, a Mohawk warrior woman honored by her tribe, yet craving higher purpose and to see the world. Argall

secured her services in exchange for land concessions and has never regretted it. She sees the old and frightfully skilled statesman and commander as the ultimate war chief. She takes no backtalk, especially about her race and sex, and has the skills and with her self-duplication powers and other powers (piercing immunity, witchsight, hunter's trail) the numbers to back it up.

Georgia Rue (-50 CP) Daughter of prosperous Philadelphia merchants, seemed to live a charmed life (luck powers) revealed when her house burned down and she emerged unscathed from the flames, her parents enlisted her in the Regiment immediately, but she was deeply unhappy there until Argall purchased her freedom. As he treats her generously, she has become fanatically devoted to the Order and their vision.

Jean-Marie Pellissier (-50 CP) Child of Quebecois collaborators who always told him that the British conquest was the best thing to ever happen to New France, orphaned at nine, in a tavern brawl he burst into flames, burning several men. Hauled before an Order-loyal magistrate in chains, he fervently volunteered for the Greycoats, but was instead funneled into the Order as a hyper-partisan of England.

Joss Badger (-50 CP) A London street-rat, he must have been born in the Americas, but knows nothing of his origins and cares less. After learning he could read and control minds, he built up quite the criminal empire until he tried his routine on a man who had met telepaths before, Argall. Impressed by his talents, the Order leader inducted Joss into the world of international espionage. Unlike the rest of their band of true believers, Joss is a mercenary who works for Argall because the man has more wealth and political power than even the king, and is generous to his subordinates.

Samuel Martins (-50 CP) Kahwita's predecessor as the Order's enforcer, a light-user whose freedom was purchased by Argall in hopes of giving him the ability to compel

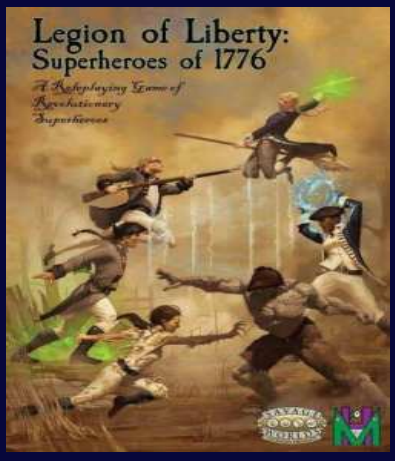
others with force. He's been retired for near a decade, but the fuss in the Colonies has inspired him to take up arms once more for England.

Archimedes Laughton (-50 CP) Born into slavery on the Carolina Laughton Plantation, naturally when this man discovered the power to open gateways elsewhere, he contemplated escape, but his master controlled him by holding his sweetheart, Minerva, hostage. For years he exploited Archimedes' skills for quick transport while keeping his powers secret, but Thomas Howe of the Order recently discovered Archimedes and blackmailed the master into putting him up for auction. The ultimate in strategic mobility's loyalties have yet to be determined.

The Unknown Legionnaire (-100 CP) Don't like anyone here? You can build yourself a new Companion, with 700 CP to spend and the 400 CP stipend for powers.

Living History (-100 CP) There are countless and well-documented historical figures from this period. If you want to invite any of them, here's your chance.

Detachment (-100 CP) Import up to ten Companions per purchase, each with 700 CP to spend, and a beneficiary of the 400 CP power stipend. Companions cannot benefit from Drawbacks or import Companions of their own.



POWERS

+400 CP just for this section

Animal Tamer (-100 CP) You can quickly form a bond with animals given a few moments, only a handful at a time (though small swarms of insects is possible, it scales up with size) after which, they will follow simple instructions.

- **Ride Along** (-100 CP) Your bond deepens into a telepathic link. You can see what they see, and issue further directions mentally.

Burrow (-100 CP) You can tunnel through the earth about as quickly as a stroll, though finding or remembering your bearings without surfacing is a skill you'll need to learn. You cannot penetrate bedrock.

Darkness (-100 CP) You can create blinding clouds of shadow, in a wide burst about yourself or a farther reaching cone, smothering the light of torches and lamps and leaving your enemies stumbling in the dark.

Darkvision (-100 CP) Even a moonless night or lightless pit is as plainly visible to you as the Commons in broad daylight.

Empathy (-100 CP) You can easily discern the true feelings of others, however good their discipline or self-control.

Natural Weapons (-100 CP) You have something extra, razor sharp claws, or spines, or fangs. Perhaps a tail? This is of great advantage in a melee, only recall that men have been killing beasts armed with fang and claw for a very long time now. It may be concealable, retractable.

- **Piercing** (-50 CP) Your natural weapon can puncture steel plates and leave marks in stone, such is their strength and sharpness.
- **Envenomed** (-50 CP) Your natural weapons inject a form of poison or drug. Perhaps a harmless tranquilizer, or a slow poison. It will never take effect instantly, but can wear an opponent down and depending on the effect you

choose for it, even someone who escapes you with only scratches may be doomed to die.

- **Ranged** (-50 CP) Guess your weapons were probably spines or claws, you can now launch them up to twenty yards through the air. Spent weapons grow back in a minute or two.

Nature Bond (-100 CP) Going into a light trance, you can sense the land. For about half a mile radius, you can sense the terrain, where there is a river or a hidden hollow. You are pointedly aware of any intrusive or synthetic elements like an artificial building, a road or a boat. You will know if a specific type of plant or animal you want is within this radius, but not precisely where.

- **Mapper** (-100 CP) Your range expands out to five miles.

Resistance (-100 CP) Pick one of the various damage types recognized by the game system (slashing, piercing, blunt, heat/fire, cold, electric, air, light, dark, metal, radiation, synthetic, plant, water, sonic, temporal, psionic, magic, and biological). You are hardened to this form of harm, and now take only half damage from this source. Aging counts as temporal damage, and so is halved, as does attempts to erase someone from history, a minie ball counts as both metal and synthetic, either would apply their resistance. Biological refers to disease as well as to natural weapons, venoms and hostile fleshcrafting. This power may be taken multiple times to cover multiple damage types.

- **Immune** (-100 CP) Nevermind that, you are completely immune to damage from your chosen source. If you are stacking multiple resistances, apply this to only one, but this Edge can also be taken multiple times.

Stretch (-100 CP) You can deform and elongate your body, to reach items from across a room, or squeeze through small cracks or make of yourself a rope or a blanket, or give yourself huge hammer hands.

- **Rubbery** (-100 CP) To strike you with fists, hammers or other blunt instruments is as to attack the sea. Nothing will come of it, nor any other impact. Even cannonballs and musketry are more dangerous to the users than to you.

Succor (-100 CP) You can remove weariness from other people, letting them work, march or fight on without rest or function without sleep, for half a day or so.

- **Self** (-100 CP) Your powers work on yourself, you do not require sleep or breaks. This does not affect the energy pool for your powers.
- **Mass** (-100 CP) You can use your power on an entire company at once, a couple hundred men. A few companies if you really exert yourself.

Wall-Walking (-100 CP) You can scale any surface at about half your normal walking/running pace.

Armor (-200 CP) It may be a forcefield, or an organic carapace, but you can form a shell about yourself that will let you survive multiple rounds of musket fire, and even a cannonball before shattering.

Conjuration (-200 CP) You can manifest any inanimate object(s) you know how to build, or have seen and handled, weighing less than fifty pounds total, which vanish the moment you aren't actively maintaining them. Still, it means never being without the proper tools for the job.

- **Great Conjuration** (-50 CP) You can now conjure up to 200 lbs. of mass. This may be taken multiple times, each adding 200 lbs. to the total.
- **Organic** (-50 CP) You can now conjure plants and animals.
- **Persistent** (-100 CP) The conjured things no longer need your effort to maintain, with a noticeable effort you can make them permanent.

Disguise (-200 CP) You have a shapeshifting ability to assume the guise of other people. You could be anyone, provided they aren't much bigger than seven feet tall or shorter than three.

- **Clothier** (-50 CP) Your clothing shifts with you, no need to worry about turning into a small child and tripping over your oversized breeches.

Drain Power (-200 CP) Most supers, after using their powers a while, can sense a form of energy within. Call it mana, or lifeforce or galvanic energy. Whatever the case, when it runs low, even without physical exertion, a super's eyes droop, their limbs shake, they may pass out after a grand effort. When you touch someone, you can drain this force to replenish your own stores. All men have it, even large beasts, but supers usually have two to four times more, and so may take up to two minutes to drain dry and render unconscious.

- **Greed** (-100 cp) You no longer have to touch a target, you can drain them from twenty paces, but must focus intently to do so and can only target one person at once.

Energy Weapon (-200 CP) You can manifest some form of melee weapon out of either frost, fire or lightning, choose one. Depending upon your choice, your weapon can inflict terrible burns and set things alight, freeze your foes or shock them mightily. In any case, you are immune to harm from your creation. Choose also the form, anything from a short dagger to a halberd.

- **Dual-Wield** (-50 CP) You can form a weapon for each hand.
- **Ranged** (-50 CP) Instead of dispersing the moment you release it, your weapon persists a short while, and can thus be thrown. You could even choose a bow for your weapon, or a javelin.
- **Second Substance** (-100 CP) You can choose a second element to form your weapon from. Won't your enemies be surprised?

- **Flexible Form** (-100 CP) Why have a single energy weapon when you could have all of them? Your weapons can shift on the fly into any shape you need, even a shield.

Gift of Luck (-200 CP) The problem with chance is it's so… random. By touching someone, including yourself, you can grant incredible good fortune so they will mostly succeed if it can be done, avoid disaster if possible. However, this blessing lasts only five to ten minutes and can weary you quickly if chained. Like so much of gambling, seizing the correct moment is key.

- **Fortuna** (-100 CP) Touch is no longer needed, as long as you can see your target clearly and are within a hundred yards or so it should be fine.

Hunter's Trail (-200 CP) When you focus upon a target (person or animal) while somewhere they've been, a glowing trail appears in the air, letting you follow even where they left no traces. This works for up to two months, though they could have quite a lead in that case.

- **Warmer** (-100 CP) By reaching out and touching the trail, you can tell to within a minute or two precisely how long ago your prey passed through.

Invisibility (-200 CP) Like Plato's Gyges, or the hero Perseus, you can stride among men unseen, in stealth more perfect than any beast. Oh, people can still bump into you, and closed doors may pose a challenge.

Shift State (-200 CP) You have an alternate form you can transition between with a moment or two of intense concentration, one made of something other than meat and bone. More solid forms, such as stone or steel, provide great durability and enhanced puissance. A liquid form can reform from trauma and endure much damage, swim at incredible speeds and slip through tiny cracks. While a vaporous body can fly, and is all but impossible to harm by physical force or restrain without an airtight vessel. Your form may have other, incidental qualities depending on the

specific substance, such as being a good conductor of heat or electricity, or toxicity. Your form may be an exotic or otherworldly substance, provided you have at least one sample at the beginning of this Jump. This may be taken multiple times for additional forms.

- **Sudden Shift** (-50 CP) Your transformation is smooth, instant and reflexive.
- **Shared Shift** (-50 CP) You can transform other people and objects by touching them. If they move more than a dozen yards away or you transform again they change back.

Teleport (-200 CP) For the person who hates to be pinned down, with a smirk and a bow you are far away… well, more like up to thirty yards away. This still gives you a degree of tactical mobility beyond anyone else on the battlefield and the option to simply not deal with any obstacles in your path. You can jump very rapidly, but will exhaust yourself after 4-10 hops without a rest break.

- **Long Range** (-50 CP) For each purchase, double your range.
- **Passengers** (-50 CP) For each purchase you can take a willing passenger when you teleport.
- **Teleport Enemies** (-100 CP) With a touch you can send an unwilling target someplace else, ideally over a pond or just in front of the barrel of a cannon.

Transmute (-200 CP) With a touch, you can transform one cubic foot of nonliving solid or liquid matter into any other material, permanently. Want a few golden bricks? Done.

- **Greater Transmute** (-100 CP) You can now affect eight cubic feet of matter. You can spread this out, say you wanted to turn the top inch of a wider patch of earth into mud or ice. You could before, but to less effect. This can be taken multiple times, each adding eight cubic feet.
- **From A Distance** (-100 CP) You don't have to touch things, looking is good enough as long as they're within a hundred yards or so.

Witchsight (-200 CP) The best spyglasses fail to keep up with your vision, which can recognize individual faces at distances others would struggle to see men. You can also see tiny things close up, the blocks in a leaf some call cells. Finally, your gaze pierces smoke, walls and barriers, though more than thirty feet of solid material can stop your sight, whether in one layer or a thousand small things you had to see through along the way.

Bolt (-300 CP) You can strike down your foes at a distance. Maybe with a sonic scream, or tossing bolts of fire or shards of ice. Maybe magic eye lasers. They're unlikely to do any more harm than a rifle or even be as accurate at extreme ranges, but a gun is easier to take away than your powers, and they certainly don't take as long to reload.

Bomber (-300 CP) You can explode with the force to level a small building, then reform your body intact where it stood.

- **Tailor** (-50 CP) Your clothes also reform after an explosion.
- **Forceful** (-50 CP) Your explosion is a bit more powerful and reaches a little further.

Elemental Mastery (-300 CP) Choose one of the classical elements (earth, air, fire & water) You can shape and control that element, even conjure it from nothing. If air, you can generate a twenty-seven subical foot air bubble, create gusts strong enough to blow most men over, and even steal the air from a man's lungs. A water user can manifest fifty gallons, and freeze water. If earth is your thing, you can cause 200 lbs. of earthen material of your choice to burst from the ground. Fire masters can… set things aflame. Also snuff or direct flame. Basically bending, plus the conjuration aspects. This can be taken multiple times for more elements.

Energy Transformation (-300 CP) Choose one of the damage types mentioned in Resistance. Instead of taking less damage, you can absorb damage of that type to heal your wounds and refill your own energy stores. This may be taken multiple times.

- **Mirror** (-100 CP) Or if you prefer, you could choose to reflect all attacks of your chosen type back upon your assailant. You may choose which effect to apply.

Flight (-300 CP) You can fly, at about four times as fast as you can run. You are not dependent on aerodynamics or wind conditions and can reorient or change direction with incredible speed.

Healing (-300 CP) Your touch in moments soothes away disease and erases injury. You can even, with some concentration, heal your own self. Regenerating limbs is presently beyond you, but reattaching them is trivial. In all other ways, your healing is no less miraculous than the King of Kings'.

History (-300 CP) By touching an object and focusing intently, you can see events that happened to, with or nearby around it at any point within the last five years. You can search for specific people or events.

- **Audible History** (-100 CP) No longer restricted to the visual, you can overhear conversations your focus object was present for.
- **Ancient History** (-100 CP) Your range now extends up to one century in the past. This may be taken multiple times, each purchase adding a century.

Intangibility (-300 CP) Like a ghost, you can walk through walls or the thickest of musket volleys. You cannot affect solid things while immaterial though, and may still be susceptible to some energy attacks, telepaths and so on.

Speed (-300 CP) You can outrace any horse, capable of covering perhaps sixty miles in a single hour. Your services as a courier would be greatly appreciated, to say nothing of how much force you could generate with a charge.

- **Fleet of Feet** (-100 CP) Double your speed to 120 miles per hour, this may be purchased multiple times, doubling it each time.

Warrior's Gift (-300 CP) Some people are simply born to fight. For you, mastering any weapon is as easy as seizing the handle, such is your intuitive understanding that even a poorly balanced weapon can be thrown with perfect accuracy, a rifle shot without regard to how it pulls to one side. Your skills with any weapon are frankly superhuman, and not just in how fast you learn.

- **Master's Gift** (-100 CP) One cannot teach instant and intuitive mastery of the blade. But the skills you pick up instantly can be passed down conventionally. Within a matter of days your students become expert marksmen and melee fighters, within weeks masters of combat to a superhuman degree as you.

Gate (-400 CP) You can open portals, about ten feet across, providing one-way access to a location up to a hundred miles distant. You can reverse the portal, so people can come to you instead of your going to them. If you have been to the target site before or know it well, this is unerring, otherwise there may be up to a twenty degree divergence. Still, you can transport entire companies of men.

- **Better range** (-100 CP) Your gates can cover up to five hundred miles now. This can be taken multiple times, each purchase adding 500 miles to your range.

Illusions (-400 CP) One of the greatest powers that can exist is the ability to create something from nothing, and if that something isn't real, well what is the difference if people treat it as such? You can create a visual scene or replica of anything you can imagine, as big or as small. A false wall, a fresh regiment of reinforcements, a house, a town. The images are silent and immaterial however, but still priceless tools of deception. Those who disbelieve, like after their hand passes through, will see them waver and fade away. You do not need to hang around or maintain your illusions.

- **Strong Illusions** (-100 CP) You have an artist's eye for detail and a remarkable speed at incorporating small things. Hate to have a deception spoiled because your army wasn't kicking up dust, the lighting was wrong or you forgot Lord Braddock's smallpox scar. Your illusions are far more believable for your attention to the fine details.
- **Sound** (-100 CP) No longer silent, now your illusory cannons can roar like the real thing.

Legion (-400 CP) You can create duplicates of yourself, identical save for their lacking this power. They may later integrate back with you, sharing their memories and experiences. There isn't a hard limit per say, but each duplicate is a little harder to make. Three is easy, ten is challenging, a platoon is probably your limit most of the time, but that could change with time and experience.

Shape Change (-400 CP) You can assume the form of any animal in the world. This includes fantastical creatures from other worlds, but only if you've encountered them before. Biological abilities are duplicated, supernatural ones are not.

- **Speech** (-50 CP) Whatever your animal form, you retain the power of speech.
- **Tailor** (-100 CP) Your clothes transform with you.

Shapechange Other (-400 CP) Instead of the self-directed version above, you can launch emerald bolts of energy from your hands, turning people they strike into animals. This transformation usually lasts about seven to ten minutes, but a resisting target can cut that down if their will is strong enough. You cannot affect yourself with this power.

Telekinesis (-400 CP) You can move objects or creatures, including yourself, at a distance. Your telekinetic strength is only about twice that of a really strong man, but your precision applies to basically anything big or close enough enough you can see it clearly. Nor could a single strong man juggle dozens of objects the way you can.

Weather Control (-400 CP) You can control the weather for a few dozen miles, ginning up fog, rain, snow, striking down your foes with precision lightning strikes or pelting them with hail. Or you can disperse inclement weather. Your commanders will surely thank Providence for your presence. This works best when nudging what weather is already present, but with a great effort you conjure a terrible tempest from nothing.

Resurrection (-500 CP) Arguably the greatest power of all, one many would argue is reserved for one alone. Given a relatively intact corpse that has been dead for less than a year, and a great expenditure of power, enough to risk passing out, you can bring them back to life.

- **Power** (-100 CP) For each purchase, increase the amount of time a body can be dead without there being an issue raising them by one decade. The state of the corpse is also of less concern, as there shouldn't be much more than a skeleton after a year or two anyways.

Mimic (-500 CP) You can use any superhuman or supernatural power someone has used in your line of sight in the last minute or so. Be warned the ability to use a power may not equal the experience of someone who has used them for years and any weakness, cost or consequence to the power remains.

- **Extended Duration** (-100 CP) Did I say a minute? Copied powers last an hour. This can be taken multiple times, each adding one hour's duration.

Mind Reading (-500 CP) The ultimate dream of any spy, you can pry secrets directly from a target's head, though the more spiritual or willful may sense and resist your efforts. You can erase or add up to fifteen minutes of memory, and link minds to communicate silently and at a distance.

Puppet (-500 CP) People can be so inconveniently stubborn, doing whatever they feel like in the moment. No longer. Your eyes glow with power and your spirit flies

out to subdue those of others. If their will is inferior to yours, they will obey your every command instantly and automatically, as long as it doesn't directly harm themselves or their loved ones. In that case, they may resist, but if your will can overcome them again, they'll still do it. Barring that circumstance, they are yours until death takes them or a telepath releases them. To use your power on many at once is only slightly more taxing than one, but does increase the odds of finding someone with a troublesome resistance.

- **Ride Along** (-100 CP) A mental link is created between you and your victims. You can see what they see by focusing, and relay commands mentally instead of needing to speak them.



HINDRANCES

Superheroes of 1776 (+0 CP) At the end of the day, this setting is a combination of two separate ideas, the American Revolution and superheroes. You may use this Jump as a supplement to any other period piece of the late 18th/early 19th century to add the phenomena of supers. Or, you may supplement any superhero Jump to add those characters and situations to the 1770s.

Can't Swim (+100 CP) Most people in the 21st Century can swim thanks to swimming pools, easy travel to lakes and beaches, or educational efforts. Historically, those who didn't grow up near a temperate body of water generally didn't get the chance. If you knew how to swim, you forget, nor can you learn.

Code of Honor (+100 CP) Honor is incredibly important to you. You will not break your word, try not to lie, and strive always to behave in a morally upright manner as you understand it.

Curiosity (+100 CP) A quality renowned for getting cats and rebels killed, you simply cannot leave well enough alone, can't resist a mystery or a puzzle. If you do, it will half drive you mad.

Elderly (+100 CP, incompatible with Young) You're getting on in years. Not ready for retirement, perhaps, but slower, frailer, your senses less sharp than they should be. Not to mention near constant pains or discomfort.

Delusional (+100 CP) You firmly believe in one or several things everyone else will consider quite strange, the product of a disturbed mind. Slavery is wrong, women are equal to men and should vote, it's deeply concerning how people keep killing Natives and stealing their stuff, you're a traveler from another world, and doctors should probably wash their hands between patients, to give a few examples. At least a few times during your stay your ideals are going to cause you problems when you try to act on them or they bump up against your peers.

- **Lunatic** (+100 CP) At least before you could keep your odd views to yourself most of the time. Now you can't help but express them frequently, taking a stand against the wrongs nobody else will acknowledge, and to people who will violently disagree.

French & Indian War Veteran (+100 CP) You start the Jump rather early. Twenty years early, in fact, in time for the previous war with superpowers, and the Natives have a lot more experience and lore about theirs. It will be a long trip to your exit in thirty years time.

Habit (+100 CP) You have an annoying habit, like humming loudly and out of key, chewing tobacco, a verbal tic. Something to drive people around you nuts even as it brings you comfort.

- **Habit-Forming** (+100 CP) You are addicted to alcohol or opium, and will undergo terrible withdrawal without a regular hit.

Hawks & Doves (+100 CP) Where a normal ten-year stay would see you depart in 1784, around the time the Revolutionary War ended in our history, you're now hanging around an extra thirty-one years, long enough to participate in the sequel, the War of 1812.

- **The House Divided** (+100 CP) Your stay will now stretch even further, until 1865 when in our timeline the American Civil War was resolved. I seriously recommend taking Longevity or you risk chain-failure through sheer age.

Illiterate (+100 CP) Massachusetts has had compulsory public education for over a century now, the other states are a… mixed bag. You forget how to read. You can sign your name, but that's about it. Nor can you do any arithmetic involving greater sums than your fingers and toes. You can learn anew, but it will take a significant time and effort.

Thin-Skinned (+100 CP) You don't take criticisms well, and are easily goaded by insults.

Tongue-Tied (+100 CP) You flub your lines, stutter sometimes, get lost in tangents and make other errors of speech. This can make it harder for some people to take you seriously, certainly in an interrogation scenario.

Ugly (+100 CP) Jumpers are a vain bunch. You are hideous to behold, children may scream on seeing you.

Young (+100 CP, incompatible with Elderly) You are but a youth of ten years, it is difficult for the grown-ups to take you seriously and you may not have fully come into your powers and strength.

Enemy (+200 CP) You have a particularly vicious and dedicated foe, someone who will dedicate their life to ruining or ending yours. This could be another super, a politician or a ranking officer. This may be taken multiple times.

- **Nemesis** (+100 CP) Your enemy now commands vast resources as a general, or is one of the most personally powerful and dangerous supers, like Amelia Strickland or Kawitha.

Enough Talk! (+200 CP) You don't handle a very particular kind of stress well. Whenever you're in a standoff that may devolve into violence, you itch with the urge to get things over with. Only with great difficulty can you maybe restrain yourself from taking the first shot.

Freedman (+200 CP) You are a former slave. Despite being at liberty now, you remain a social pariah. Worse, the occasional target of bounty hunters who are none too picky about who they haul back in chains.

Heroic (+200 CP) You can't ever turn your back on people in need, no matter how pressing or urgent your own business may be. You'll even save your own mortal enemy if they're disarmed or dangling off a cliff-face.

Mute (+200 CP) Perhaps by defect of birth, perhaps due to trauma physical or mental, you no longer possess the power of speech. There is some sign language in this era, but very few people know it. You could write out messages, or play charades.

Pacifist (+200 CP) You just can't bring yourself to hurt someone except in the strictest of self-defense. Even if someone is whipping a child in the streets, you will

use only your words. For an extra hundred, you won't use violence even to save your own life.

- **Quaker** (+100 CP) Saving your own life isn't a good enough cause to risk hurting someone.

Suspicious (+200/300 CP) You don't trust anyone without a good reason, always take payment up front, contracts in writing, and worry about how much you can really trust your friends. This grates on people considerably. For an extra 100 CP, this blossoms into outright, full-on paranoia.

Vow (+200/300 CP) You have sworn an oath, and Jumpchain fiat won't let you break it. For 200 CP, this is something that sometimes causes friction with your beliefs or involves considerable inconvenience and occasional risks. For 300 CP, your oath puts you in life-threatening danger frequently or over the long-term.

Wait... What Just Happened, Again? (+200 CP) You are very inattentive, so utterly *bored* with all the politics and business and crime that everyone is so invested in. As such, you tend to be the last person to notice the subtle signs that something is wrong, or to react when a fight suddenly breaks out.

Wanted (+200 CP) You are wanted by the authorities. Perhaps you are an escaped slave, or a fugitive from justice. Either way there are some very determined pursuers and several states you cannot show your face.

- **Outlaw** (+100 CP) Where before your crime might have been something like escaping slavery that residents of another state wouldn't care about, now it is an infamous crime like murder that has made you a notorious outlaw across the Colonies and ensured your capture will be a priority for any authorities.

Amnesia (+300 CP) You, and any Companions, have forgotten all about the Chain, any previous Jumps, and anything you might have known about the Revolutionary

War. You wake up, possibly with local memories, in a strange new world. It sure would be awkward if you wound up fighting for the wrong side, wouldn't it?

Deserter (+300 CP) You are understood to be a deserter and traitor. You live under a sentence of death should one of the two sides of the impending war capture you. You will not be treated as a prisoner of war, you will be hanged or shot at the earliest possible convenience. If neither of those stick, they will keep trying new ways to execute you until something works.

Fatigue (+300 CP) All superhuman powers weary the user, some quicker than others. Yet your own powers seem to tire you out twice as fast as other supers, putting you at a distinct disadvantage.

Impulsive (+300 CP) You're not a terribly reflective person, you leap into the fray without looking, weigh in on conversations you didn't hear, and generally rarely bother to plan ahead or think things through.

Overconfident (+300 CP) There's nothing you can't do, nobody you can't defeat. At least to hear your version of things. You're not outright suicidal, but you'll be constantly talking yourself up and biting off more than you can chew, which is a problem when missions are handed out.

Strange and Savage Worlds (+400 CP) You're not from around here, are you? Your powers and skills have no particular place here, and will be unavailable for the duration of your stay.

That There's My Little Boy! (+400 CP) You are the sole caretaker of a young and defenseless child, one who seems exceptionally needy. In addition to needing to provide and care for the child you must protect them from all harm for should they perish your adventures will end here.

Vengeful (+400 CP) No one treads on me with impunity. You will go to any lengths to avenge yourself for any real or perceived slight, often in ways hilariously disproportionate to the actual offense.



END

The war is over, unless you managed to prolong it. Your drawbacks all fall away and you are presented with a final choice to be made. Shall you:

Stay: There's a new nation, a fresh start, a potential here, to get things right. Or to ensure the Colonies remain firmly British.

Proceed: New worlds and new adventures call.

Go Home: Sooner or later, everyone must. Hopefully you will appreciate what you have a lot more once you've been without.

Notes:

Legion of Liberty is the property of Happy Monster Press, all rights to the original owners, this is a fan-work, etc. etc. Seriously, though, you should really check it out. It's a fun game and doesn't get nearly enough love.

Special thanks to: Itmauve, Bluesnowman, Ursine and TheLastOne.

The Royal Superhuman Regiment has a standing strength of 500 supers, divided into ten companies of fifty each, which are often peeled into detachments of five or so. People can buy their way out of service for 10,000 pounds, but such individuals are usually kept under close surveillance.

The Continental Army has a few dozen supers, but less global responsibilities and less formal structure. Every super is automatically a Corporal, led in small parties by a Sergeant. Eventually everyone gets bumped to Sergeant and the party leader becomes an Ensign.

Super combat usually involves them clashing first as skirmishers. If one side has clear superiority, the other army will usually withdraw rather than fight without adequate superhuman support. Or they hang back in the reserves to be flung in at the opportune moment.

The canon campaign begins with freeing speedster Paul Revere to spread a warning to Lexington & Concord, then the battle, then bouncing into every famous battle in between foiling Order schemes.