Code 8

V 1.0 By Apocbox



In the early 20th century, Lincoln City opened its doors to hundreds of talented powered individuals to help build the “City of the Future." They used their powers in construction, were police officers, and worked as teachers. But as machines and automation became more and more used, they started falling out of favor. In the 1980s, a comprehensive power registration policy was imposed, with powered people now requiring an extremely hard-to-get license to work. Nowadays most powered individuals live beyond the poverty line, and the drug known as "Psyke," made from their spinal fluid, is the country's latest and most vicious drug.

Since powers are susceptible to emotions and can be quite dangerous Powered people are treated with fear and are constantly oppressed by the police.
You arrive the same day Connor is going to his interview.
Take 1000 points to spend here.

ORIGINS

Choose your age and sex for free

Drop In

You appear out of thin air with no history in this world. You appear near some suburban house seeing a guy in a denim shirt leave it.

Worker

You are just a regular guy trying to live a tough life. You wake up in your home needing to go to work in a couple of hours.

Criminal

Society doesn't want you, and you don't want it. You may be a petty thief or a drug trader; whatever it is, you get your money outside the law. You wake up in some shady motel with an empty bottle in your hand and headache.

Police

Maybe you want the legal protection working for government offers, or you want to change the system from the inside, whatever the case you are now a member of LCPD. You are hiding your powers and have so far gone undetected. You wake up in your home needing to go to work in a couple of hours.

Perks

Perks are Discounted to their respective origins, perks worth 100 are free and the rest is 50% off

General

Powered Free

You're one of the 4% of the population that has superpowers. Notice that there might be some visual indicator of your powers when they're in use, like eyes of an Electric sparkling and glowing blue. Using your power(s) comes naturally to you with you knowing a few tricks but not having much training otherwise, and with training you could suppress the visual indicator. Go to the Power section for more.

Resilient 200

You have increased willpower that allows you to keep moving even when your body is severely damaged as well as power through nigh-lethal doses of drugs and even attempts at erasing your memories.

Drone Operator 200

You were born to sit behind a control panel of pretty much anything. From remote-controlled vehicles to drones and robots and so on. You have increased reaction time and multitasking abilities when you're controlling something as well as the ability to channel appropriate skills, perks, and powers through your targets. Like having a droid you control be able to perfectly perform martial arts moves you know, or the drone you're flying becoming invisible if you can.

Drop In

Rage Baiter 100

You have a profound talent in making people angry, knowing almost instinctively what to say and do to make them mad.

White Woman in Trouble 200

Whenever you call the police, they always arrive as fast as it is physically possible for them if not faster. They are almost guaranteed to take your side, viewing your opposition with a far more scrutinizing gaze and even abusing their power a bit. If you're actually in the right legally speaking, then the guilty are guaranteed to be arrested and prosecuted, and if you aren't, there's still a chance that they would be anyway.

Study Of Control 400

You are a smart cookie even if you don't currently know much. When you do start to learn things, you'll soon find out that you start getting interesting ideas of how to utilize your knowledge to turn it into a weapon against superpowered individuals. Study neurology and mechanical engineering and come up with a shock color that subdues even the strongest of PWPs. Study virology and learn how to tailor different viruses to not only affect only powered individuals but even specific ones, like making an influenza that only infects the Exodermas.

Class Null 600
Anathema to all superpowered individuals, you are completely immune to any sort of powers and abilities that do not exist on mundane earth. This is an effect of a skintight barrier around you that, with training, you can learn to extend to other individuals and items, protecting them or suppressing the powers of powered beings or objects. Will require physical contact first, but with time and effort, you could extend it dozens of meters around yourself.

Worker
Picked From The Crowd 100
When someone picks people out of the crowd for being in the thing you want, you're far more likely to get picked. You'll still be expected to perform at a satisfactory level, but if you do, you'll almost be guaranteed to be hired again by the same person if they ever need someone of your skill in the future.

Honest Living 200
You didn't do anything, and you don't need any proof. Law enforcement never accuses or arrests you unless you're actually guilty, although even then they still have to have proof. Not only that, they seem to actually treat you respectfully, like they understand that it's your taxes that are paying their salary.

Power License 400
It seems you have no legal problems with using your powers openly. You can work as a construction worker and carry pallets full of heavy shit with superstrength or be an actual electrician with your electrokinesis and not get police called on you. It doesn't mean that people are not scared of you, as they can still understand the ramification of getting on the wrong side of a guy lifting a truck as easily as someone holding a loaded gun.

Subtype Development 600
Trying to live a quiet life didn’t really lend itself to big flashy shows of power, and you instead went in the direction of control and versatility. You have perfect control of all your superpowers and other supernatural abilities, never slipping and always being able to use an appropriate amount of force or energy for the situation on hand. You are capable of stretching what your powers can do to the extreme and beyond. For example, if you were an Electric, you would, with a couple of months of practice, be able to replicate a Transducer of a class lower than you and, with another few months of the same class as you. You can also combine different perks, skills, powers, and abilities to create something greater than the sum of its parts.

Criminal

Unwritten Rules 100
You have street smarts on another level. You instinctively know what territory belongs to which gang, as well as all the local street slang and any unwritten rules the people around you follow. Updates in future jumps.

Police Sense 200
Even if you're a law-abiding citizen, there's still a chance that you'll catch the eye of some corrupt pig, so it's better to stay away from them, and if you're actually a criminal, it's even more true. It's almost like your superpower is avoiding police; you have a police radio in your head and can see members of law enforcement through walls as well as know which one of them is likely to abuse their power and who will actually do their damn job.

99.1% 400
You cook the cleanest drugs in the country and perhaps the world. Not only do you know how to make all the mundane drugs with extremely high quality, but you can also quickly figure out how to utilize your and other people's powers and abilities in the drug-making process as well as making substances that can affect them, making them stronger or weaker or even inversing them, like making a Cryo into a Pyro for a short time.

Class 6 And Beyond 600
When you work with other criminals you need to assert yourself, as an alarming number of them only respect strength. But what to do if you're weak? Well, train, of course! You are capable of training any and all of your perks, skills, powers, and abilities, even those that cannot usually be trained without limit. All your training is five times more effective than before. You can also temporarily share this perk with the people you're training with or any of your students.

Police
Written Rules 100
You have a complete understanding of all the legal laws and court precedents, their interpretations, as well as how they can be used and abused to take down your enemies. Updates in future jumps.

I Am The Law 200
You can get in quite a bit of trouble if society at large learns about what you've been up to. Thankfully, they will most likely never learn about you abusing your power and even breaking the law in some cases as it just seem to never gets out as long as you are doing your job… in a broad definition at least. So go on and torture all the information on the workings of a gang from one of them or threaten to kill their families if they don't give up, and no one will bat an eye.

Oppression Tech 400
You're the lead inventor of pretty much all the sci-fi technology utilized by the LCPD, and not only do you have the blueprints of all the existing tech and even some that haven't been invented yet, like the K9s, but you're also capable of creating new tech of a similar level. You have several PhDs and genius-level intellect, with your focus being mainly on mechanical engineering, robotics, and mass surveillance technology.

Never Better 600
Some may see you as a hypocrite working for the people that oppress your kind, saying things like "They'd take away your powers if they could," but why would you care? Not only do you have infinite patience for all their bullshit, but you can also rest easily knowing that even if the eggheads do figure out how to suppress or depower your people, you have nothing to fear. You are immune to any methods of copying or replicating. stealing, nullifying, or depowering you and any of your powers, perks, abilities, skills etc. And that's if they actually know you have any powers since any methods of learning of what you can do, be it through mundane or supernatural means, only show what you want them to see. So maybe people around you don't even know you have powers. Your powers, abilities and skills, also do not weaken from time and disuse.

Items

Items are Discounted to their respective origins, items worth 100 are free and the rest is 50% off. Anything can be imported into a fitting item (Weapon into a weapon, tool into a tool etc.). If lost or stolen you get them back in an hour. All items can be brought multiple times, with free items costing 50 after first purchase. You can combine compatible items like Home and Abandoned Building.

General

Power Manipulator 600
An MRI scanner-like device that is capable of manipulating the powers of an individual placed inside. It can change a type of power someone has, like turning a Brawn into a Healer, as well as changing their class to anywhere from one to five. Finally, it can give unpowered people a single power. All the procedures it can do take a couple of hours, in which the person affected is put unconscious. Only works on powers from this world but can give powers from here to people in future worlds.

Drop In

EMP Shielding 100
A spray can containing electric blue-colored paint. Things sprayed with it become immune to EMP blasts. Washes away with water.

Cancer Treatment 200
A safety syringe containing a cure for all forms of cancer. You gain one dose a year, but with sufficient equipment and study, it can be replicated.

DNA Cache 400
A mini fridge that is bigger on the inside containing biological samples of all the powers of each class in the world. From blood to bone marrow to spinal fluid and so on. Not a lot, and it doesn't replenish when used, but you're guaranteed to have some no matter how rare the power might be. It will update in future jumps with biology-based powers to contain an equally comprehensive collection. You can always pull out what you want out of it.

Suppression Color 600
A device in the form of a robust color and blueprints for it. When put on any supernatural individual, it completely suppresses their abilities and lowers them in strength to the level of a mundane human or even weaker. It can detect when an individual that is wearing it is trying to use their powers and can deliver a painful yet harmless shock, although that function can be turned off.

Worker
Home 100
A nice two-story suburban house that has all utilities paid for. People with terminal illnesses living here find themselves having a bit more time than was expected.

Job Application 200
A stack of fliers providing information on a variety of jobs, which seem to center around the skill you're good at. The jobs here are guaranteed to have good bosses and no shitty coworkers.

Political Movement 400
A group of activists supporting whatever cause you want. They are pretty popular and have some serious political backing. They may not change a whole society by themself, but they can help tremendously.

Abandoned Building 600
A perfect place to train anything. While here your creativity and training speed skyrocket while your recovery time is lowered. Nobody can peek inside using any means, and it has a filter that blocks any sound or light show being seen from the outside so you can train without worrying. While training here, people's limits are

pushed way higher, allowing them to surpass their potential, but not without end, as they still have a ceiling.

Criminal

Getaway Car 100

An unassuming van that you can change the color and plate numbers by simply touching it and concentrating. Has infinite fuel and an SEP filed that makes it less noticeable.

Drug Lab 200

A warehouse that is half storage area full of pallets with Psyke and half drug lab. Contains all the necessary equipment to make the majority of the heavy drugs on the market, including Psyke itself. All drugs cooked here require fewer materials and time while being of higher quality.

Passion 400

An international drug cartel that could comfortably rest at the top of the Fortune 500 list if it were a legit company. It smoothly runs without your input and provides you extreme amounts of money. The top brass are completely loyal to you and cannot share your identity with anybody without your permission; even if someone tries to use mind reading or other supernatural means, they will only see a dark silhouette in their heads.

Power Booster 600

A bottle of 50 pills and a blueprint to make more. Each pill makes one of your powers two times stronger for an hour but will stress your body after. Taking more pills allows you to either boost more powers or give the same power a bigger boost (x3, x4, x5, and so on). Each pill increases the stress the body experiences to the point that ten pills will kill you. Restocks a month after use.

Police

Drone 100

A remote-controlled quadcopter drone that spans about 9 meters from engine to engine. Possesses a swarm of 10 smaller drones and two standard model Guardians in its underbelly. Has an electric engine with infinite power and is pretty fast. Immune to the attacks of Electrics of class 3 and below and some resistant to higher classes.

K9.2 200

An upgraded police robot dog and a remote to control it. Equipped with the most advanced sensory suit on the market, it can run as fast as a cheetah for hours. Has a robotic arm instead of a tail with a variety of different attachments and tools for

it, including a syringe with a deadly dose of Psyke. Is completely immune to hacking, both mundane and supernatural, as well as electrical attacks.

Guardians Mk2 400
A platoon of improved Guardian model humanoid robots that you can summon to your location at will. They have equal physical characteristics to someone with a class 5 rating Brawn and Exoderma, as well as immunity to Pyros, Electrics, and Cryos up to class 4 as well as some resistance to class 5. They cannot be hacked by normal means, Transducers, or any other supernatural means.

Powered Panopticon 600
A massive prison complex that can hold up to ten thousand people in individual cells. The prison possesses the most advanced security systems in the world and automatically updates in the future while never downgrading. It has infinite electricity and a never-ending supply of food and water for all of its inmates. Each cell automatically adapts to whichever individual is put inside, being able to hold them no matter how strong they are or what powers they have. The cells also stop the powers from going outside the cell so no reader can hear the thoughts of guards, nor can any electricity fry any systems. It comes with a thousand regular guardians as well as ten drones that respawn after a day if destroyed. The prison and all the robots and drones are controlled by a smart follower AI that is unhackable and completely loyal to you.

Powers

You receive 300 points exclusively for this section.
Powers range in strength, going from class 1 being the weakest to class 5 being the strongest. You get a single power at class 1 for free and can pay full price to make it stronger. Each class upgrade costs 100 points, and each additional power adds 100 points to each of its power-ups, so your second power at class 3 would cost 600 points, and third at class 1, 300 points.

Camo
Camouflagers have the ability to alter their appearance to blend into their surroundings. As a class 1 it is quite noticeable and will only save you from a passing glance, and as a class 5 it is nigh on invisibility.

Cryo
Cryokinetics have the ability to generate cold and ice out of nowhere as well as being able to release bursts of ice, using their powers similarly to how Pyros

control fire. As a class 1, it will take you about a minute to freeze a cup of water, while as a class 5, you could turn a person into a statue with a touch in seconds.

Brawn
Brawns have super strength, pretty simple. As a class 1, you could casually lift a person by their throat and easily hold them like that, and as a class 5, you could throw around Guardians like they were made of feathers.

Electric
Electrokinetics have the ability to generate and manipulate electricity. As a Class 1, you're no better than commercially available tasers, and as a Class 5, you could knock out an entire city block with some time to charge.

Exoderma
Exodermas have super durable skin acting as natural armor. As a class 1, your skin is about as tough as treated leather, while as a class 5, even a .50 BMG round will just get stuck in your it, will not save your insides, though.

Healer
Healers have the ability to heal others by absorbing their injuries into themselves as well as having a small healing factor. As a class 1, you transfer wounds 1 to 1, and you only heal two times faster than normal, and as a class 5, you only receive about 10% of the original injury and heal 50 times faster.

Wiper
Memory wipers have the ability to interact with, view and experience, or erase memories of others with a touch. As a class one, you can only erase recent memories no older than a day, and as a class 5, you could wipe someone completely clean, creating a blank slate.

Pyro
Pyrokinetics have the ability to generate and manipulate heat and fire. As a class 1, you can create flames about as strong as a gas burner, and as a class 5, you can make the best modern flamethrowers look weak.

Reader
Readers have the ability to read minds and read emotions. As a class 1, you require eye contact, and your target feels you in their head, and as a class 5, you only need to be within 50 meters and are completely undetectable.

Shifter
Shifters have the ability to alter their body shape within human limits. As a class 1, you can only alter your face slightly, and as a class 5, you could alter your whole body massively.

TK
Telekinetics have the ability to apply physical force to objects with their mind. As a class 1, you can lift an empty cup at the distance of a couple of meters, and as a class 5, you could force dozens of normal people to lie on the ground unmoving within a 25-meter radius.

Transducer
Transducers have the ability to manipulate and communicate with technology. As a class 1, you can change channels on TV and hear radio in your head, and as a class 5, you can control half a dozen Guardians in a 50-meter radius around you.

Custom
You can design your own power, with its limits being around the same as canon ones. Maybe you are a Porter who as a class 1 could teleport a few meters and as a class 5 a whole city block with some concentration or a Regen who as a class 1 could regrow a missing limb in a month while as a class 5 it would only take a couple of hours.

Companions
Companions can't take drawbacks.

Original/Import 50 for 1, 200 for 8
Make someone original in this world or import a previous companion. They get an origin, freebies and the discounts along with 1000 cp to spend as they please.

Canon 100
Take any individual as long as you can convince them to go.

Drawbacks
Drawbacks trump the perks and items from this jump and the previous ones. They last for your entire stay here but disappear when you finish the jump. Take as many as you can handle

Extended Stay +100 per
Stay for 10 more years. Can be taken as many times as you want but you only get cp for the first 4 purchases.

What Kind of Vegetable Would You Be +100
Small talk is extremely annoying to you. And people around you just seem to have become addicted to it.

Just Shut Up +100
You don't have an indoor voice and need to say everything loudly. Even when you really shouldn't.

Stone Faced +100
Your face is permanently frozen in a neutral expression and you only talk in a calm monotone voice. Even if you were to be forced through the most traumatic experience possible, you'll still have a pokerface.

Moral Conflict +100
You are generally a law-abiding citizen, and doing illegal things makes you really anxious and sad.

Maybe Think For A Sec About Who You're Talking To +200
You're an egomaniacal asshole who doesn't take people disrespecting you very well. Debts mean nothing to you, and you will easily betray your buddies if need arises

Day Laborer +200
You're stuck in a dangerous, low-pay construction or manual job. Employers exploit you, and you can't really do much about it. You will work it for about 50 hours a week.

Discrimination +200
You're a victim of discrimination. What kind? All of them, from sexism to racism to agism and so on. The level of discrimination depends on the person with generally good people only being slightly so.

Unregistered Power User +200
You have a criminal record and are on a watchlist for unregistered power usage. This makes finding a job nigh impossible. You have increased chances to run into police who will not treat you kindly.

Power Burnout +200
Using your power and abilities from here and previous jumps drains you physically—causing exhaustion, nosebleeds, temporary power loss, and/or self-damage if used too much.

Collateral Damage Barbie +200
You seem to cause damage around yourself all the time. From dropping glass jars in shops to hitting things with your car. And it's even worse with any of your powers.

I'm Not Runing Anymore +200
You're stubborn and refuse to retreat and run away. Even when it makes sense.

Higher Than the Clouds +200/300/400
You have a severe addiction to alcohol or weed and are unable to quit it, always relapsing. For an additional 100, it's Psyke. For a separate additional 100, the maximum you can go without fueling your addiction is two weeks before you die.

Power Illness +300
All of your supernatural powers and abilities have lost their "required secondary powers" and are out of whack. They can trigger randomly, and you have trouble controlling them.

Legal Slavery +300
Powered people are no longer considered human and can be made into slaves. Although there are free individuals, they're rare, with the majority not being born free, needing to work, serve, and pay to deserve it.

Cancer 300/600
You're in the between stages 2 and 3 of cancer, and it can only be cured with mundane, non-supernatural means. For an additional 300 you're guaranteed to gain a new tumor whenever the old one is cured and will continue getting new ones till the end of the jump.

Eternal Class 1 +300/600
All of your powers, perks, and abilities bought here and from previous jumps are reduced to the level of power equal to class 1. For an additional 300, you cannot buy powers higher than class 1.

Regular Shmuck +600
You cannot take the Powered perk and have no access to the Powers section. Although you can buy the Power Manipulator, you will not receive it until the end of the jump. Cannot be taken with second level of Eternal Class 1.

The Final Choice
First of all any mental, psychological, physical or supernatural traumas that you acquired here or anywhere else are gone. If you want them gone that is. Take this toy versions of Guardian for free.

Now Choose

Stay Here

Want to stay around? Well good luck to you. Here take additional 1000cp to spend here

Go Home
Want to go see your family? It's okay if you miss them. Here take 500cp to spend here before you retire.

Next Jump
That's what we're talking about! Here take this prototype K9. It is only slightly more advanced than Boston Dynamics Spot and doesn't have any tools or gadgets but looks like the one from the second movie.

Notes

Changelog
V 1.0 Release