



Comic by Warren Ellis and Paul Duffield. Jump by Aehriman.

Twenty-three years ago, twelve strange children were born in England at exactly the same moment. Six years ago, the world ended. Today, eleven strange 23-year-olds live in and defend Whitechapel, maybe the last real settlement in flooded London. When a dazed, gun-toting girl appears on the outskirts with a deadly grudge against the self-proclaimed Freakangels, the kids realize that an old enemy is still alive beyond the safety of their borders... a twelfth psychic child, evil and exiled, who can program human minds to hate, and send his private, pirate armies into Whitechapel for revenge.

This is the story of what happened next.

Welcome to Whitechapel, mate! I imagine it was hard getting here between the zones of variable time, magnetic storms, gravity anomalies and, of course, the bloodthirsty gangs of bandits and scavengers. It's been six years since the Crash, when Britain (yes, counting Ireland) was isolated from the rest of the world. Six years without trade, industry, or much in the way of farming, six years of chaos and confusion. But you're in Whitechapel now, it's gonna be okay.

Whitechapel is FreakAngels territory, the FreakAngels clan being a gang of albino kids with purple eyes and psychic powers - but most of the locals don't know about that bit. It's a small community, about three hundred strong, but the FreakAngels keep us safe, let us grow and trade things and scavenge in relative safety. And hey, stranger, one thing we can always use around here is another pair of hands. Have 1,000 choice points (cp) to see you through.

AGE, RACE, SEX, ETC.

World's ended (well, really only in Britain) and nobody really cares. Be whomever, however you like.

PERKS

Unless otherwise specified, each Perk costs 100 cp. Four tokens can be redeemed for free perks.

Constable - You are a skilled investigator, grew up on cop shows and all of that. You know how to read a crime scene, interrogate a subject and so on.

Doctor - You are a skilled physician, knowing how to set a bone, distinguish between cholera and simple gastroenteritis and otherwise provide whatever medical services a small community might need.

Engineer - Don't be afraid to dream big, you understand how to build technology and infrastructure from the ground up, from solar power to water desalination.

Gardner - You have a green thumb, an expertise in growing things, and plants grow much faster and stronger beneath your hands.

Link Up - The whole is more than the sum of its parts. You can work together with people very naturally, especially when combining powers. A partner adds great precision and some power, after it's more and more power and a little more precision with each new partner. Twelve FreakAngels broke the world the last time they agreed on something, who knows what you can do?

Manipulator - You know what makes people move, their fears and dreams and hatreds. You're an old master at getting people to want to do whatever it is you want them to do.

Mechanic - Maybe you don't know the big picture design stuff, but you have a really solid grasp of how machines work, how to fix them. Even strange tech, you can rapidly figure out.

Mental Map - Let other people grope their way blindly through their new surroundings, you've been studying the layout from a tower! Okay, maybe not literally but you still have a fine mental map of everywhere you've been.

Mind/Soul - You would have made a fine therapist, or a priest, before the crash. You know what to say and how to act to put people at ease, how to help them through their issues. And it's the post-apocalypse, everyone has issues.

Neuronaut - You've put in the time exploring the package. You master powers with absurd speed and skill, finding applications and precision undreamt of by others. You also won't ever accidentally do something with your powers.

Recorder - You have a perfect memory, organized and archived for instant retrieval.

Salvage - Whether it's some rope or electronic components, you get a sense of where to find whatever you need.

Slowed Metabolism - It was Kirk who first figured he could control his own metabolism, letting him go a few weeks without rest, food or water at need. Granted, Kirk isn't terribly active up on his watchtower.

Static Line - You can pause time to think or pull people into the static line to have a conversation, letting you theoretically condense up to three months in a moment. Your body won't actually move, though it seems to so as to avoid feeling claustrophobic.

Steampunk - A steam-powered helicopter? Skeptical, but sure. You are an expert in steam technologies and also making do with lower technology kitbashed together. A blessing in these trying times.

Indigo Child (-600 cp, cannot use tokens) It seems you too received the FreakAngels package. This begins with simple telepathy and telekinesis, and can regenerate to an extent with intense focus, but with time and practice you can learn to shield your mind and others, see the future, teleport, and so much more. The most important part, though, the bit that took the longest to figure out? You can't die. You are a luminous being piloting a meatsuit, not a thinking body. If your body expires, you just come back in a couple hours, your powers and insight expanded. Not that dying is the only, or best, option for exploring the package.



ITEMS

Unless otherwise specified, each Item costs 100 cp. Two tokens this time.

Boat - With London mostly flooded, and Manchester too, it makes a lot of sense to have a boat to get around. No fuel or maintenance concerns.

Chikin兹! - Neither a fruit, nor precisely a vegetable. Chikin兹 make daily eggs, a valuable source of protein, or more chikin兹. You can also eat chikin兹, but then you'll get less eggs. They won't run off, get stolen or make a mess.

Greenhouse - The ancestors of the modern British once grew crops from around the world with nothing but the power of glass and manure. To skip the gross bits, here is a greenhouse where all manner of plants can thrive, irrespective of their normal growing conditions and whether or not you remember to water them. Further, any flowers, fruits or berries you pick are replaced the next morning.

Gun - Whether a pistol, rifle, shotgun. You have a gun that doesn't run out of ammunition and doesn't need cleaning or maintenance.

Karl's Wine Stash - A refilling cooler full of quality wine, not the stuff Mad Jacko ferments from teabags in a dumpster.

Petrol - A bottomless can of fuel.

Rope - 200 meters of rope, guaranteed never to break unless you deliberately cut it, and then it will be restored overnight.

Rotary Cannon - Sometimes you need a deterrent. This huge weapons emplacement can put hundreds of rounds a minute downrange.

Steampunk Helicopter - A duplicate of KK's 'bike' a small helicopter with a steam engine built not much bigger than a motorbike.

Tinfoil Hat - It might look funny, but will actually block out all the telepaths and general mental influences, at the cost of stopping you from reaching out with any psychic abilities of your own. Though that may be a blessing. Comes with a roll of foil that is replaced each morning.

Water - A half-gallon water can that is actually bottomless.



FRIENDS

100 cp apiece. 1,000 cp for the whole set.

Alice - A random woman, Mark killed her brothers who ran a gun-running business and then sent her to Whitechapel, pumped full of artificial rage and a desire to murder Mark's family the way he killed hers. Is instead adopted into the clan.

Arkady - The mad oracle of the clan, Arkady has been pretty spacey since she ODeD at fifteen, but she has also looked the deepest into the package, pushing the limits of her psychic gifts. Most recently she's figured out teleportation and (probably?) precognition.

Caz - Technically Carolyn, but nobody calls her that. The miracle worker engineer of the community who runs the workshops and the desalination plant she built. Dreams of restoring music radio.

Connor - The one who remembers, the oft-ignored conscience and voice of community among this fractured family, Connor keeps journals to document all the Freakangels' small triumphs, trying to make sense of it all. He also used to be really fat back in middle school and is still really sensitive about it.

Jack - The scavenger, Jack has been desperately in love with Sirkka since puberty, but can't accept her polyamorous, free-love lifestyle. He's not good at processing his feelings, so mostly he runs away to his boat. A very simple person at heart. Has also had sex with pretty much everyone.

KK - The mechanic of the group, very fond of her steampunk helicopter. KK is also foul-mouthed, prone to blackout drinking and flying over to Lambeth for a quick hook-up.

Kait - The law in Whitechapel, Kait has been obsessed with cop shows since she was very young, in particular Quincy. She's really hardcore and obsessive, to the point of having put together a torture pit to help intimidate people into leaving and never coming back, since she can read minds and shouldn't need help with interrogation. Kait is an expert in masking her presence from the group.

Karl - The gardner, has a way with plants and has figured out weather control by the story's end. Mostly Karl wears a tinfoil hat to shut out the rest of the clan's drama. Is romantically involved with Kirk.

Kirk - The eternally vigilant watchman of Whitechapel, everybody's big brother. If he decides he likes you, he'll take a bullet for you. If he doesn't, he wouldn't pee on you if you were on fire. Very protective of his stuff.

Luke - The pariah, at one time the intellectual of the group, these days he's a homeless bum who babbles pseudo-philosophy while draining the resources and energy of anyone with the misfortune to meet him. Expert in the manipulation of dreams.

Mark - The evil one, or more accurately, the mad one. Mark was always the one most gung ho about helping people, and the one who carries the most guilt for breaking the world and... it broke him. The rest of the gang exiled him for experimenting with mind control, the one part of the package they had all strictly forsworn, assuming he knew best. He's spent most of the time since wandering Britain and perfecting his technique.

Mikki - The group's doctor, Mikki may not have a degree, but she does have a perfect memory and has downloaded the knowledge of some great doctors. The quickest to get irritated at the clan's antics, but not above a medicinal drink herself from time to time.

Sirkka - The healer of minds and souls. Sirkka lives a lavish life with a harem, to the general disgust of the clan.

Some Old Buddies - You can import as many Companions as you like with 800 cp to spend and half your tokens (2 for perks, 1 for items). Companions cannot take drawbacks for more cp.

DRAWBACKS

Make your life a bit harder, get +200 cp apiece. Except where otherwise specified.

Escape Hatch (+0 cp) You can leave after the canon conflict wraps up, about a month, but you could certainly speed things along if you could only get everyone to listen and cooperate.

FreakAngels TAS (+0 cp) Crunchyroll was producing a FreakAngels anime that was to debut in 2022, so far only subscribers can watch. If you do see it, and like something they did differently, feel free to choose that continuity.

Prologue - Instead of starting when the story does, you start at the earliest point we see the FreakAngels, their fourteenth birthday. The good news is that civilization is still around and you have time to prepare for and maybe prevent the crash. The downside is the British government is aware of the supernatural and hunting for oddities like you.

Lambeth - You have a few bad habits, like drinking and one night stands, which combine to give you a pretty rough time some days.

Pariah - Nobody likes you, Jumper. At best, people might sort of vaguely tolerate you, and then only if you're useful to them.

Power Lockout - Seems the vague future council doesn't like your powers. You can get them back when your time is up and it's time to stay, or leave. Until then, you must make do with your Body Mod and purchases here.

Warehouse Lockout - Sure is nice to have a convenient shelter with power, water, safety and cool Items. Arguably overpowered in a post-apocalyptic setting. The Warehouse is closed to you, all your Items unavailable.

END

Into the Future - New frontiers await.

Back Where it Began - Who says you can't go home?

Lay Down Roots - Just because the world is back doesn't mean that people don't need a lot of help. Maybe it's finally time to grow up a little more.