

The Power Fantasy

Superpower. An individual with *at least* the destructive capability of the nuclear arsenal of a major world power. The other definitions don't matter.

1. **Santa Valentina**, an angel sent down from Heaven at the moment of the first atomic test, was the first to appear in this world.
2. Among them, **Etienne Lux** (who was born shortly after her physical incarnation) has decided that anything and everything is an acceptable sacrifice in order to preserve a status quo with which he has to interfere with minimally. Regularly kills, maims and blackmails from afar with his telepathic powers. Tells himself and anyone who'll listen that it's the ethical thing to do.
3. **Raymond "Heavy" Harris**: Revolutionary hippy, protector of Atomic (human with superpowers, presumed to have been granted by the nuclear tests) rights and free love, as well as a living gravitational singularity clothed in flesh. Regularly butts heads with Etienne over whether to be *moral* (his stance) or *ethical*.
4. **Jacky Magus**, leader of the **Pyramid** (the world's one and only authentic magical organisation) just thinks they're all arseholes. It galls him that *he* and his crew have to regulate magic, to protect it from being used by other arseholes. Knows things. That's his Atomic power. Magic is a bonus.
5. They are all, more or less, friends with **Morishita Masumi**, a mediocre artist constantly placated by terrified critics so her narcissism and trauma don't summon a world-destroying monster from the sea.
6. And **Eliza "Hellbound"**, who sold her soul to **Hell** so she could save the world during the Second Summer of Love. Regrets it. **She's right to.**

As a direct result of their actions, the actions of these six extraordinary individuals will end this world around the turn of the millennium.

But perhaps, you can stop this. After all, you know better than any of them.

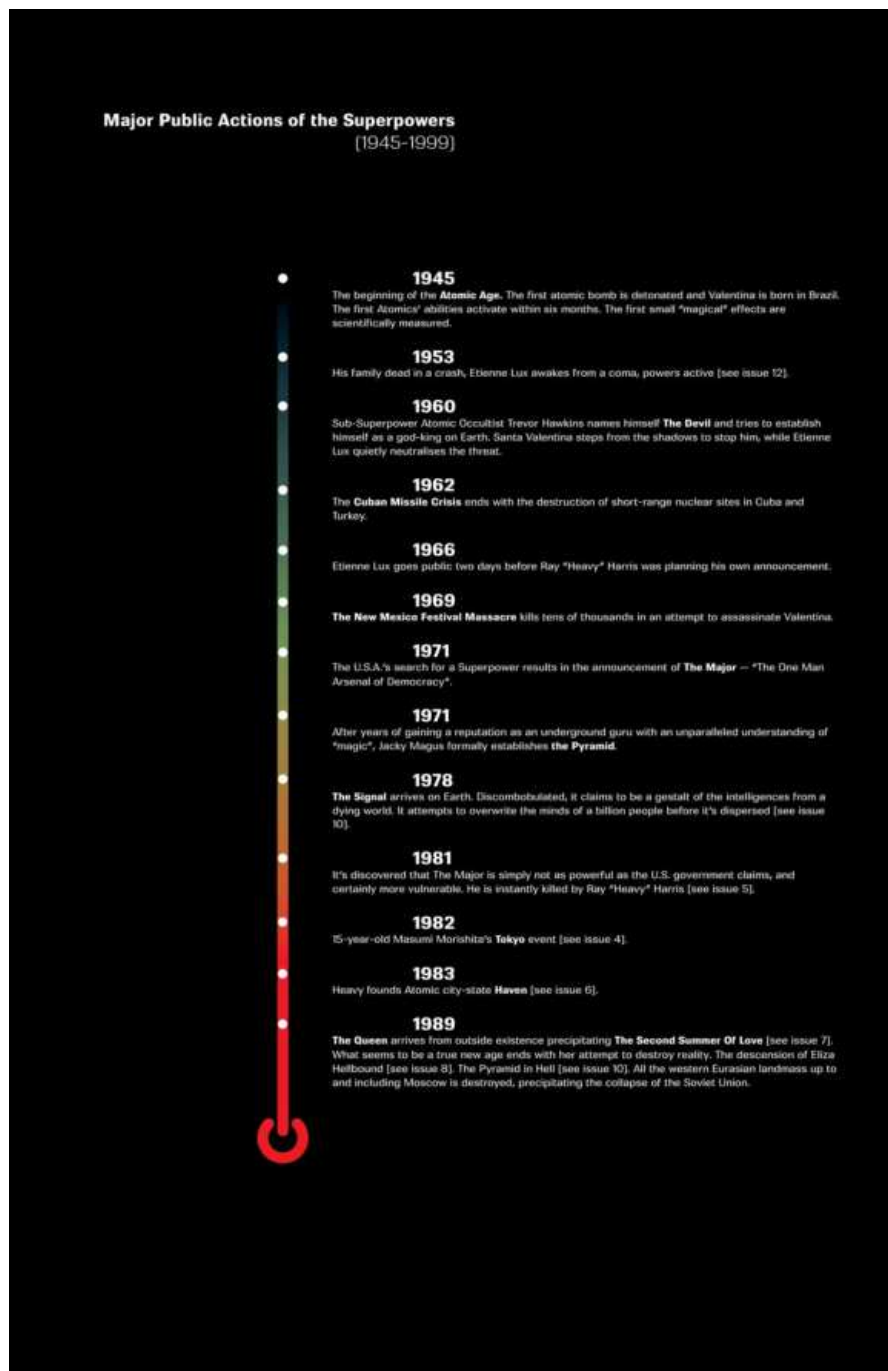
Right?

Take 1000 CP. Prove them all wrong.

Starting date, location, age and gender

You can be **any age** between 15 and 60. But biological age may be irrelevant with certain powers. You can be **any gender**. The reach of the superpowers is global. **Start anywhere** on **Earth** you like.

Linear time is a rare liminality in this setting, extending between the static perfection of what humans call **Heaven** and the quantum chaos of what they fear as **Hell**. Thus, you can **start** in **any year listed** on the helpful chart below, **or** the beginning of the year **1999**.



Origins

Be a journalist. Or a cook. Or an artist. Or an art critic. Or even some rich prick, or government flunky with a desk job and everything. It doesn't matter in a world with Superpowers.

Without powers, you're all just *specks*.

All that really matters is what you decide things *should* be, in a world this outside your control. Why you get up every morning. What gets you through the day. What you're fighting for, tomorrow.

This doesn't brainwash you into the ideology, mind. It's just a general slant for the kind of life your history in this world has lived, up to this point.

Ethicist: The action that achieves the greatest amount of good, or minimises the bad, in strictly quantifiable metrics is always the correct one. Put aside all ruinous thoughts of nostalgia, and accept that friendship is merely another lever by which to turn the gears of civilisation. You've either done some dark things believing you had to, or dreamt of that.

Moralist: Peace, love, understanding, individual dignity-and a *goddamn* fist to the face of anyone who'd stand in their way. You're what many would call a good man. The first to stand up for someone's right to be who they are and live a free, fulfilling life. Just remember that at the level of the Superpowers, looking after kith and kin can escalate a feud into an extinction level event.

Anarchist: Fuck the authorities, punk rock for life! Yeah, renegades like you sure tend to live to see all your friends sell out, and the governments get away with it all time and time again. But so what? Fuck 'em anyway! Most people don't understand you and you're probably fine with it. It's not about burning down the world, it's about never settling to live on your knees.

Pragmatist: In times of national security, someone has to be ready to make the hard decisions so that the world can keep turning. To knock out some teeth in a little room, or bend the Amendments when it comes to people who can wipe out countries while defending themselves. And for the top brass like yourselves, don't you deserve everything you can skim off the top?

Drop-In: You just fall out of the sky and land gently somewhere, one day.

The Superpower Fantasy

As you might realise by now, in this world you are utterly inconsequential at a physical and tactical level, unless you are a Superpower.

That privilege is now being extended to you. Here you may decide how consequential your powers make you. You have a wide discretion to determine the nature and origin of your powers; the examples below are merely well-documented benchmarks rather than limits. Broadly speaking, powers are assumed to originate either from the US' atom bomb experiments or extradimensional planes of great power. But there have been unique and unidentified exceptions.

Being utterly mundane is an option too, of course. Not a recommended one.

For **100 CP**, you are a legitimate threat to the world-and it comes with dire downsides to either yourself or everyone around you. This is the bare minimum needed to be considered a Superpower at all, if only through mutually assured destruction.

- Morishita Masumi's **Disassociation Kaiju** powers seemingly cause her to merely crystalise. And summon a semi-amorphous, quasi-humanoid monstrosity from the sea which can level cities by moving through them and destroy all life on the planet's surface in a single burst of power. It can end the world in minutes, if not seconds. It is also completely beyond her control.

For **300 CP** your power is extremely flexible and open-ended within a certain domain. And more limited than most Superpowers outside it. It is still devastating enough to end the world or utterly master it, but in contests with other Superpowers your forte is soft power, not being able to shred them apart with sheer might.

- Etienne Lux is an **Apex Telepath** or **Omnipath**. His mind can effortlessly reach across this world in strands of thought, accomplishing nearly any feat of thought control possible. From quelling the worries of a troubled lover, to implanting commands for someone to bite their wrists open on a country-wide scale if he ever dies, to effortlessly giving government officials hundreds of miles away brain seizures, to piloting coma patients through which he can experience the world, he suffers little to no extra strain from befuddling armies instead of individuals. His main limits are that it *is* possible to technologically build shielding against his powers, and virtually every superpower at this tier or above is inherently immune. While with this *alone* you don't have his potential for growth, because you're paying CP you don't have to be an immobile 5 ton flesh blob that has to pilot human bodies to interact with the world like he has to.

For **500 CP**, you can exert more tangible power on a global scale with little consequences to yourself. Save that there are even higher heights of Superpowers that are nigh-untouchable even by this level of power.

- Heavy is sometimes called a **living singularity** for good reason. Simply put, if it can be theoretically accomplished with gravity on a global scale, he can do it with as much finesse and power as Etienne can contact and manipulate minds. From sniping a singularity into someone's brain from the upper atmosphere, to hurling a continent into space, to forming a stable gravity well, he is effectively a god of weight in flesh. Even trying to obliterate him with high energy lasers is futile, for he can simply stitch his body together with gravity nigh-instantly (though not without scars and bruises) before effortlessly obliterating the offending satellite.
- The armour forming on her body at will and the fanged visage she dawns when agitated are the least of what Eliza **Hellbound** can do. Empowered from a pact with what humans call **Hell**, her powers are not dissimilar to Valentina's own but caustic and dreadful in nature. From flying to the upper atmosphere in seconds, to trading blows with other earth-shattering beings, to being able to potentially shatter the boundaries between realities given time to concentrate her power, the immense infernal energy channelled into her from **Hell** makes her an incarnate apocalypse. Her mortal body that contains all that **infernal power** is her only true weakness. While practically invincible to all lesser forces than another Superpower, precise and devastating attacks on her vitals could leave her with a lifespan of only seconds before **she is damned for all eternity. Which part of her already is.**

As an aside-if you choose this option, by paying CP to **Hell** instead of your soul, you are not metaphysically damned to its eternal torment. Trying to meditate on the **unimaginable horror** of Hell may still be disturbing, but whatever you feel will be tempered by a bone-deep, likely relieved certitude that you are most certainly *not* going there because you paid for your cool demon powers by other means.

For **800 CP**, you stand among the most powerful Superpowers this world has ever known. There is little in this world that can threaten you, save another on your level.

- Santa Valentina is an **angel** born into a mortal womb to save this world, being an iota of immutable harmony sent down with the mission of saving the world. While she remembers little of consequences from her **origin**, the shining and many-haloed celestial form she takes when exerting her power as well as the fact that her might and durability surpasses anything on this Earth makes clear she is from a higher. Purer. Place. Nuclear missiles to the face leave her unphased, and so does flying to the moon and back in seconds. Even most of the other Superpowers are nothing but clay to rend in her hands. Utterly immune to effects like Etienne's telepathy, he operates only due to her tolerance and pity for his condition. Even with much of her memory about **Heaven** gone, she perceives reality on a higher level than most. She can perceive patterns of power use like psychic abilities as silvery thread or the webs of magic, seems to sear things around her when unleashing her full might, and due to the timeless nature of her origin can simply choose to fly back in time if all goes awry. **This may have consequences and be judged harshly by Heaven**, but that is unlikely to be of concern to you after this jump.
- There is only one entity in this world that has bested her in combat: The **Queen**, a beautiful and vaguely insectile visitor from another world. At first, her reality warping powers were used for little other than heightening empathy and spreading joy. Turning bullets to flowers, generating fauna and spreading wonderful music aside, it was notable that Valentina perceived what she did as more fundamental than mind control-simply spreading happiness by willing it to exist. When she went amok, she was capable of drilling a hole straight into **Hell** by cracking open space-time like glass-while simultaneously punting Valentina halfway across the universe. It took powers anathema to hers **that Eliza Hellbound sold her soul to the quantum froth for** to put her out of her misery.

Perks

Perks are discounted by 50% under the relevant origin header, discounted 100 CP perks are free.

Ethicist

The Ethical Thing (100 CP): Isn't always pleasant or easy, but it's always *a net positive*. You have considerable experience in making hard choices and weighing the odds very, very quickly. You can make calls like the minimum number of people to kill so everyone else lives much faster than most, and discipline your regrets into being nonexistent until the deed is done.

Armchair Tactician (200 CP): Telepathy is a powerful tool that leaves your body no better off. Either through a thorough education in military tactics or experience, you know enough about how to infiltrate, misdirect and set up contingencies in advance to run rings around the US military. Even if you lack Etienne's other skills, you could play a mean game of chess or cat and mouse with him using this.

Etienne Was Right (400 CP): And even as the world was ending, the people who hated him had to admit it. The causes you truly, utterly believe in enough to risk yourself or compromise your other priorities for will always end up being advanced without regard for your personal successes. Even if you're put behind bars or go missing, the societal harmony you strove for or the demographic you tried to defend will be safeguarded. Do mind that history won't vindicate your actions if they were inherently selfish, though.

Growing Boy (600 CP): Etienne was unique among the Superpowers because for unclear reasons, his powers could grow while the others' remained static. By the dawn of the 21st century, somewhere between his late 40s and early 50s, his telepathy was refined to the point that in a few more years he was confident he could make precise alterations to every human on Earth's personalities before an angel that could fly to the moon and back in seconds could do anything about it.

He is no longer unique. All your powers also grow, like his: Passively. Slowly. It could take decades to see noticeable refinements. However, they *do* continue to grow, rather than plateau after a period of experimentation and refinement as most do in this world. Indefinitely. With no effort. This is an almost unique gift.

Moralist

Attractive Presence (100 CP): If free love had a poster boy or girl, you'd be it. Because you're a fine, fine specimen fit for hot and heavy loving. Whether you're a strapping boy, a bodacious babe or an unusual inversion of standard beauty aesthetics still hot enough to have all eyes on you at an orgy. Despite some of the dangers associated with loose sexy, you're healthy as a horse-and whatever your sexual appearance, can fuck so hard and good your partners end up feeling like they've ridden a few miles on one. But in a *good* way.

Optionally this can give you the unusual skin tones and other biological traits of more mutated Atomics, as long as they're mostly cosmetic. Fiery hair and eyebrows are fine as long as you can do little more than flare them up when agitated, or light a cigar with them.

Family Forever (200 CP): Communities are what's really valuable, and you know how to keep one together. To play big brother, stalwart but loving father, and party animal without getting your wires crossed or trespassing on boundaries. It's folks like you and Heavy that keep the eternal party that's the Atomics' new city going.

Heavy Wasn't Wrong (400 CP): Some cold-hearted sons of bitches out there really think it's a *mistake* to break some heads when someone points a gun at your son. Screw them. But hope it never comes to that. Organisations under your leadership are now noticeably more resilient to misfortune, conflict and malicious infiltration. The closer their bond with you, the more coincidence protects them.

The Next Superpower (600 CP): A fortune teller once told you that your child would be the world's next Superpower. What they didn't say was that you were to father or mother a whole age of the damn things. All your children will be born with abilities on par with any of the Superpowers in this world. How this happens will be completely random but somehow always *vaguely* fit their personality-and at least, given the unique circumstances of *one* they'll never suffer anything as dire as the torment of **Hell** on their soul from this.

Anarchist

Arsehole (100 CP): Practically everyone is one. You've got to be sharp. You have a strong intuition for when someone's trying to bullshit you, and the personal leadership and organisational skills which along with this actually can let you keep an anarchic movement more or less under your thumb. You're also pretty hardy and decent in a scrap, having the sort of ruggedness suited to living off the grid.

Fucking Arsehole (200 CP): Look at you go! Through some combination of wits, competence and force of personality, you rise to the top quicker than most in any organisation you're part of. Just clock in and do your job, and your boss' intuition that you're a firm hand on the tiller will do the rest. To a lesser extent, this stops interpersonal drama from interfering with your ascendancy. It's as if the spirit of Jacky bloody Magus is screaming in your boss' ear to shut his arsehole of a mouth.

Don't Suck My Cock You Arsehole (400 CP): Integrity is everything to a certain stripe of individualistic contrarianism. As long as you put a modicum of effort into installing checks and balances in organisations with you in a position of authority, you can nearly guarantee that they'll never go corrupt and always remain true to the task you set them up for. Members who start abusing resources for their own agendas will get ganged up, and if the organisation judges it has outlived its purpose, most of the members will shake hands then go their separate ways.

Instead of hanging around bothering people by being *arseholes*.

Total Arsehole (600 CP): Isn't it a shitty, shitty deal that those best at cresting the wave of anarchy are often best positioned to take over when it's done? The more you shake up the status quo or do things the loud and flashy way, the more opportunities show up to recruit underlings or negotiate with rivals or even enemies. This comes with a rough sort of charisma and insight in how to play to the crowds chasing you. You've got the makings of a great cult leader whether you like it or not. Maybe you should quit while you're ahead, and become a rockstar or something before you end up as a **cunt** instead of just an arsehole?

Pragmatist

“You’re Meh” (100 CP): The most insufferable thing people can do is treat you like a mushroom-feed you bullshit and keep you in the dark. With a face to face demand, you’ll be able to give others the courage to do something at least one not-so-struggling artist yearns for: An honest opinion about your capabilities, works and character. It won’t always be pretty or nuanced. That’s the point.

Obtains Apology By Doing Nothing (200 CP): Masumi might be a great girlfriend suffering from personal hangups, or a terrible one enabled by a utilitarian telepath. It’s not clear, and it doesn’t matter for you at least. Your loved ones are much, much more prone to forgiving you and looking out for your best interests come hell or high water as long as you at least try to salvage the relationship in good faith. They may need some time away if you really screw things up, but they’ll always come back when it really counts.

Superpower Negotiations (400 CP): Hey, who died and made *you* the go-to guy for high level talks? There’s something about you that makes you a natural fit for high stakes negotiations as great as rival militaries or Superpowers in this world. You’ve always got appropriate diplomatic clearance, or a respected rep, or *something* highly circumstantial that makes you trusted. Not necessarily liked. But trusted. If you wanted to cut an under the table deal of your own, expect friends and foes alike to be more receptive than they usually are.

My Cut (600 CP): Fuck this, and fuck everything. Don’t *you* deserve something for all the torment you’ve endured? When you act with utmost selfishness, you get a sixth sense for striking when whoever you’re taking advantage of is at their most vulnerable or off-guard, and if you can get away with it the rewards can be disproportionately great. You’ll still have to figure out how to sell people down the river and evade their vengeance, but if you did something as terrible as damn every human soul on Earth for yourself-you’d be near-guaranteed to escape the consequences of making a pact with **Hell** to become a Superpower, even getting to keep your powers!

...probably still not a good idea to peer into **the eternity of torment** that they’re intrinsically connected to even afterwards, though.

Drop-In

Familiar Façade (100 CP): The world isn't kind to the unfamiliar, so you've adapted by becoming so. You have a minor power, on par with a nearly harmless Atomic, that lets you appear as an attractive member of any species you can communicate with. This can be illusions, crude shapeshifting, pheromones or really whatever you want it to be-with slightly differing limitations and capabilities.

Super-Loving (200 CP): Not everyone gets up close and personal with a Superpower. You're the exception. There's something about you that makes it very easy to get into the good graces of the empowered and the otherworldly, and to make the kind of positive impression which makes them go out of their way to look after you. You can decide the specifics of this, like whether you're just *that* hot or you simply know what to say to get them yapping about their political beliefs.

Summer of Love (400 CP): The Queen's arrival was a joy that will never be repeated again in this history, but some of it seems to rub off on you. With a thought, you can spread the same varicoloured miasma of surreal bonhomie around yourself. Causing both supernaturally enforced empathy and surreal yet minor suspensions of reality, all of which make people as happy as humanly possible *without* any adverse long term side effects.

This is *always* the happiest anyone gets in this world but is mainly limited by range. An ordinary man could fill his studio room with sublime joy. A Superpower could cover a city in it.

Signal When Through (600 CP): You're not actually a physical lifeform, or at least not just one. Your soul can independently fly at superluminal speeds, ethereal and untouchable by all matter. You can possess other bodies, and control your original one, simultaneously with no loss of efficiency. This also means you can't die through conventional means, remaining alive and mobile if your original body is gone. It'll take psychic abilities, magic or some other way of harming an ethereal presence to deal with you for good.

You are, mercifully, just one *very* efficient spirit and not a problematic mass of them.

Items

Items are discounted by 50% under the relevant origin header, discounted 100 CP items are free.

As mentioned in their descriptions, items that can be repurchased are done so at a 50% discount afterwards if the first purchase was free.

Drop-Ins can discount any one item from each price tier in the following sections. They enjoy the repurchase discounts as mentioned above if that is the item they choose to discount.

Ethicist

Hospital Bed (100 CP): Well, isn't this a bit of a bleak memory for a certain telepathic vigilante? There is always a hospital bed with your name attached to it in the city of your choice in a reasonably civilised setting. You can always lie in it for as long as you like and demand mundane medical care as long as it's not more costly than caring for a child with a damaged brain that can't move. Legally. Doctors may individually be confused, but almost as if *someone* was giving them perfectly ethical mental nudges just shrug and go along with it within reason.

All the paperwork's always in order for this.

My Favourite Coffee House (200 CP): There's a great café, coffee house or somewhere else signed under your name. The dark roast and hot food always gets delivered on time. The baristas love working there. The interior is polished without being sterile, homey without being pretentious. And the cuisine, oh-the cuisine! It's as good as the grub from the **Heavenly Pizza Parlour** listed below, but the menu is far broader. Not to mention how the drinks are just as good too, be they coffee or cocktails. All in all, it's the kind of place to make a man really appreciate having functional arms, legs and a digestive system.

This item can be repurchased, with different styles of cuisine. Perhaps you'd like some traditional Korean beef bone broth noodles, or a medley of Indian curries and chutneys served with various naams, instead of well-made but relatively plain American home diner food like steak, waffles and milkshakes.

Underground Bunker (400 CP): While it would be *unethical* to just give you a bunch of indefinite coma patient bodies *without just cause*, the bunker that Etienne built is a much more reasonable proposition. It has a gym, 24/7 electricity and running water somehow, and probably other amenities. It all looks very high tech and imposing. Critically, there's a tube full of...goo set up to very conscientiously keep you alive no matter your present state of health. You could stay there without food or exercise, and be stabilised enough you'd slowly heal from evisceration.

What a thoughtful contraption. Happens to have enough room to barely hold a five-ton creature of some kind.

Dirty Secrets (600 CP): Information is power, and you now have 6 binders' worth of it. All the dirty secrets of your choice of world leaders and Superpowers. In future worlds you'll have a comparable trove of sensitive information (including damning proof for more outrageous claims) on similarly influential figures.

If you bought the **Underground Bunker**, the level of detailed information expands to be worth a telepath's assessment of everything that everyone in any major city on Earth knows.

...also, this isn't really helpful in most conflicts on this world but if you bought the **Heavenly Pizza Parlour** in the next section, exclusive of the above it also includes a massive trove of excellent pizza recipes.

Moralist

Heavenly Pizza Parlour (100 CP): This small pizza shop is nothing special except in two regards. Firstly, they always have a supply of ingredients to keep operating 24/7. As if Heaven itself smiles on their larder. Secondly, they make *amazing pizza*, the kind of pizza that could easily win Michelin Awards. Pizza made with love, care and generations of expertise. We're talking pizza so good a demoralised angel from Heaven would regain her faith in humanity from a few slices. If humanity was reduced to cinders and ashes by bickering morons, but some of this pizza survived, a few slices would make you want to save it.

Alternatively, it can be some other kind of fast food. Maybe you want amazing kebabs marinated in vodka, pomegranate juice and the finest spices. Or the finest fish from the Baltic seas served with chips made of boutique potatoes? This item can be repurchased, at 50% if discounted

A House on the Moon (200 CP): Sometimes it can be hard, being a strategic target for nuclear arsenals. Either you or a very powerful friend has come up with a solution: A functional and comfy house, conveniently located on the moon! Yes, it has electricity, plumbing and so on. Yes, it even has cable. And yes, even if you yourself aren't superpowered the usual hazards of space are totally nullified a few meters out from the front porch. Don't...don't think about it. A big angel did it, and ran away.

In future settings with multiple moons, you can choose which moon this property shows up on.

Superpowered Singularity (400 CP): It's white. It's round. It's several times larger than a man. It's a damn *gravitational singularity*, and someone's managed to contain this in a containment unit that's remarkably easy to rig for granting its immense energy to just about any sort of electrical system. What can you do with it? *What can't you do with it?* This is more than enough power to keep a city-sized landmass floating indefinitely. Cutting edge science can probably make better use of a stable gravity well than has been explored in the setting. The most *plausible* explanation for why this even exists is that you did Heavy a huge favour at some point, but stranger things have happened in this world.

It doesn't have to be that, though. It can be a massive and stabilised energy source related to **any Superpower** as long as you can reasonably justify it. It doesn't necessarily grant the same benefits as free levitation and energy, but depending on what you've got the results are *at least* as strategically valuable.

Haven (600 CP): It's the dawn of a brave new age. At some point a large population of Atomics have rallied around you as their leader, and declared the foundation of a new city-state with you at the helm. Their powers can be as basic as element manipulation and precognition or as exotic as punching holes in reality with beams of rainbow energy and instant knowledge of *anything*, limited by the human mind's ability to process it. And given how weird Atomic biology can get, their demographics are completely up to you. They can be powerful and versatile, they just **can't be on the level of the Superpowers**. Also, since their society is built around *your* personal ideals, aspirations and whatever you think the ideal society should be, it doesn't have to be a free love hippy commune ~~or an expy of Krakoa~~. It can be a more conventional government, a hyper-capitalist super-economy like Rapture but less addled, or utterly and unapologetically fascistic if you've decided you just hate free love for some reason. Either a more modern definition, or an **extremely literal** continuation of Mussolini's ideals.

If you also bought **Superpowered Singularity**, there can optionally be a highly advanced and luxurious metropolis that they can all live in with this power source plugged in somewhere secure. It easily supplies all their energy and life support needs, among other superpowered benefits similar to Heavy's own gift to his people.

Enjoy building your own X-Men or Brotherhood of Evil Mutants, but you'll need to get your Phoenix Force Jean or Enigma somewhere else.

Anarchist

Menacing Mask (100 CP): This glowing slab with ominous glowing lines is *perfect* for hiding some arsehole's ugly mug from the world! In fact, it has some kind of enchantment that even prevents apex telepaths and angels from detecting the identity of whoever wears it. While the obfuscation is quite powerful, it's advisable to wear a hood and cowl with it lest they figure out by simple deduction what they can't be telepathy or a holy gaze.

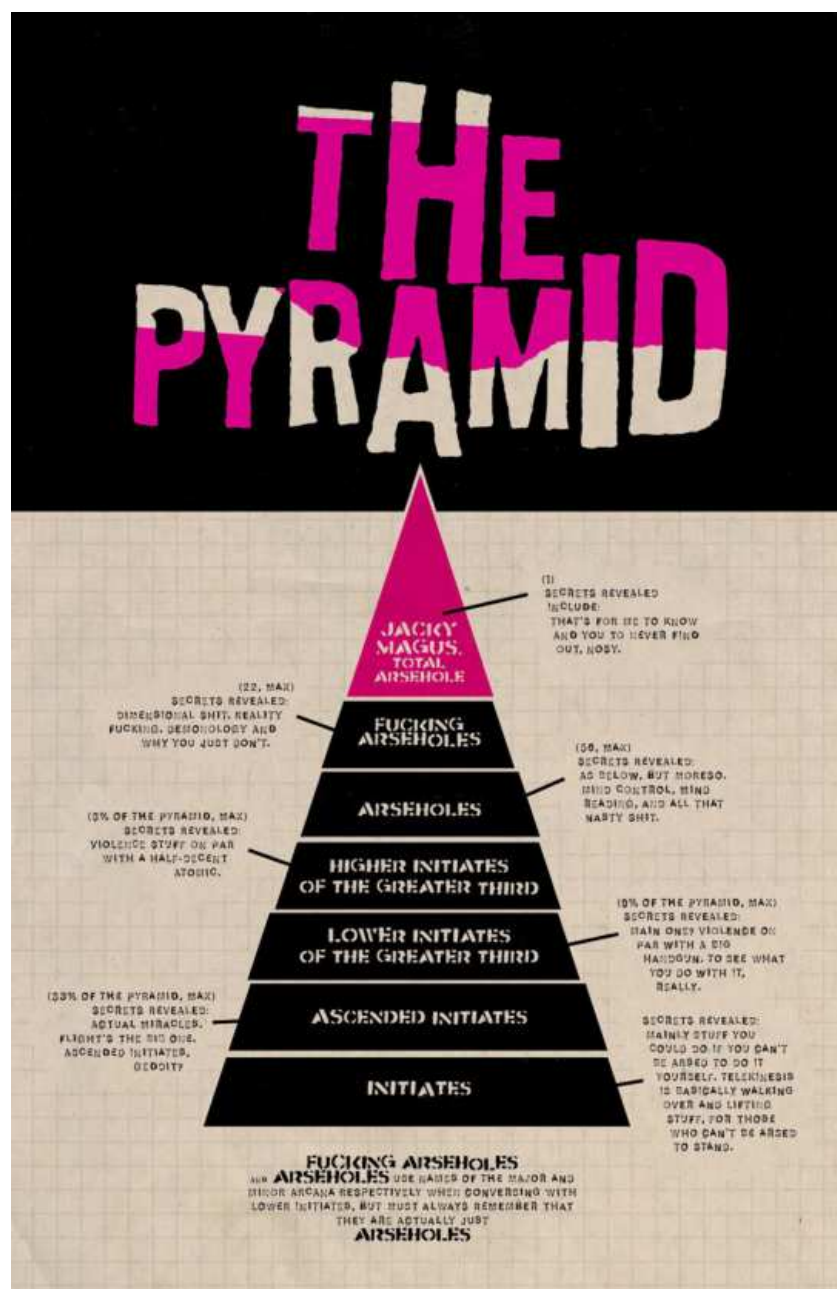
This item can be repurchased, at 50 CP if discounted, for more masks for more funny business.

It's not a bloody Big Zam you wankers (200 CP): Sometime in the (potentially very near) future, the US government will attempt to make a crude contingency for Etienne's powers in cooperation with the Pyramid for their magical prowess. The result will be a big, green, clunky set of psychically shielded power armour that can fire bullet-like projectiles of magical energy and run after human targets at roughly the same speed. It's only about twice as tall as a man, but it's more than durable enough to make resistance futile. On the other hand, it's a cheap toy to a Superpower-even Etienne, who can easily think of ways to fuck with the operator without harming them directly.

Like the masks, this item can be repurchased (at a discount if applicable) for more armor.

Clearance (200 CP/400 CP): You're likely going places and influencing people anyway, so you might as well have the credentials to do it. For 200 CP this is a professional but civilian or low level law enforcement position. A doctor, a lawyer, an immigration inspection officer. Comes with all the skills needed to do the job, of course. For 400 CP you're a significantly savvier operator: A special intelligence officer, a senator, someone who works closely with the halls of power. In future worlds you'll continue to hold the same position, or the closest thing to it.

Pyramid Scheme (600 CP): Just to be clear, this isn't *the* Pyramid. You asshole. No, this is your own 50K-strong cabal of mystics, acolytes and other professional magicians that for one reason or another hold you as their leader. Collectively they have enough magical power that when directed at you or one of their own, lets you function as a Superpower. What's more, by teaching others the magic of this world (which they can, using a simple rite) they can gradually increase the amount of overall power directed at you-a rare gift in this world. And because this *is* your magical cabal, not Jackey's, you get to decide what their ideology is. Not to mention whether the distribution of magical knowledge follows the Pyramid's own as shown below, or a freer flow of information:



Comes with a headquarters geometrically designed to enhance magical effects.
Can be any 3D shape other than a pyramid.

Pragmatist

Meds (100 CP): **Now.**

This is a regular supply of psychiatric prescription medication, in appropriate amounts for your age and biology in this world, along with clearcut dosage instructions. If you are suffering from psychological duress, please take them regularly.

Happy Place (200 CP): There is a building in this world where you feel calmer, more at peace with the world, and generally better able to face all of life's hardships. It could be an art studio. It could be a church. Wherever it is, the peace it grants you is better than any amount of mundane therapy, and it's full of iconography of some kind that brings you great comfort.

Can be repurchased for additional happy places, of different types if you like.

Killsat and Clearance (400 CP): You may have noticed by now that "on par with a nuclear arsenal" is a very conservative estimation of the Superpowers' capabilities. Which is why the US government has been looking for more precise, destructive alternatives as potential ways to take Superpowers off the board. This magically augmented killsat is known only to you and whatever professional associates you deem worthy, and it can fire a beam of green energy precise enough to lance a man under the open sky. Pity that *at best* it would barely slow down most of the Superpowers in this world, and be actively detrimental if aimed at a few.

Can be repurchased, for all the good it will do at its intended purpose.

The US Presidency (600 CP): Congratulations, you've become the supreme political leader of the most powerful country in the world. In Superpower terms, you rule over the biggest anthill among all the colonies. You're the ultimate shot-caller, or at least who the man on the street assumes is in charge. You have the clout to treat with other nations and potentially arm the country's nuclear arsenal. For emphasis: *This will accomplish nothing against the most powerful Superpowers.*

In future worlds, at the start of every jump you may choose to be the current sitting US President.

Companions

The Prisoners' Dilemma (50/200 CP): Everyone here is so cagey, impulsive and ideologically radicalised that you can't be blamed for trying to find friends elsewhere. For 50 CP apiece, you may create or import a companion with 800 CP. For 200 CP, you may create or import a set of 8 at a discount.

Jump of Love (Free/50 CP): Then again, who knows? Things have only gotten as bad as they have in the present day because of old betrayals and disappointments. Maybe some of these folks are more personable off the clock and away from their old regrets. For free, anyone you can convince in this world to join your journey can become a companion. For 50 CP, you can make a great first impression with any one character in this world to sweeten the deal.

Cherub (50 CP): Well, isn't that something? Heaven recently sent a new angel to grace the mortal plane. She's just incarnated as a small, cheery child who is hoping you'll be her caretaker! Or possibly playmate. Even more naïve than Valentina, she'll quickly grow to be just as powerful-since like her, she's essentially immutable divine perfection wrapped in a layer of calcium and muscle to look like a real girl. Hopefully, this is a sign of Heaven's compassion and not lack of confidence in their first agent.

Intrepid Citizen (50 CP): Someone from a very different walk of life has taken an interest in how you live. If you're in the government, they could be an avowed anarchist. If you're a starving artist, they could be a snobby critique. Whoever they are, they're very appealing to you in personality and appearance, and also very interested in a meeting of the minds. In learning how someone could live so differently from everything they know to be true. And perhaps, turn over a new leaf.

They also have a Superpower-level Atomic power over space-time manipulation-enough to do things like cross a city with a single step, make a rock grow as large as a mountain range in seconds and distribute their cognition backwards and forwards along their personal timeline. The last one makes them a blindspot to Etienne (who views their mental presence like white noise), a fact

that they're blissfully unaware of because their power is so efficient they've never thought to use it for anything except living a fast and comfortable life. To say nothing of how they're one of the few Superpowers to have powers which can continuously grow.

Thoughts and Prayers (50 CP): A long time ago, an alien race escaped the destruction of their civilisation as an intangible gestalt of pure thought. Unlike a certain other unfortunate refugee, they had the foresight to prepare a medium for their exodus: A series of filaments with the qualities of plant, fungus and light capable of animating the inanimate once they infest it. Though hundreds of kilometres long, their semi-spiritual physical state lets them writhe and fit into most anywhere comfortably. Having long since married science with something analogous to magic but predating recent developments on Earth, they arrived on Earth hoping to find conditions they could take root in and start emulating local lifeforms. You are their first point of contact, and thus their best friend. Their Superpowers manifest as cosmic winds, plant growth and solar radiance that reshapes reality into whatever they want-typically a verdant, permanent and ever-growing paradise. Mercifully, unlike the Queen they seem to be much more accepting of life being what it is, warts and all. And are far more interested in giving life opportunities to flourish than dictating terms to it.

Drawbacks

The Slow Path (+ 0 CP): Linear time is a miracle to those both above and below it. Why not give it the appreciation it deserves? Take this, and you may extend your stay by up to 56 years. Enough time to see this sad story through to its end if you started in 1945-or to continue into a brighter future should much change.

Plan A (+ 0 CP): So, cards on the table. It's not looking good for this world. At the rate things are going, Etienne is going to keep pushing his luck until someone slaps him down for it. And after that, many of the harsh safeguards he used to keep equilibrium among the Superpowers will fall apart. Even if things don't go exactly as in canon, there's many points of failure for the apocalypse to start.

Would you like an insurance policy with that?

Take this drawback, and you don't start in the default timeline. You start in the one where Santa Valentina has just flown back in time to tell a surprised and *delighted* Etienne that yes, she's totally onboard with his plan to take over the world now.

This world is probably going to be a lot safer. It's also probably going to involve Etienne taking a much more cavalier hand with his telepathic interference, and Valentina coming down like a hammer on *anything* that threatens the ethical utopia he wants to create. Above all else, **it concerns events that haven't been published yet at the time of writing.**

So feel free to relax now the apocalypse isn't as imminent, but be wary about sticking out as a potential danger in your own right.

Heavenly Airhead (+ 100 CP): You should help. You should really do something about this! But...do you really have to? Like Valentina, you have a bad habit of deferring responsibility and staying out of things that could really use your firm hand. Whether it's because of celestial duty or just being really bad at on the spot decisions, you have a tendency to let hesitation make your life harder than it should be, and skew your decision-making.

Defying Gravity (+ 100 CP): Someone come after your family? *Fuck that, eye for an eye.* Like Heavy, you take things very personally. If you're a family man, you're the kind who'd go up against cops swinging if you felt they were too heavy handed to set a good example for your kids. Someone could make reasonable

points in an argument and you'd still threaten everything they cherish if they piss you off. You don't exactly have anger management issues, just bad impulse control and little common sense.

Public Enemy #1 (+ 100 CP): The United States has decided that you are an existential threat as great as a Superpower. They will covertly monitor you, test your defences with assassins, invent advanced military technology hoping to covertly defeat or compromise you into serving their interests, and if they deem it viable escalate to nuclear arms or unique superweapons.

This is incredibly cheap because *frankly, this is the least of your problems in this world.*

The Lump (+ 200 CP): Those powers better be worth it. In obtaining whatever it is you bought in this jump, you've somehow devolved into a 5 ton physically immobile blob of contiguous biomass. Something like a really huge overgrown head. Nothing stops you from using any powers you have, but discounting those you're a far bigger and more vulnerable target than you'd otherwise be.

Immigration Issues (+ 200 CP): The cosmic winds aren't blowing in your favour. Once a season, an alien invader representing an existential threat as great as the Signal (which would have rendered humanity extinct due to its' informational body supplanting its' minds) will show up somewhere in your general vicinity. It may not be *intentionally* invading. It may not even be hostile. But alas, barring powers greater than the Superpowers of this world, they'll likely put you in a position where you or another Superpower will have to kill it or be killed. And of course, it'll be especially interested in *you* for one reason or another.

Superpower Drama (+ 200 CP): The balance of the world is held tenuously by six very dysfunctional people having a mutual agreement to not lay each other to waste. A month into your stay, a new Superpower will emerge-whether an unusually powerful Atomic activating their full powers, an extradimensional entity arriving, or something else. Unfortunately, the *exact* circumstance which gave them their powers will *also* convince them that you. You, specifically. Need to die. If not for the greater good, then because you committed a crime as great as shooting their dog.

The Mundane Fantasy (+ 300 CP): Ever wondered what being a civilian in a world of capricious and judgement empowered individuals feels like? Your powers are now stripped from you, and you have no capability exceeding a mundane human inherent to your being in this world. Good luck. You'll need it.

[Unsolicited opinions on ethics] (+300/600 CP): When you arrived in this world, Etienne's mind brushed by yours. Whatever he saw convinced him you are an existential threat to it, that you cannot be reasoned with. *Or* are not worth reasoning with. Now, he will do everything possible in his reach to kill you. The bad news is that he is resourceful, his telepathy can reach anywhere in the world not specifically shielded against it at the literal speed of thought, and he's friends with the most powerful Superpower on the planet while most of the others respect his information gathering abilities. The good news is that *respect* isn't the same as *liking* the man, both Etienne and some of the other Superpowers are extremely reluctant to unleash their full power without dire cause, and some would defend you on basic principle against his callous ways.

That's for + 300 CP. For + 600 CP instead, the six Superpowers have unilaterally decided you should die and will start working together the moment they realise the others agree with them. Good luck.

Inverted Pyramid (+ 300 CP): Jacky Magus is about to get a rude reminder about *why* he has to centralise magical power for the greater good. See, there's another Atomic with a power *at least* as great as his, which enables a similar mastery of magic. Let's call him Crowley, because "the Devil" is already taken and much more underwhelming. This *absolute arsehole* has managed to accrete 49K magic-using, power-tripping followers with promises of limitless power, having used enchantments to fly under Etienne's radar. His power structure is less stable than the Pyramid, but the aptly named Inverted Pyramid is also a lot freer with its secrets to recruit aggressively. The punchline to all this? "Crowley" thinks killing you will grant him enough power to become the greatest Superpower in this world. For now this power-mad megalomaniac is focusing on aggressive cartel-style recruitment, but when the moment is right he and his inner circle will be coming for you with tricks Jacky would hesitate to use even on his worst enemies. The silver lining is that none of the Superpowers will be happy about his aggression, and that even if most of his members have telepathy-rebuffing masks Etienne is more than capable of finding ways to strike at him.

Ending options

The ethical solution (Go home): Every moment you stay here, you use up resources and risk harming others with your abilities. Better to localise the sum total of your actions in the world where you would have done so anyway, than to risk the future harm you could do. You may go home, taking everything with you.

The moral solution (Stay): These people need you. Their so-called heroes are stupid, callous or just plain detrimental. They suffer all the hardships of modern society while extraterrestrial terrors occasionally bombard them. So here you'll stay, with all that has come with you. If human civilisation doesn't entirely end when you settle down, gain 1000 CP from...somewhere. Not **Heaven**.

The middle finger (Move on): Moral dilemmas are nonsense justifications by heavy-handed arseholes to justify doing what they wanted anyway. Why stay to argue the point? It's not like they're going to listen. Continue to the next jump.

Notes

Limited extra information on the setting, including the “Devil” (a foe that the Superpowers defeated early on) being both an Atomic and a magician, can be found in this: <https://www.patreon.com/cmgDave/posts/gillens-power-of-121411846>

Want to experience maximum mood whiplash? Take this jump **immediately** before or after The Pendragon Cycle: Rise of Merlin, if you want to experience characters engaging in nonsensical, downright peculiar shenanigans **in completely different ways.**