

DIRE Saga/Teslaverse Series Jump v 1.5

By Adogdayz

The DIRE Saga is a book series (actually it's the Teslaverse series) by Andrew Seiple takes place in a world that had people with powers start appearing around the same time Nicola Tesla was tinkering with electricity. The popular theory is that Nicola is responsible for costumes, the catch-all term for superpowered people that go around in... you get it. The books follow the life and times of one amnesiac supergenius with a first-person pronoun issue: Dire.

To give you an idea of what sort of shenanigans you might run into, well, over the course of six books and about a decade Dire goes from homeless to dictator supreme of a small nation, saves the United Kingdom from a mind-controlling villain worthy of a Bond film, and punches Satan in the ego while in Hell. Oh, and she, Dire, kills Hitler at some point.

Time

Dire: Born, the first book in the series, begins early in the morning on 01/01/2000. Y2K has happened and power is out in major cities across the world. It's a temporary problem but for the moment broadcast power is down and people are getting scared. You start when Dire gets out of her exploding lair.

Age and Gender

Do what you want. Species defaults to human but you can do some cosmetic changes as long as they don't provide significant benefit. Cat ears, fur, or a tail? Go for it. Functional wings, gills for breathing water, or night vision? Pay for it in the Powers section (it'll likely be free anyway).

For those who like a bit of randomness in their lives... roll a d20 and add 17 to the result.

Location

Choose or roll a 1d6.

1. Icon City, on a beach: you appear near a homeless camp set up on the beach. Oh look, that apartment building down the street just blew up. Maybe you should go ask someone what is going on? (Dire should show up in a few minutes).
2. Icon City, in a residence: is it your place, or are you an intruder? Either way, the power just went out.
3. London, England: What it says on the tin plus a possible mind-control problem.
4. New York, New York: Why? Because 90% of the time there's something happening in the Big Apple. Insurance premiums must be killer.
5. Isla Mariposa: an island somewhere in the Caribbean. Tropical, beautiful, and lacking in modern infrastructure like broadcast power. At least the local dictator isn't bulletproof. Stick around long enough and you can pledge your allegiance to Dire when she takes over.
6. The Moon: you appear on the surface of the moon. Great view of the planet, no air, and a butt-ton of solar radiation. Best to have an ability or power to let you cope with all that.

Origins

Drop-in: There's a sudden burst of light, or something more subtle heralds your arrival. Either way, you appear out of the Aether with no strings of the past and no predetermined fate.

Civilian: Ah, the normal life. You've got the basics down as far as a job, living space, and a few creature comforts go. Not the most exciting life but adventure isn't everything... and the power just went out.

Homeless: Life can take some turns that take you off your feet. Keep your head together and your eyes open. Opportunity for a better life is out there. You've been on the streets for at least a year by the time Dire arrives at the beach camp.

Costume: Hero? Villain? Mercenary? One way or another, you are someone who makes a living by using powers. The real question is: what do you stand for?

MRB Agent: You're an agent of the Metahuman Resource Bureau. Your job is to police the metahuman community. Is a powered crime happening with no heroes around to deal with it? You are the person who gets called. Other duties include hero liaisioning, investigating powered crime, and containing powered criminals. You're about to have a rough time.

Perks

Note: All 100 CP perks are free to their origin the first time around and 50% afterwards. Higher cost perks are 50% off to their origin. No discounts for general perks.

General Perks

Looking Good (Free): Hey, look! A perk that refines your looks so that you are a solid 8/10.

What does that actually mean? Beauty is subjective so you do you.

Kayfabe (100 CP): Person of Mystery, Costume, MRB Agent, regular civilian, homeless bloke on the street? Anyone can learn how to sell a story, get people to buy into the narrative you're weaving to the point that they don't care whether it's real or fantasy. This perk gives you some basics related to that art. The ability to sense the mood of a crowd, understand the image you are presenting, and a sense of how to shift that image. Practice and maybe you will someday rule the world through the story you're selling to it.

Rebellion on the Mind (200 CP): Your mind, soul, and spirit cannot be contained forever. Every day that you are under the control of some negative mind-altering effect you become just a smidge more resistant. Assuming you don't have some outrageous level of willpower to start with, a decent mind controller could hold you for several hours before you broke free (depending on exactly how their power functions). The greatest mentalist could hold you for weeks if they kept you close. Resets twenty-four hours after you have regained your freedom. Note: You can train to resist mind-control, this is simply a last line of defense.

Time Anti-Assassin (400 CP): The chances of a time-traveler trying to take you out specifically is likely on the low end but... why take the chance? This perk prevents time-travelers from killing you or your ancestors in the past, even indirectly to a point. If they're determined enough to destroy the Earth in order to kill your folks, well, the paradox would reset things anyway. Otherwise, it just seems that chance contrives ways to keep past-you alive despite the meddlers. Doesn't keep the people from using time-related effects from hurting the present you, though. IE using the echo of a past attack to hurt you in the present or take you back/forward in time.

Once More, With Feeling (600 CP): You are gonna die at some point, probably. If you find that unlikely, go ahead and take a pass on this perk. But for those who have some doubts about being able to keep the old specter at bay, I have this. Upon buying this perk you get a marble-sized metal implant in your brain that keeps a copy of your mind on it. This device is as close to indestructible as possible.

In case of death, this device can be harvested and implanted into a new body. *This prevents chain-failure and may only be done once per Jump or every ten years, whichever is shorter.* You can be proactive and have a body prepared (IE a mindless clone) and a companion can do the implanting for you. Otherwise, someone with a desperate need will find themselves with the device and the means to implant it. This will replace their mind with yours. They know that going in. In exchange, you have to grant their last wish. This can be anything from saving a kidnapped child to avenging a loved one's murder. Nothing impossible but should be a challenge that has consequences that make life more difficult for the near future. The task will never be something so far out of your comfort zone that you just can't do it.

Drop-in Perks

Where're you from? (100 CP): This perk helps you come up with believable but vague origin stories on the spot, remember them, and make people more likely to accept these stories. For a time. People will notice inconsistencies if you aren't careful.

Free Agent (200 CP): Everyone's got to eat, have supplies to secure, and that means everyone needs work in some form or another. Unfortunately, you don't exist as far as the legal system can determine. No paperwork, no tax history, just your personage and a weird warehouse filled with weirder stuff. To mitigate this problem, this perk alters chance a little to provide you with

random encounters, leads, and so on that bring about under the table work that you are suited for. Whether that work is something you are interested in is up in the air. IE a biosculptor may find someone in need of a new face.

Secrets (400 CP): Magic sanctums, disused villainous lairs, forgotten artifacts, and portals to other realms. This perk gives you a sixth sense for finding these things. It's not pinpoint accurate, more of a vague feeling that something is in that general direction so you will need to do some actual searching. Does nothing to warn you of traps or danger or even what you're sensing is. Still a good way to find hidden treasure and hideouts.

Unlimited (600 CP): Powers in the Teslaverse seem to have a limited ability to grow, though this is mostly the user figuring out tricks and tactics. With this perk you can truly train to make your powers and abilities grow with no limit. Your main hurdle is finding ways to train at the necessary intensity to progress.

Civilian Perks

Skills (100 CP): You now have all the skills required to work in a particular profession and be average at it. Comes with the paperwork to prove you have these skills.

Not A Hostage (200 CP): Villains and other less boisterous criminals will overlook you during robberies and such so long as you don't do anything to stand out. They need to make an example of a hostage? They'll pick the person behind you. They decide to take a prisoner as insurance during their escape? The person in front of you will do. Should you volunteer to take the role of captive prop, they'll tend to be a bit gentler than normal and more open to negotiations.

A Shoulder to Lean On (400 CP): You attract costumes. Both villains and heroes will have a tendency to befriend you through twists of fate and circumstance. Romantic, platonic, casual, or intimate, these relationships have the potential to run the gamut. Has a secondary effect of making you a stabilizing influence in meetings between costumes from opposing dispositions. Works similarly with powered individuals in future Jumps.

Neutral Ground (600 CP): You can declare an area no larger than a city block a neutral ground. No one can engage in violence within this area, including you, and recognizes it as a place for negotiations. Can be reassigned once a month.

Homeless Perks

Eye for Character (100 CP): Gives you a sense of the character of people you study for a time. How willing they are to kill, vices they are familiar with, and the virtues they are inclined to can all be worked out within an hour or so.

Iron Stomach (200 CP): Living on the streets can sometimes mean surviving on food that is less than fresh. This perk makes you immune to food borne illness and complications. Does not let you eat things like mercury without consequence.

Invisible Man (400 CP): Well it doesn't make you invisible, rather as long Jumper looks like a hobo, people's sight will slide from your person like water on a duck. They will not register your person being there. Any action that would break character or look, will bring attention to you.

No Strings On Me (600 CP) You are immune to precogs, fate manipulators, and spiritual possession. Mind control still works.

Costume Perks

Iconic (100 CP): Choose a costume name and a simple tag line. These are now intrinsically tied to your costume identity. IE Goldenrod, the world's most gilded hero. It's up to you to live up to the hype you set.

Fisticuffs (200 CP): You know how to fight hand to hand while using your powers to best effect. Whether you are in good enough shape or not is not covered by this perk.

Measured Blows (400 CP): Being a Costume comes with some rules, like limiting collateral and keeping things non-lethal. This perk gives you the ability to calculate how dangerous your plans or abilities are in any given scenario you consider.

Giving 200% (600 CP): When overwhelmed and on the verge of defeat in battle, you can tap into a reserve of power to make a last ditch effort to turn the tides. Effectively doubles your power level for ten minutes. When that time runs out, you pass out for at least an hour before waking up on your own.

MRB Agent Perks

Power Sense (100 CP): This perk allows you to sense when someone within ten yards of you has powers. Doesn't tell you who has the powers or what ones you are detecting, just a general direction. Walking around can help pinpoint the individual, though.

Trained Agent (200 CP): You are a trained government agent and have the training one would expect. You know the laws affiliated with your duties, know a style of martial art, and can handle a gun. I'll throw in some investigation training as well.

Crisis Point (400 CP): People tend to get powers in high stress situations. This is called having your Surge. This perk lets you know when someone you can see is on the brink of Surging. This means you have a chance to either push them over that edge or ease them away from it.

An Agent, An Organization (600 CP): Once a year you may cut through the red tape and bureaucratic labyrinth to get something done. This “something” must fall under your organization's jurisdiction, take no more than a week to accomplish, and can only use assets in the local region.

Items

Note: All 100 CP items are free to their origin the first time around and 50% afterwards. Higher cost items are 50% off to their origin.

Drop-In Items

A Mask (100 CP): You get a bullet-resistant face mask. Your mask can be ornate or plain, so long as it covers the whole face. Featured thermal, night, and ultraviolet vision modes, built-in anti-theft features that escalate from non-lethal to lethal, hardware capable of hosting a smartframe, a built-in voice modulator, a recording mode, and a battery capable of sustaining all features for 120 hours. Can be charged wirelessly or by USB.

Smart-frame (200 CP): While not a true AI, this program is rather sophisticated and capable of assisting you in breaching cyber defenses. Guaranteed to not try and rake over the world in an attempt to maximize paperclip production.

Personal Forcefield Generator (400 CP): A device the size of a Nokia phone, small enough to fit in a pocket. When turned on it generates a forcefield capable of stopping high caliber bullets and

even grenades. Produces heat as a side effect. Can be left on for 96 hours before it needs recharging. Less if actively defending you.

Baby AI (600 CP): You now have a nascent AI that is guaranteed to be loyal to you. Largely limited by the hardware it inhabits. Can take up residence in an upgraded mask.

Civilian Items

Subsistence (100 CP): This gives you a studio apartment, rent and utilities paid for, and a monthly stipend equivalent to minimum wage.

Vehicle (200 CP): You get a civilian model of car, truck, or van. It's always fully fueled, will repair itself if damaged, and comes with free liability insurance. Maintains all upgrades you make to it.

Medical Chair (400 CP): Why do you have a fully automated, state of the art, medical Chair? Nevermind, I don't want to know. This puppy can do just about any medical procedure, from brain surgery to removing an ingrown hair. Self-cleans and repairs. Restocks supplies every thirty days.

Corporation (600 CP): You are the sole owner and CEO of a multi-million dollar corporation in whatever sector you want so long as it's legal. Supplies you with a \$500,000 paycheck every month. Doesn't require your direct supervision to turn a profit. Is inserted into each Jump after this in an appropriate form.

Homeless Items

Warm Jacket (100 CP): You have a worn looking jacket that keeps you at a comfortable temperature in all but the most extreme environs and has a weak SEP field. Self-cleaning and self-repairing. Will maintain upgrades made to it. Is otherwise just a jacket.

Stash (200 CP): You have a small nook with five hundred dollars in small bills, a EMT grade first aid kit, a duffel bag of clean clothes, the papers needed to establish a new identity, a .357 revolver with six rounds, and a week's worth of food. Refills every month.

The Tent (400 CP): This is a mundane looking four-person tent in the color of your choice. Creates a comfortable and safe environment despite the conditions outside. This includes outer space.

Junk Suit (600 CP): You get a rough suit of power armor made from appliances, scrap metal, and a few interesting high-tech bits. Immune to low to mid caliber bullets, grants enhanced strength, and comes with an air cannon capable of breaking bones. Smells vaguely of bacon. Comes with a repair manual and blueprints. Self-cleaning and self-repairing. Will maintain upgrades made to it.

Costume Items

Costume (100 CP): You get a costume tailored to your specifications. Includes bullet and stab-resistant armor. Is immune to damage caused by your own powers. Self-cleaning and self-repairing. Will maintain upgrades made to it.

A Set of Tools (200 CP): You gain a set of tools geared to either enhancing the effectiveness of your superpowers or magic abilities. This varies from exceptional mechanic tools, equipment that mitigates gaps

Lair (400 CP): You have a concealed base with utilities and power. Comes with a basic workshop, training room, and control center. Can be upgraded through your own effort. Becomes a warehouse attachment or is inserted into the world on the next Jump.

Power Suit (600 CP): A sleek power suit of your own aesthetic preference. Flight capable, lightly armored, and armed with variable yield particle beams capable of piercing a car's engine block.

Self-cleaning and self-repairing. Will maintain upgrades made to it.

MRB Agent Items

A Suit (100 CP): A sharp suit that is easy to move in and is bullet resistant. Self-cleans and self-repairs. Maintains improvements you make to it.

A Badge (200 CP): You have a badge that declares you a member of the Metahuman Resource Bureau. Those who see this badge understand that you have authority and are to be heeded. In future Jumps the badge will change to match any organization you are a member of. If you belong to no organization, then it becomes a mark of your personal power.

A Gun (400 CP): This weapon is an energy pistol with a stun and lethal setting. As effective as a .50 caliber rifle with none of the recoil or bullet drop. The maximum effective range is 300 feet. Looks like a normal Glock and comes with a Conceal and Carry license and holster.

Power Neutralizing Collars (600 CP): A trio of collars that shut off the powers of anyone wearing it. Comes with blueprints to make more. Does not work on magic.

Powers

You get 400 CP to be used in either the Powers or Magic sections. If you wish, you may create your own powers and pay the appropriate price for its power tier. Use the powers provided as a basis for deciding what tier a power is.

Secondary Powers (Free): You know how people with super strength don't snap their bones every time they flex their superstrong muscles and pyro-kinetics are usually fireproof? Yeah, your powers come with the unmentioned secondary powers that keep things super cool instead of super horrifying.

Power Boost (100 CP): Allows you to increase the tier of a given power by one, increasing its potency as appropriate.

Tier 0: These powers are of the weakest variety, mentioned only because of the minor conveniences and divergences from a normal human they provide. Free and tied to your alt-form.

Non-human Appearance: Want to be a human-animal hybrid? Have some inorganic bits? Just some colorful pigmentation? Go for it.

Wings: You can have fully functional wings. Mostly good for gliding and slow flight.

Natural Weapons: Fangs, claws, and retractable sharp protrusions.

Tier 1: Often referred to as Street level powers. Strictly neighborhood hero and small-time villain grade. 100 CP each.

Gadeteer: You can create devices that outclass mundane technology. Think forcefields that burn out after ten minutes, disposable drones, and ammo/battery pack reliant ray guns. The main limiters of this power are that the inventions are either one-shots or require maintenance after use.

Excretions: You have a gland that produces a compound that has some kind of effect when introduced to a person's body. Poisons, paralytics, and tranquilizers are some suggestions. Can combine with natural weapons to facilitate injection.

Lesser Danger Sense: Gives you a ten-second warning of incoming danger. The warning is vague, providing a general direction and method of the harm.

Enhanced Traits: Strength, endurance, durability, senses, agility, and intelligence. Pick two. You are now at peak human in those categories. May be purchased multiple times.

Lesser Regeneration: You heal deep cuts in an hour, broken bones in the half-day, and regrow limbs and organs in two days.

Lesser Energy Blast: You can now fire off blasts of a chosen energy type. Fire, electricity, cold, and so on. Should be as effective as a heavy handgun with a similar need to reload.

Lesser Material Based Kinesis: You can control up to two hundred pounds of a material at a time. 250 foot control radius. Requires a source.

Elemental Aura: You gain an elemental aura with a radius of five feet. Fire, cold, electricity, and so on.

Lesser Flight: You can fly up to 50 MPH. Wings optional.

Tier 2: These powers make anything less than squads of soldiers with military-grade equipment or another costume ineffective. Cost 200 CP each.

Specialized Genius: You have a knack for a specific branch of technology. Examples are modular devices, efficient tech, and gravity tech. Your abilities with creating tech tends to drop straight

back to the mundane outside of your specialty. Comes with enhanced intellect and a solid grasp of most Teslaverse mundane tech.

Lesser Super Traits: Strength, endurance, durability, senses, agility, and intelligence. Pick two. You are now ten times better than a normal human in those categories. May be purchased multiple times.

Regeneration: You heal deep cuts in minutes, broken bones in the hour, and regrow limbs and organs in a half day.

Energy Blast: You can now fire off blasts of a chosen energy type. Fire, electricity, cold, and so on. Similar stopping power to heavy caliber rifles. Only requires a brief pause to rest after every few dozen blasts.

Lesser Superspeed: You can run at 200 MPH. Comes with minor physics bending and increased perception rate to keep you from going splat.

Material Based Kinesis: You can control up to one thousand pounds of a material at a time. 500-foot control radius. Requires a source.

Energy-Based Kinesis: You can control one type of energy. 250 foot control radius

Flight: You can fly up to 150 MPH. Wings optional.

Teleportation: You can teleport to any spot you can see. Recording or camera feeds do not count. No telefragging. You can teleport yourself plus another hundred pounds of stuff.

Tier 3: These powers make anything less than multiple squads of soldiers with military-grade equipment or another costume ineffective. Cost 300 CP each.

Less Specialized Genius: This power allows you to build supertech that falls under three specializations. Can result in rather broad or powerful tech trees. Comes with enhanced intellect and a solid grasp of most Teslaverse mundane tech.

Super Traits: Strength, endurance, durability, senses, agility, and intelligence. Pick two. You are now twenty times better than a normal human in those categories. May be purchased multiple times.

Greater Teleportation: You can teleport to any spot you can see or have been to. Pictures or recordings don't count but a live feed does. No telefragging. You can take with whatever you can carry.

Superspeed: You can run at 600 MPH. Comes with minor physics bending and increased perception rate to keep you from going splat. You can now extend your physics bending to any passenger you carry.

Mentalist: Telepathy, telekinesis, mind control. Pick two. Telepathy works in a 2000 foot radius. Telekinesis can lift 1000 pounds in a 300 foot range. Mind control can take over or influence up to forty people. Mind control requires upkeep and can be resisted by the strong-willed.

Tier 4: These are the show stoppers. Really, more power packages than anything. Takes multiple teams of tier 3 costumes to combat. 600 CP each.

Omni-Genius: This power lets you figure out how to build just about anything given enough time to research and the resources to experiment. Comes with highly enhanced intellect and a solid grasp of all Teslaverse mundane tech.

Flying Brick: Flight that caps at 300 MPH. Can lift fifty tons. Anything below a low yield missile will wash over you like water off a duck's back.

Flying Artillery: Flight that caps at 600 MPH. Energy blasts that hit like military artillery.

Aquatic Champion: You can swim at 200 MPH, breathe underwater, resist deep ocean conditions, can lift ten tons, and communicate with aquatic life.

Overmind: Telepathy, telekinesis, mind control. You get all three. Telepathy works in a 2 mile radius. Telekinesis can lift 5 tons in a 1000 foot range. Mind control can take over or influence up to one hundred people. Mind control requires upkeep and can be resisted by the strong-willed.

Tier 5: The power of a nation concentrated into a single being. All options come with eternal youth. 800 CP each.

Crusader: Supersonic flight, ability to lift 100 tons without strain, high invulnerability (pick a form of damage to bypass this like sound or cold), and resistance to time effects.

Magic

All three magic abilities cost 400 CP and this can come from the power stipend. Magic tends to be less cut and dry than superpowers so instead of creating a more in-depth list I decided to provide three specializations of magic for you to pick from. They are not exclusive to one another and even have some minor overlap. For power level comparison, you start at an equivalent of tier 2 powers but with much greater potential for growth and versatility.

Alchemist: a mixer of ingredients and alterer of matter through arcane chemistry. These practitioners rely on tinctures and potions to reach their goals. Elixirs of immortality, bone mending pastes, greek fire, and turning lead to gold are all within the reach of the master Alchemist. You are closer to a journeyman, a practitioner in your own right but with much to learn.

Mage: A wielder of power both internal and external, a mage is the classic idea of a spellcaster. Through great discipline and training, you have learned to harness power from yourself and your surroundings in order to accomplish a wide variety of effects.

Other-touched: The fey, old gods, or spirits speak to you and through rituals, barter, and favors traded you have gained power. Your abilities largely rely on bartering for trinkets invested with magic by other entities or getting a magic creature indebted to you and having them perform tasks. The most social of the practitioners. In future jumps you will attract spirits and the like to barter with even if the setting doesn't have such beings.

Companions

Import Companions (50/100/200 CP): 50 CP for one companion import, 100 CP for four, and 200 CP for eight. All companions imported gain an origin with included freebies, 600 CP for purchasing what they want, and 200 CP specifically for the powers/magic section.

Companion Jewel (100 CP): This gives you a Skittle sized gem of a color you choose. Give this to a person and ask them to become your companion. If they accept, the gem will be absorbed into their bodies and they will thus be a companion. They get no CP or freebies for this Jump. You can take this gem with you to new Jumps if it goes unused.

Create A Companion (200 CP): This allows you to create a tailored companion with the origin of your choice. They get all freebies and 600 CP to make desired purchases. They gain 200 CP specifically for the magic or powers section.

Drawbacks

Take as many as you think you can handle.

Dire Worm (0 CP): A toggle for those who would like to enter the Worm crossover fic by the same author. Have fun.

Shifty (100 CP): For some reason, if something criminal or negative goes down in your vicinity and it's even remotely possible for you to be a suspect, you will be.

Language Impairment (100 CP): You now have a notable verbal impairment. IE can only refer to yourself in the third person or must phrase everything as a question. Does not affect writing or internal thoughts.

Bad First Impression (200 CP): You met a passionate young hero. They've come to the conclusion that you're a dastardly villain. Sure, they don't have the evidence now but that's just a matter of time as far as they're concerned. Expect them to interpret your actions in the worst way that they could. They'll spy on you when given a chance. All that said, they are a hero. Keep your nose clean and they'll slowly realize that their first impression was wrong. So slowly. If you lose your patience and just kill them, people will suspect you so be sure you have a rock-solid alibi.

Arch (200 CP): There is a villain out there that thinks you would make a great nemesis. This person is powerful enough to challenge you in a fight and has a minor level of plot armor that

ensures reality-warping them out of existence or such cheap shots won't stick. They'll come back within a few weeks. Their main goal is to defeat and humiliate you, and do both several times a year. Like every month and a half.

Amnesia (300 CP): You wake up with no anecdotal memories at your starting location.

Fortunately, you have a ten minute recording of yourself trying to explain everything you need to know. Audio only. Comes with an appropriate audio player with a sticky note saying "Play first".

Unpowered (300 CP): With this drawback you lose access to any powers or magic you purchase for this Jump. Does not affect perks or items.

Power Lockout (400 CP): All out of Jump perks, powers, and abilities are sealed for the duration of this Jump. Not applicable if this is your first Jump.

Warehouse Embargo (400 CP): You lose access to your warehouse and out of jump items for the duration. Only worth 200 CP if this is your first Jump.

Go To Hell (600 CP): Welcome to Hell. Your starting location is now the outermost ring of Hell and the exit is in the center of the final ring right next to the old serpent's throne. Good luck.

Time Trip (600): Timetripper has somehow come to the conclusion that you're responsible for some great horror in the future, or that removing you will prevent Dire from taking over the world in the future. Expect assassination attempts and bumbling trips through time that come at inopportune moments. And no, you can't permanently kill him. That's Dire's job.

Choices

Go Home

Stay

Continue

Notes

1. Kayfabe is used by many heroes and villains in this setting as a way to make everything less dire for everyone involved. If everyone plays their part there are fewer deaths, less property damage, and fewer lasting consequences. Villain robs bank, hero fights them, most of the money is retrieved, villain escapes, and the world spins on.
2. Not everyone plays the kayfabe game. These guys are the mad slashers, the judge-jury-executioners, and the monsters in the dark. They tend to develop a severe case of the deads within a few years if not a few months. But that usually means they've already killed a lot of people.
3. Time travel is annoying but doable. Avoid paradoxes. Punching Timetripper in the face is said to be the closest thing to punching the concept of time travel in the face.
4. On the Crusader power set. Making something to simulate the guy is annoying since he seems to get more powerful whenever required. I say get the Unlimited perk with his power package and fanwank.
5. If you want to be Timetripper the Second go ahead and pay a Tier 5 price. May the paradox be gentle.
6. Thank you to those that helped refine this jump.
7. Tip your waiter.

Changelog

Version 1.0

- Clarified that the genius powers use Teslaverse technology as their baseline.
- Added Tier 5 and Crusader package to the power section.
- Grammatical and spelling corrections.
- Added import option for companions.
- Correction to the revolver caliber in the Stash Perk.
- Added a general thanks to folks that helped make this Jump better.
- Added Direworm AU toggle.

Version 1.25

- Added note about getting Timetripper's powers.
- Clarified how Other-touched works, a little, and how it operates in future jumps.
- Replaced the 400 CP Homeless perk with a suggested one that is much more thematically appropriate than a blank perk.
- Altered the Tier 0 powers so that they are tied to this jump's alt-form.
- Clarified that Once More, With Feeling is a one-up that prevents chain failure once per decade/Jump and removed the 600 CP penalty.
- Added Time Trip drawback.
- Changed the Jump's name.
- Added changelogs.

Version 1.5

- Grammar and spelling clean-up.
-