

Welcome, traveler, to the city of Promepolis. If not for the Great World Blaze, this Earth may have developed into something remarkably familiar, but it was not to be. Approximately 30 years ago, the world was engulfed in endless flame, the result of countless Burnish awakening their dormant power. Many cities were lost, and an untold number died in that catastrophe. Some of the greatest metropolises were reduced by half. All of the world's peoples were greatly weakened by this devastation, and to this day they are rebuilding. One of the major efforts came in the form of Promepolis, a massive city home to a great deal of the world's remaining population, accepting of all citizens regardless of race or nationality. Under Kray Foresight, the city has seen a boom in morale and prosperity.

Much of recent history can be traced to actions of Burnish and the consequences thereof, and at this point, you may be wondering what, precisely, the Burnish are. The Burnish seem to be a mutation of humanity, of thus far unknown cause. Burnish are "created" or "activated" in circumstances of high stress, where their powers are often explosively discovered. All members of the Burnish "race" boast enhanced physical condition and wield an incredibly potent and versatile form of pyrokinesis, sufficient to level towers if left unchecked. Understandably, a great deal of effort has gone towards countering the Burnish threat, and technologies which are now standard issue are more than enough against most.

But not everything is as it seems in Promepolis. Beneath its gleaming exterior hide the same decadence and corruption which have always vexed humanity. Injustice has not fled the world, merely taken different forms, though few would care even if they knew. Secrets remain as such for only so long, however, and some have caught wind of the city's sins. Mad Burnish, a group unsurprisingly consisting of Burnish, has decided to voice their displeasure through arson and sabotage. Terrorism, for what they believe to be a worthy cause. Only time will tell, and perhaps there is more at stake...

Take 1000 CP to help make your way through this world.

Background

Any of the following may be chosen as a "Drop-in", with neither background memories nor history in the world. You will soon have an opportunity to be recruited by your chosen faction if you decide to use this option.

Perks and Items associated with your background are discounted by 50%. 100 CP perks and items are Free for their respective backgrounds.

Foresight Foundation/Freeze Force

Founded by Kray Foresight, the hero-governor of Promepolis, this organization has claimed myriad advances in research and infrastructure, eventually installing itself as the city's corporate hegemony. Its mercenary police branch, the Freeze Force, has apprehended hundreds of potential terrorists. Its contributions to the city are undeniable, and the governor appears a virtuous renaissance man. Most would consider it an honor to serve the Foundation, all the better for its leaders. You may join either the Foresight Foundation or the Freeze Force.

MAD BURNISH

Once a small army, the Mad Burnish now consists solely of its three mighty leaders. This terrorist organization fights for Burnish rights with flame and sword. They believe the Foresight Foundation has undertaken human experimentation to achieve unknown ends. Until the torment of their people ceases, they will not rest, and there are no cities safe from their wrath. They are, however, more merciful than some would have you believe. The Mad Burnish need all the help they can get and will gladly accept almost anything you bring to the table.

Burning Rescue

A firefighting team of utmost competence and highest prestige, their work has prevented the loss of countless buildings and innumerable lives. Their stance towards the Burnish varies by person, as with the citizens of Promepolis. Some feel disdain, others are indifferent, and some lament the treatment of their fiery neighbors. They are willing to take a rookie under their wing, but they won't sugarcoat their observations. The consequences are far too great to brook incompetence.

Perks

FREE/800 CP – BURNISH

Humans remember tragedy most intently, though joy and hate are close competitors. We have cause to remember the Great World Blaze, however, where the Burnish became known to the world. Giza, Paris, and London were reduced to slag. Volcanoes erupted throughout the world. Millions died, and the Burnish were at fault, if not intentionally. Still, the world was irrevocably awakened to the fearsome might of the inferno.

The Burnish are not visibly or biologically distinct from humans in any perceptible manner. When flame obeys their call, or is born instantly at their fingertips, only then can they be known. Fire does not damage them except in the greatest intensity, and they are nearly immune to small arms fire. If they are damaged, their flames will heal most injuries short of dismemberment, and the most powerful will recover from even that. In addition, the Burnish hold the privilege of creation. With will, they may create blackened facsimiles of almost any object they can imagine, if their power is sufficient.

This does come at cost, however. It is the fate of all burnish to be consumed by their own flame once the last fragments of their energy have finally left them. Burnish burn bright and short.

Any origin may choose to be a Burnish for Free, though Mad Burnish is the only faction that would accept you if you chose to openly display your powers. If events play out as normal for this world, or the Promare are otherwise “banished” by the end of your stay, then you will lose your Burnish abilities. If the Promare are not banished, then you will retain your Burnish abilities, though survival may be somewhat difficult. Your potential is equal to that of an “average” Burnish.

If you pay 800 CP, discounted by 200 CP to **Mod Burnish**, then you may retain your Burnish abilities regardless of the fate of the Promare. At this level, you will be able to quickly achieve power equivalent to Meis, weakest of the Mad Burnish captains. Over time and with much greater effort, you may come to equal Gueira in power and control. You will not die by expending your energy over time, nor will you die by overextending your Burnish powers. Doing so will instead sever your Promare connection for a month, after which your Burnish powers will be restored.

100 CP – Death of Decay

As an organization's reach grows wider, its coffers heavier, it becomes less and less practical to maintain watch over each tendril. However great any opposed efforts, rot can never be entirely avoided. But under your eye, it rarely weasels in unnoticed. Your grasp on your principles is rock-solid, making it easier to see when someone twists your faction's noble spirit to wicked ends. You are no longer the sort to delude yourself with the belief that greed, sabotage, coups, and other abuses of power represent a justifiable cause when evidence to the contrary sits right before you. Propaganda and bullshit excuses are unlikely to sway you. No, their true nature will be obvious to you -- the only question is if you have the strength to do something about it.

100 CP – Iron Compass

Following one's duty does not always mean choosing the most moral course of action, especially when one's loyalty is owed to a polity or corporation. Emotions and other stimuli, of course, might muddy the matter further, lending greater or lesser weight to a particular path in the moment. Fortunately, you've learned to somewhat deaden your emotions, lowering the chance that anger or compassion commit you to courses you'll later regret. This state of enhanced calm enables you to better assess any choice in accordance with your beliefs and potential consequences, though especially potent appeals might overwhelm this control.

200 CP – Fake News

Deflecting negative attention can be a godsend in the right circumstances, but such circumstances are beneath someone of your talents. Deception is your bread and butter, enough to raise you to prodigious heights with a bit of luck. Whether you are acting or lying, it is nearly impossible to uncover either without the most extreme evidence to the contrary. Media and public perception are, for you, easy tools to handle. Most impressive is your ability to leverage apparent accomplishments to absurd effect. Events surrounding you can be made out to be acts of bravery or peace, in far higher measure than they truly were. An arsonist could masquerade as a samaritan firefighter. Discriminatory laws could be disguised as matters of national security. Your attendance at events and diligence in your field can be used to add to your saintly image, instead of just marking your competence. Just don't let anyone get too close.

200 CP – Legal Leeway

The Burnish threat has pushed the cities of the world into... some might say justified caution, though others may be more keen to describe it as manic paranoia. Either way, it is certain that the rights of (some) citizens have been eroded by the fact that anyone in the world may be the host to explosive power. It

is also undeniable that some officers of anti-Burnish services are permitted a great deal of freedom in methods of enforcement, even considering the fairly lax laws guiding Burnish suppression. Less and less rare has it become to see Freeze Force officers roughly restraining, or even beating, unresisting Burnish. If such appeals to you, just take that step. Some mix of conviction and specialized charisma means you'll have an easier time convincing your superiors (and the public) to let you off the hook for maverick measures against "justified" targets (who you're more able to paint as deserving), as long as you get results. You've also a sort of luck in cases against you, evidence simply being harder to find and more likely to be destroyed for any crime short of murder.

400 CP - An Enemy Downstairs

There are no special marks or skin tones to distinguish the burnish, no uniforms or tattoos. The only sure sign of a burnish is the hellish blaze they conjure at will. It's a wonder that the Freeze Force are able to flush them out, but flush them out they do. For all their power and inconspicuousness, many burnish lack control over their abilities, and most will at least once birth a spark unwittingly. Even those who have mastered their power are keenly aware of their situation, careful to bridle their flames lest their friends become fiends. (Un)fortunately, these chance losses of control and measures of obscurity can be more than enough to out them. You know how to encourage suspicion in the citizens of your country, teach them to act as spies for the betterment of society. Moreover, you are skilled in picking out reliable indicators of things that are easily hidden. Drugs, arms, strange powers, and so forth. Small details that would otherwise be overlooked, and the behaviors developed to hide them. It is almost guaranteed you'll find any such signs that can be found; and when you do, passing them on will be quite simple. Your students will have an easier time finding what you've told them, and false alarms will be rarer. They, too, will be able to pass on the secrets of your inquisition.

400 CP - Saint of Cowards

It only takes a momentary lapse of restraint for a burnish to make real of their alleged threat. In a second, buildings may fall, and legions may die. Once, such was your doing, though once was enough. Your restraint is almost perfect, unlike whomever you call kin. Never are you at risk of your powers activating without your consent. Fires rise by your command, not with your passion, and certainly not at random. If you do not call upon them, then they will not answer, and they will not thrash against their bars. When let loose, they do not heed your orders any more for this, so taming them is still in your best interest. In addition, when your powers are at rest, it is far more difficult to detect them, even with sensors that would otherwise betray the presence of dormant energies.

600 CP - On a Silver Platter

Though birth strongly influences the course of one's life, it is not the sole determinant of success, nor necessarily the greatest. Some are born into harsher lives, some gentler, but in many cases there exists a small possibility to rise above one's station. In luck and through some measure of searching, these possibilities manifest, but it requires competence and determination to hook and wrestle them from life's waves. Such qualities you now possess in spades, able to make the most of opportunities to the limits of your abilities, more learned in rolling with the punches and less hindered by the need to improvise. When you decide how best to proceed, it is more often than not in a way that will help realize your potential. Your fortune is greater, too, for more often will such chances to ascend appear before you. Though, again, luck will only carry you so far: Only to the trailhead will you be escorted. Should you arrive at the destination, if at all, it will be through your own merit.

600 CP - Wonders in Your Grasp

It is human nature to ascribe to our enemies many of the traits we would hate to see in ourselves. Laziness, stupidity, evil, creative sterility, and so on. That one faction or enemy indulges maximally in all vice is rare, to say the least, though the world might certainly be a better place if genius and talent were limited to the virtuous and pure. The Foresight Foundation, although it projects a righteous image, is rotten to the core. It is at the vanguard of progress, but its secrets are dark and varied. You are one of the brilliant minds who supports the Foundation on its throne of industry. Like Heris, your genius was apparent from a young age. You excelled academically, and interned in one Foresight's most prestigious laboratories. While you can claim a passing understanding in a handful of fields, your specialty lies in a somewhat unconventional field, such as warp engines or mind-uploading. Already, you've discovered some designs which should work in theory. If only you had the resources to bring them to fruition...

100 CP - BEAUTIFUL BOMBER

Burnish are indistinguishable from ordinary people when their powers are inactive, but even non-Burnish are not always "ordinary". This is perhaps most common regarding appearance, where it is not impossible for some to exhibit unusual shades of hair, such as pink, green, or blue. There are still other differences, however, particularly in regard to physique. You may grant your body... unlikely proportions and features. That is, your form might tend towards a certain sex, which may or may not be your own. You may look particularly feminine, even as a man. Or you may look particularly masculine, even as a woman. Or your gender might be fairly ambiguous regardless of sex. This may be selectively on purchase to any regions you wish, and while the changes are limited to humanity as a whole, they are not limited to your born alignment. As a final bonus, you are mildly skilled in using and accentuating ambiguities in your appearance to "pass" as something you are not.

100 CP - SYMPATHETIC SABOTEUR

The Mad Burnish are widely considered a terrorist organization by the public and most emergency service personnel. This is not surprising, considering they do indeed destroy buildings and clash violently against officers of the law. There are some major details that the enemies of Mad Burnish would rather the public not know, however, scrubbed from every report and broadcast. Though they have sabotaged Foresight facilities, their attacks are meant to spirit their innocent kin from cruelty. And while they have borne terrifying powers against the Freeze Force, they kill only as a last resort. While they are certainly terrorists, and the havoc they have caused is all real, they take great care to minimize collateral damage. As an initiate of the Mad Burnish, you have ingrained this principle into your being. The skills you have learned all but ensure that targeted buildings are evacuated first and that your path of destruction will likely, with what you know, strike only at your intended targets.

200 CP - ICON OF HOPE

As is often the case, the privileged and ruling classes of this world wish that certain facts do not become known by their people. The depths of crime and exploitation are, when not outright omitted or twisted, buried under tales of philanthropy and patriotism. All the while, the cries of thousands are left unheard. Your actions have a way of cutting through the bullshit. The great deeds, the heroism and sacrifices of your people, tend to spread further and faster than they can be contained. This is especially so regarding those you fight for, word of your deeds almost always reaching the ears of the oppressed. If you are worthy, some may even join you.

200 CP – PROFESSOR OF PAIN

The Mad Burnish, though selective in targeting, are certainly a far cry from conventional soldiers. Unless cornered, they prefer to attack swiftly and stealthily, with little chance of reprisal. Your service with the Mad Burnish has molded you into an expert on asymmetric warfare. You've learned to effectively and discreetly gather intel with minimal technology, as well as how to accurately interpret reports. Once you have a reasonable amount of intel on your opponent, your mind trivially fits it together, and you can quickly come to understand and explain it in practical terms. From there, you should be able to consult with allies to determine if and what targets are valuable and, broadly speaking, how their loss will affect your enemy. Of course, this is more effective the better acquainted you and your comrades are with those fields. As you travel to other worlds, you will find it easier to train others in skills relating to "terrorism", and adapting your doctrine to local factions will occur more quickly and smoothly than is usual.

400 CP – BURNING TOGETHER

Some of the burnish have discovered that their power is neither a weapon to use as they please, nor sabotage from malicious entities. It is a connection, a rare chance to learn from those unlike ourselves. Destruction of our own making, or peace of our choice. The burnish are human, however alien their abilities, with human dreams and human fears. And it is the world's due to recognize this.

When you succumb to madness, be assured it was not strength that brought you there. For as long as you live with power, you will never find your empathy eroded, nor otherwise let it go to your head. As the peer of gods, the common man will not seem an insect, and common ground will be achievable. You are not liable to perceive your former equals as lesser due simply to an increase in status or potency. When you meet beings who share in the same source or type of energies/power as you, it seems easier to bond. Even if you do not speak the same language, you will be able to interpret emotions and motives if not carefully hidden, and may communicate the same if you so choose.

400 CP – CHAINS STEAMED AWAY

In the years since burnish emerged, new tactics and countermeasures were developed to combat them. Though as with all innovation, it was not always applied to the most moral ends. As one of the Mad Burnish, you likely have firsthand experience with this, neither Freeze Force nor rescue squads shy in their brutality. Although the latter are unwilling victims of propaganda, the former imprison and abuse the burnish with wicked intent. It is not always the case that a burnish who enters a Freeze Force prison will leave. You're better prepared than most of your fellows. When it comes to escaping imprisonment, you have something of a talent. Developing new techniques with your powers to

escape bonds, as well as being more mundanely capable in breaking out means you're almost certain to leave early unless your abilities are more-directly suppressed. You can also apply this talent to others, it being almost as easy for you to liberate those in need as it is to save your own skin.

600 CP - AEGIS OF THE INNOCENT

While the Mad Burnish prefer to minimize collateral damage, it is never entirely avoidable on the scale they operate. That is, except for masters of the burnish flame. Novice burnish will note that their blaze, while painful, avails them of almost any injury, and other flames bite more weakly. When a burnish has begun to plumb the depths of their potential, she discovers that her fire can protect her surroundings just as well. By temporarily granting a fragment of her flame to another, the subject is protected from fire of similar magnitude to those the burnish herself can produce, at the cost of a mild reduction in power for each piece bestowed. This phenomenon may be replicated with any source of power you possess, granting any inherent resistances it provides to anyone you choose.

600 CP - CLAY FOR A NEW WORLD

While the Burnish are primarily associated with fire, their bag of tricks is expansive, far moreso than what control over fire would suggest. The regenerative abilities of the Burnish are not to be underestimated, but others border on magic. Powerful and experienced Burnish can affect the appearance of their flames in almost any way imaginable. They can even create tangible objects from thin air, or thin fire, as the case may be. Regardless, one who seeks to combat the Burnish should take precautions against much more than fire.

As your strength in a source of power increases, you may exert greater influence over its shape and volume using your will, allowing you to direct your attacks to precise areas for greater result. It will be a simple matter to shape your flames into tendrils and lances or, if you are strong enough, detailed forms such as dragons. But you are not limited to "merely" focusing and molding your attacks. Through a similar process, you may lend substance to your energies using will. The Mad Burnish are the most prominent users of this technique, effortlessly creating weapons to clash against their foes, dark armor to endure ripostes, and vehicles to carry them to the battlefield. Other constructs, such as cannons and arrows are possible, as is anything less complex than a motorcycle. The maximum size of such constructs is determined by your strength in a respective energy, which will also determine their resilience and fineness; though to make the most use of this, you will need willpower and imagination.

100 CP - A Smile Shared, A Frown

Propaganda rarely makes special allowances for the most useful members of a nation. It is much too easy to be swept up in ubiquitous lies when your acts in their service are awarded as heroism. As a kind soul, you're less affected by unjust prejudices fed to you in bad faith. Mostly, this is due to your being an exceptional judge of character. When you spend time with someone, actively converse with them, it only takes a few hours to get a good handle on their true nature. Freedom fighters, terrorists, sage kings, tyrants. It becomes quickly apparent who they truly are. Only the best actors can lull you into a false sense of security.

100 CP - Basic Life Support

From a young age, the suffering of the innocent always rubbed you the wrong way. A chance encounter with a hero inspired you to do something about it. As a stepping stone to becoming one of the Burning Rescue, you learned CPR and trained as an EMT. You worked long enough to adjust healthily to the profession, meaning you can work effectively despite the presence of dead and injured, and will not be broken down by horrid sights in the line of duty. You also will not experience "burnout" due to hard and frequent work in the field. These mundane hurdles on the road to heroism are no longer yours to worry about. Don't let it go to your head.

200 CP - Like Wildfire

There is no doubt that Burning Rescue numbers some of the best humanity has to offer. Most members can boast few rivals in at least one of courage, intelligence, and conditioning. Unfortunately, these undeniable qualifications mean they are attractive allies and connections to the less-than-honorable. After all, a hero in your corner is a great boost to PR. You and your allies are "lucky" enough that the corrupt wish to get in your good graces. Greater renown will mean a brighter beacon to those who would see you as pawns. While it may mean less worthy comrades to drink with, you will be closer to sources of evil, and it may be enough to prevent further harm. It helps that you have a slight aura of gullibility, which might be enough to encourage premature feelings of victory.

200 CP - Molten Core

Through the flames they walk, the blackened cinder air, and burning broken spears. Firefighters, who risk their lives so that others may live, their resolve is unquestionable. Before the burnish, the flames licked at their boots and smoke seemed to smother them, but the inferno did not literally reach out as it often does today. Enthralled by malevolent will, the flames of the burnish have

managed to worsen the dangers of crumbling buildings. Thus, only the absolute bravest join the rescue squads of modern Promepolis. Such a one are you, of the most tenacious souls humanity has to offer. Few circumstances will deter you, save for those you know absolutely to be suicide, and you might offer yourself even then if your morals demand it. This does not in itself compel you, but it does give the strength to do what you know is right.

400 CP - Invincible Teamwork

While they do not lack in accomplishments, Burning Rescue typically enjoys less room to err than their fiery foes. To compete against the burnish, humans must carry a hefty load of state-of-the-art equipment into battle. Bulky, expensive, and high-maintenance, it is even then minimally effective. Responders cannot afford to confront the burnish head-on. Every advantage must be used to maximum effect, and execution must be seamless. Teamwork is one of the most useful such advantages in every rescuer's arsenal. While the burnish are not quite scarce, neither are they common. It is rare to find them in groups, and in this, emergency personnel can hope to overcome them.

Immersed in Rescue culture, you've learned the essentials of teamwork. Not only can you quickly integrate yourself into any group which is not hostile towards you; but through you, they will better integrate with each other. By spending time in a team, you can develop activities and drills that will encourage working together and are easily remembered in the field. Better synergies for special abilities and equipment, eliminating inter-member friction, and quickly and efficiently performing roles are only some of the ways your teams will function more smoothly.

400 CP - Not Dead Yet

Other than the Burnish, this is not a world where superhuman power is generally assumed. However, there are some who do not seem entirely constrained by fleshly limits. These extraordinary few have pushed the boundaries of human capacity without otherworldly force to aid them. Will, it seems, gives rise to inhuman feats in tremendous concentration. You claim the same potential to endure with will. Enough determination would allow you to withstand punches from the most powerful burnish and bend metal shafts, though such would be the approximate height of this ability. Not too impressive next to burnish, but perhaps edge enough to survive.

600 CP - Burning Soul

Doomsday or late notice, sometimes even the best heroes do not have what it takes to avert the coming catastrophe. This is rarely the case for you, however. When it comes to learning or receiving notice of an upcoming disaster, your luck is enhanced. Signs will often make themselves clear to you, and warnings are

more reliably forwarded. You are more likely to chance upon the sole hope that remains -- such as a secret lab on the bottom of an icy lake -- and learn how to apply it towards the world's survival. What's more, your chances increase noticeably (though not endlessly) depending on your willpower and virtue. As a true hero who is absolutely determined to save the world, you will almost certainly encounter the necessary means to save the world, if not the power to thwart your antagonists.

600 CP - Give Humanity a Fish

When the Great World Blaze struck, society was ill-prepared. Burnish could melt steel and reduce buildings to their foundations, while we had barely progressed beyond smartphones and wi-fi. Since the last 31 years, weapons and vehicles have been invented that allow humans to earnestly resist the burnish. Agile mechs are a common sight, as are ice guns and holograms. Humanity, when faced with an existential threat, sprung forward leaps and bounds technologically. Your innovative capabilities are wondrous, but especially against foes wielding unnatural power. Not to the extent seen for this world as a whole, but you may more easily find countermeasures for use against a specific class of enemy. As with Lucio, this is best when applied to modifying existing equipment in response to a specific challenge, though with enough time and effort, it may be possible to invent worthwhile equipment of your own design. For now, you have enough knowledge to build, repair, and maintain standard rescue gear.

UNDISCOUNTED

FREE - COLORFUL CITIZEN

Though this world is of a mostly mundane persuasion, it is connected to a multitude which are markedly more fantastic. Some of this has bled through, most commonly and obviously in the Burnish, but also in subtler fashions. Many have striking appearances, colored hair and eyes, or shark-like teeth. And this is considered entirely normal. If you wish, you may choose to adorn your head, hair, and/or face with a handful of similar alterations, henceforth natural to your form.

100 CP - PROME DONNA

It wouldn't be this kind of world without this kind of absurdity. Your ability to strike poses and land dramatic entrances is now second-to-none. When you want it to be, your mere posture is inspiring, and you are impressive regardless of your stature. Your tactical and athletic ability are unaffected, aside from a choice of making actions you perform appear aesthetically pleasing. As part of this enhanced drama, you may summon large, blocky text whenever you reveal a name relevant to the current situation, such as yours or the name of your weapon or attack. This "wording" effect only occurs if it is an actual reveal, where your audience/opponent did not know it beforehand. The text is weightless, but it

can be blown away and physically interacted with, whereupon it will subsequently disappear.

Items

Foresight Foundation

100 CP - Transport

The Freeze Force must be able to respond rapidly to reports of Burnish, to contain the threat before any (further) damage can be done. These transports were developed to meet such needs. With nearly impenetrable armor, each will safely conduct around half a dozen fully-armored agents wherever they are needed. In a pinch, they can break through concrete walls without scuffing the paint job and survive a fall from several stories without harm to their occupants. Most impressively, their wheels can convert quickly and seamlessly into powerful thrusters, offering airborne mobility for hastened transit and unparalleled access. You will begin with one such vehicle and plans to create more.

Instead of gaining one, you may choose to upgrade any land vehicle with these technologies.

200 CP - Handcuffs

From Burnish, even the slightest twitch may herald an oncoming storm. It is imperative that they be monitored closely, that all possible hurdles are in place for the inevitable rampage. Comfortably and painlessly where reasonable. Quickly and efficiently above all else. These are chains developed in accord with both philosophies. Bulky, box-like restraints, they envelop the wearer's hands and forearms, opening just above the elbow. Sensors reliably detect even the smallest sparks of Burnish power, responding in seconds by coating the offending area in coldest ice. Not only does this extinguish immediate danger, but it causes great pain as further deterrent, reining in all but the strongest Burnish. This grants three leg-cuffs, three arm-cuffs, and the plans to create more.

400 CP - Absolute Zero Bullet

There are those among the Burnish who cannot be contained. Prisons will not hold them. Cuffs do not bind them. The arms of yesterday barely sting them. Enter the Absolute Zero Bullet: Appearing as a small cluster of icy rods, it will quickly encase any organism in a crystal sarcophagus. The bullet feeds on heat, an indefinite prison for all life, but especially potent against the fiery insurgents it was made for. Until removed from the body and shattered, hotter flames bear only colder ice. Of those born of this world, none are truly impervious to this woeful shard. You will start with one bullet and the plans to make more.

600 CP - Freeze Force Armor

Members of the Freeze Force are invested with power far beyond what their accomplishments would normally earn them. In the pursuit of Burnish, the law softens for them as wax in the sun. Gifts from their corporate master render them as personally mighty as their "terrorist" quarry, more in most cases. In their might you share, as you now possess state-of-the-art Freeze Force armor and weaponry. Perfectly fitted, in your armor you are gargantuan, equal in stature to Vulcan himself. Few things in this world will threaten you, not the flames of your foes nor a plummet from the clouds. The heat of Fennel Volcano will pierce your shell, perhaps an enraged prodigy of the Burnish, but otherwise you are safe. Steel and concrete are as dust before you, your strength carried well into an inhuman realm. An advanced interface means it is almost as responsive as your own body. To aid in your duties, you have also been supplied with a massive, though vastly more powerful version of the ice gun carried by civilian responders, which instantly and harmlessly suspends its targets in a resilient block of ice. Though not quite on par with the Absolute Zero Bullet, it is more than adequate against the typical Burnish. You begin with one suit of elite equipment tailored to your body as well as plans to create the standard Freeze Force loadout. A previously-owned suit of power armor (or a small/small-medium mech) may be imported into this role.

MAD BURNISH

100 CP - LEATHERS

The Mad Burnish are terrorists and outcasts, but contrary to what their humble lifestyle might suggest, they are neither gauche nor drab. Like many villains, what they lack in subtlety, they more than make up for in panache. Any buildings burnt by the Mad Burnish are buildings burnt in style. This is a step in the right direction, a set of bespoke apparel that will accompany you in your escapades. In addition to complementing your appearance, it is not damaged by the use of your powers, unless you intend for it to be. Against others, its resistance is no greater than a normal set of clothes, but you probably have armor for that. Optionally, a set of clothes you own may be imported to gain these properties, with some aesthetic redesign also optional.

200 CP - PIZZERIA

Nowhere is free from the eyes of the Freeze Force. Though there are not yet cameras in every apartment, the people of Promepolis have entirely bought into the valor of these ruffians and the necessity of their work. Informants are never in short supply; the weakest flame is cause enough to abandon friends and evict neighbors, for safety, for betterment of the city. From ignorance, fear. From fear,

hate. From hate, loyalty, patriotism. Somehow, this restaurant tends to avoid the worst of it. A local favorite, its succulent menu and impeccable service have earned it a degree of trust that seems impossible to shake. A few heroes may have dined here. The pizzeria's spotless reputation tends to calm those whose perceptions are... less charitable. It is unlikely that any but the most paranoid will cast their suspicions on this establishment, barring unreservedly audacious displays. As well, the building is staffed by "model citizens", though with more open minds than their peers. Thus, those who would otherwise be unable to find work or housing might find it here. Traveling between worlds, the business will quickly achieve similar trust from its community, staffed by the competent and compassionate. A restaurant you own may be imported to gain these traits.

400 CP - LIFE-GIVING FLAME

For eras, fire was marveled for restorative and destructive properties in equal measure. In some myths, it was humanity's gift from the gods, a spark which might be nourished into mastery of the natural world. Others tie it to purification and rejuvenation -- miracles, the essence of life, resurrection. As with all of modern society, the Burnish have changed this. Now, the flame is a universal symbol of terror and tragedy, screaming souls in a fresh holocaust... None wish to remember, but neither can any forget. Tragic, but the Burnish are just as capable of miracles, where this flame stands testament. It is quite small, but if breathed in and administered mouth-to-mouth (as in CPR, or a kiss), it will heal major wounds and revive the recently-deceased. Transferring and storing it is an act of will, and even non-Burnish can hold it. You will receive one of these at the start of every jump, and if it is used to revive you before the end of your stay, your death will not end your chain.

Burning Rescue

100 CP - Ice Gun

The Freeze Force are occasionally excessive in their methods, but the worst of their crimes are not openly displayed. People of the world fear the Burnish, but do not revel in their torment. Murderers, terrorists, criminals, perhaps. Mutants, of course. Ultimately, people, and the world at large would not condone the deepest atrocities against their pyrokinetic neighbors. And, for more sinister purposes, the Freeze Force prefers its captives alive. Thus, these non-lethal weapons were designed to safely and quickly restrain the Burnish. Manacles of ice quickly form around the target area, threats bound and gagged without risk to suspects or emergency personnel.

200 CP - Job Offer

Bureaucracy and nepotism may not be twins, but they are undoubtedly close siblings. Where one travels, the other is not far behind. Both have made their way

to the heart of Promepolis. Wonderful people are exalted here, each with their own merits, but their unsung equals lie stranded in the dust. This is your opportunity to survive. Some time before your departure, you will be offered a chance to prove yourself. A chance to display your talents, to hone your abilities, and rise if you are worthy. This is a recommendation and an opening, possibly an invitation, to any competitive (though not clandestine or hereditary) position which could theoretically be expanded in number. You won't be scouted as a second governor, but a rescue team might start looking into you.

400 CP - Base of Operations

Souls blazing with true nobility are not so easily sifted from the masses. They are, in fact, so difficult to find, that some question if they exist at all. If you know anything about Burning Rescue, then you know the burning soul is real. Each member of that team is prepared to give their lives so the imperilled might live. It helps that their equipment is surpassed by few outside the Freeze Force, so there are not many emergencies they cannot resolve. This is a station much like theirs, outfitted in much the same way, with equivalents of the Ice Breaker, Sky Ms., Mega Max, and several suits of rescue gear. More notably, and less easily-replicated, the station is already home to sincerely heroic personnel, and is prone to filling any vacancies with the same. Should you continue your journey, you will find the station in a new world, host to a new and similarly righteous few. These groups will always be quick studies for whatever you have to teach.

600 CP - Matoi Tech

This is not the first era to birth heroes, nor will it be the last. Merging the unyielding progress of today with the undying spirit of the past, this armor burns hotter than the sun!

...Fortunately for your line of work, it doesn't actually burn at all; but with the right pilot, your opponents may be too stunned to tell the difference. The armor's design harkens back to the Edo period of the far East, evoking a magnificent heritage of honorable firefighters. Don't be fooled by its aesthetic quirks: the Matoi Tech is curiously effective. While it is outmatched in strength by standard rescue gear, it can still tangle with the strongest Burnish. This is due in large part to its uncanny agility, allowing it to easily dance around all but the most practiced combatants. Its fingers are also nimble, allowing the pilot to apply more of their bodily skills than usual for these vehicles. Another property, which may not have been intended, but applies nonetheless: A user may, with great strain, channel their will through the staff to enhance its freezing effects. What may once have held knights might envelop dragons in its wake, though the required mental fortitude would be towering. Maybe the spirits of the past appreciate your reverence?

You may optionally choose for an existing mech to be fitted with these technologies.

UNDISCOUNTED

FREE - FIERY ENGINE

While the Burnish may summon conveyance with a thought, the rest of us are not so lucky. Even they wish to maintain a low profile at times. Motorcycles don't appear much different than those of thirty years past, but they too have benefitted from modern technology. A sports bike with mild off-road capabilities, its rugged construction means it'll last quite long even without maintenance and survive all but the worst punishment. It is extraordinarily fuel-efficient, taking you more than 100 miles on a single gallon. A gallant firefighter may know some stunning destinations...

800 CP - DEUS X MACHINA (200 CP OFF FOR Burning Rescue)

Deus Prometh was among the sharpest minds to arise since the Great World Blaze. In life, he laid the foundations for an impressive array of Burnish-based technology, including Prometech engines and fire-proof armor. This is his legacy, something that might mean salvation -- not only for the privileged, but for all of humanity. A weapon, a Titan, that can threaten the unchallenged rulers of the world. Empty is the skull of this giant, with two small chambers to contain one occupant each. The innermost, a core, is for strength. The other is a pilot's cockpit, for control.

Using a refined Prometech engine, the core siphons energy directly from the Burnish, pumping essence through an expansive network of cavernous veins. But these Burnish are willing, and the process is painless. It may seem a slight difference, but it is one with the significance to enact miracles. These conditions enhance connection to the Promare and do not consume the Burnish within, resulting in a wider and near-endless flow of power. With both occupants accounted for, the Deus X Machina is just short of unstoppable. You may import an existing mech to be fitted with these technologies.

800 CP - PARNASSUS PROJECT (200 CP OFF FOR Foresight/Freeze Force)

When the Earth dies, this ark will carry a select few to the stars. Building on the work of Deus Prometh, countless minds have poured seas of blood, sweat, and tears into this project. As far as they know, this is the one chance to avert human extinction, and those who are diligent may number among the survivors. 10000 passengers will be chosen from the wealthiest and most competent citizens of Promepolis who, through the aid of a warp drive, will become the first residents of a colony on another world.

The colonists are prepared to seize whatever they must, armed with technologies to change the environment to their liking. The most impressive of these are experimental devices fitted onto the Krazor-X, a towering mech whose stature dwarfs even the Deus X Machina. Its onboard systems include the Genocide Cultivation Beam, a terraforming aid which transmutes its targets into dirt; Absolute Zero Heat Death Cannon: A defense against Promare attacks and solar flares, it forms in seconds mountain-crushing glaciers; Pulverizing Piledriver: It punches effortlessly through the earth to allow the tapping of extraterrestrial water veins.

This provides you with every piece of information used in bringing the project to life, including foundational knowledge (you can make the tools to make the tools), as well as a hangar with sufficient volume and industry to assemble a ship of such magnitude. It does not, however, include any tangible components or raw materials. Every rivet and panel must be made anew. A factory or similar industrial facility may be imported to gain the traits of this hangar.

Companions and Followers

100 CP – COMPANION IMPORT/CANON COMPANION

This world is home to many extravagant personalities, from cool-headed rebels to resentful enforcers and hot-headed firefighters. They are larger-than-life and entertaining to be sure, but also embody worthwhile qualities such as heroism and compassion. It is hardly a surprise that one would wish to see further antics.

Anyone you can convince may come along on your journeys, one person for each purchase of this option. By paying 400 CP, you may gain up to eight companions from this world. Alternatively, you may import a single companion for 100 CP, or up to eight for 400 CP, each with 600 CP to spend. Any Burnish recruited through this method will lose their Burnish abilities as normal, unless the following option is purchased.

600 CP – MAD BURNISH FOREVER (DISCOUNTED MAD BURNISH)

Peace is in the cards for this world, but your journeys will extend far beyond our furthest horizons. There is no end to oppression, no rest for greed.

Unfortunately, words do not always tilt the scales. There will come times when we must fight for our beliefs, and when your time comes, you need not stand alone.

This is a small cell of Burnish, each inclined to justice and empathy. Each benefits from the effects of the 800 CP Burnish perk. 12 in number, each is a follower, who does not occupy a companion slot but will not be restored on death. A new recruit will be added in such circumstances. Alternatively, you may import up to

12 companions to receive the highest power of a Burnish, though they will remain companions and will still occupy individual companion slots. If you manage to convince the remnants of Mad Burnish to accompany you on your travels (Lio, Gueira, Meis), you may choose to lose three Burnish followers in future worlds. In return, the listed members of Mad Burnish will occupy a single group Companion slot, retaining their Promare connection as stated in the Burnish perk. Any companion you have imported through other means may also be granted Burnish abilities through this option, though they will likewise reduce available "slots" for your Burnish followers.

Drawbacks

The first drawback chosen for a given tier will provide full compensation. Subsequent drawbacks on the same tier will offer only half the listed reward, save for 100-level drawbacks, of which only the first selected from that tier will reward points.

0 CP - EARLY BEGINNING

If you wish to see more of this world, choose this. You may choose to start one day before the Great World Blaze. In doing so, you will remain until the coming apocalypse, whether it is resolved as normal, or your actions force you into the role. This means you will stay in this world for approximately thirty years.

0 CP - EARLY LEAVE

Even if the coming apocalypse is cancelled, this world will travel a long road to recovery. How will society be changed by the sudden lack of Burnish? How will the people of the world respond? We do not know. If you wish to leave after Galo de Lion forever alters the world, you may do so. You may also leave anywhere between then and ten years from now, if you wish to aid in rebuilding.

+100 CP - LOOK HOW LAME THE DESIGN IS

Is now really the time for this? You have a very... particular sense of style, archaic glory reimagined in line with modern sensibilities. Warriors or heroes of old, your restless spirit will sing its praises and emulate its image wherever possible. More importantly, you cannot live without it. Nothing else stokes the fires of your soul, and you cannot perform at peak capacity unless it surrounds you in all its splendour. Should you ever make use of equipment or vehicles which do not embody this aesthetic, your subconscious will prevent you from giving your all. This gets worse the worse a design actually is. If something is truly appalling, in addition to representing something different from your preferred style, you will seem barely awake. If it is just different, your efforts are noticeably weaker.

Fortunately, this only applies to your gear. Your own body, your righteous fists, are not affected.

+100 CP - SNOWBOARD WARRIOR (A.K.A. JUMPOLEON)

Power changes people, or rather, reveals the true self. For some, governorship and fame are just as telling as a managerial position or anonymity. In your case, you crave it precisely because you were starved of it. Born with an odd sort of dwarfism, there are children who are your superior in both strength and stature. Growing up, this condition made you a frequent target for bullying, enough to unbalance your emotions. Whenever you are in a position of power over someone lesser, your ego and confidence swell to enormous proportions, as will your sense of superiority. While this does not force you into acts of spite or pettiness, without herculean control, you'll definitely make some regrettable decisions. Post-Jump, this diminutive body may be retained as an alt-form.

+100 CP - WINDBOUND SPARK

A Burnish typically lives either a life of isolation or a life on the run. Those who would live the former are almost always forced into the latter at some point in their lives. Human connection, tolerance, is something many will never find. Some of them may weigh the risks and judge them worthy, but this is nothing you'll need to worry about. When you wander, your path is not to cross with any who will love you. You may meet them, speak with them, perhaps even form temporary alliances with them... But those prone to accepting your hidden traits drift quickly from your life, called to new horizons and responsibilities, oftentimes before you get a chance to say goodbye. The longer you stay in the same place, the more likely your secrets are to be exposed, and the more likely you are to meet less... empathetic individuals. Wait long enough, and even some you have rescued may consider betraying you.

+100 CP - IF SHE DOESN'T SURVIVE..

As a child, your parents and teachers saw the potential you held, encouraging you to hone your talents. Then, your eyes were opened: Your specialization became the light of your life, a true passion. Pursuing it, you became diligent, more than is healthy. A solitary soul, you were too buried in your work to indulge in friendship or romance. There is, however, one person you care deeply for. A family member who served as one of your anchors to humanity. They are your lever. Promises of their happiness, their survival, will move you to deeds which push the bounds of your principles and interest. Their future will inspire the best from you, for better or worse.

+100 CP - WHAT HAVE YOU DONE?!

Trauma is not always rational. When you were young, you were exposed to some situation or being which etched canyons in your psyche. Choose a common and mundane physical phenomenon, such as fire, cracks, or blood. Should you bring a “new” instance into existence, you will be wracked with self-doubt and -loathing for at least several hours, though more likely days or weeks. Until you recover, your thoughts will constantly gravitate towards your mistake, and you will be capable of thinking of little else. If it has not yet run its course, only someone very close to you might drag you from this state.

+200 CP - COLD AS ICE

You have a dream, and you will stop at nothing to see it through. Save the world, save humanity, or at least what little of it is worth saving. In your eyes, others are only valuable for as long as they serve your ends. Suffering, pain, and death are trivial matters when the greater good is at stake, and you only care for those most “useful” to the species. This is only magnified for the Burnish, who you see as wholly responsible for the state of the world, and against whom you would be willing to perform any atrocity which can be even slightly justified. You hate them, even if you are one. Especially if you are one. Any characteristic or power of yours which is not within the “normal” limits of humanity, you will attempt to suppress unless it becomes absolutely necessary for you to use it.

+200 CP - ENEMY CLOSER

When the wicked are unmasked, it is common for their friends and admirers to also be caught unawares. Deception is perhaps the most whetted tool of evil, as you will soon discover firsthand. A major figure in this world will soon take you in and gain your trust and respect (or already has, if you have a background here). This person is socially and personally powerful, can claim an utter dearth of scruples, and is unshakable in their determination. They want to remove you from their life, irrespective of your feelings on the matter, and will use any methods which do not unduly risk their other aims. Your trust will be used against you, and you’ll likely either be dead, imprisoned, or fugitive by the end of the year. In addition, you will forget having taken this.

+200 CP - HAVE AN ICE DAY

Deus Prometh was the first to see the source of Burnish power, to discover the Promare and understand their essence. Among his notes were technologies involving the Promare and their world, to traverse realities and widen the innate connection held in all Burnish, to defend against possible invasion. Some of the material detailed a mysterious “Jumper” character, another otherworldly being with access to phenomenal power, listing their powers and weaknesses. The Foresight Foundation and its goons have had quite some time to pour over this information, and have made progress developing countermeasures in response. Due to this world’s... flexible reality, some of them will be surprisingly effective.

+200 CP - MELTING POINT

In the heat of your soul, your fetters were reduced to slag. Undimmed in your heart is a burning need for heroism, whatever it takes. Regardless of what you thought that meant previously, now it manifests as a desire to confront villains and put your life on the line for everyone else. You are confident to the point of recklessness. Nothing will stop you from doing everything you can to remove others from danger, whether an obvious disadvantage in power or equipment, possible legal or social ramifications, impossible odds, or even ignorance of the situation. Hopefully you possess the competence and resilience to succeed.

+400 CP - BURNISH SPASM

Quiet and safe: Of all the words to describe a Burnish awakening, these are only seldom among them. When the mixed blessing of the Promare materializes, it is not when it would be convenient for the wielder. No, Burnish become aware of their true nature almost at random, on experiencing especially intense emotions. In an urban world, this means a sudden explosion of power near peers or strangers, possibly taking lives in the process. Naturally, this means that those who do not lead hermitic lifestyles are changed in their ignition, as they face ostracism at best or severe punishment at worst. You will come to know this repeatedly. Your powers are warped slightly to make them more inherently dangerous or influence you to act in such a way. From each of them, you are bombarded with urges toward their use, as the Burnish are compelled to spread their flame. Finally, any abilities from outside of this world are sealed, as well as any perk in this document priced at 400 CP or above (before discounts). Each power or "powerset" will awaken semi-randomly, as the Burnish do, triggered by emotions. You will forget having taken this, though might deduce these patterns during your stay.

+400 CP - NO SOUL BURNS FOREVER (CANNOT CHOOSE *EARLY LEAVE*)

This world will soon face disaster. 6 months is the expected timeframe, though the actions of a callous few will drastically shorten that number. An apocalypse beyond anything that has been seen before, Great World Blaze included, the planet itself may not emerge intact. There is one course which might allow salvation, which would require faith, sacrifice, and peace in the reconstruction. If you choose this, that is only one of your trials. Your stay is extended to a duration of ten years, if it was not already. Every year, the planet will face near-certain calamity comparable to that which the heroes of this world would normally avert. The quality of catastrophe will be such that travelling to another world will not provide respite. You will be tested, and you might fail if you do not rise to meet the challenge, but the fate of the world will never be entirely unalterable. It will certainly help if you practice empathy and make peace. Among your enemies, there may be some who would aid you, if only they understood.

Destination

Stay - This damaged world could use some assistance.

Return Home - You've had enough wandering for a lifetime. More.

Continue - The Promare's reality is one of many. To another world.

Notes

-Burnish flames carry an additional property which may become situationally useful or inconvenient. Smoke caused as a result of their flames is charged with electricity, which has the potential to interfere with nearby electronics.

-Changes made by **COLORFUL CITIZEN** will provide minimal, if any, utility. It should be just as difficult to use the altered feature as it was before, no more or less, though it may be less (gain a diminutive physique, for example). They will certainly not provide anything that puts you beyond human limits. They will also not add any feature a human would not have, such as horns or tails, though they can alter existing features. Features affected in this way will not impede normal function. E.g. with "shark teeth", you can still speak and eat unimpeded. Whatever you choose, it should not encompass anything that could not be explained with light modification; colored hair would likely be mistaken as a dye job of exceptional quality, while most would probably think your sharpened teeth are perfectly-filed; eyes are contacts or tattoos, etc. To be clear, a "handful" of such modifications means you can choose at most 5. A body affected by this perk may optionally be taken as an alt-form instead.

-If you use the **MAD BURNISH FOREVER** companion option to recruit Burnish native to this world, they will retain their own strength if it is beyond what said option would give them, though it will otherwise work the same as the Burnish perk listed earlier in the document. The only one this should really apply to is Lio, and perhaps one other.

-If desired, **Base of Operations** can be left empty at the start of a jump, to be used by you and your companions. If so, you may still recruit additional personnel from your current world.

-**DEUS X MACHINA**: At the end of your stay, you will receive instructions for adapting the Prometech engine to other sources of superhuman power.

-Properties will retain any modifications which do not increase their external volume.

-If lost or destroyed, you will receive a new copy of any CP-purchased item as your next jump begins. 10 years after being lost, if your chain has reached a conclusion.

CLAY FOR A NEW WORLD

The following are apparent limits on an aspect of Burnish powers which seems to exist solely for rule of cool, which will also apply to other powers with which it is used:

It can be used on any non-solid matter or energy that either a) you can manipulate somewhat freely (Burnish, of course, but AtLA Bending would suffice) or b) are generated at most a few inches from your body (e.g. breath weapons). In the case of the latter, this must be used as you are generating it. This perk functions as an extension of your existing abilities. I.e. it cannot be used in a vacuum; if you want to change something, this will empower your manipulation to do so, but this alone will not enact your will. That means you need to use your imagination, in addition to any gestures or other components that are required to use your power. Because you *are* using that ability -- you are not granted an additional means of control through this perk, but what you do have is better and likely expanded.

You cannot reduce substance beyond its base level using this perk. Adding substance to an effect also makes it more visible, regardless of its true nature. Giving an air attack as much "weight" as an equivalent volume of water will make it as visible as water. If it is as solid as steel, it will be as visible as steel.

Will and power are needed. Think of willpower as a keystone. Will is almost useless on its own, but power cannot be properly leveraged without it.

As a rule of thumb, a solid construct can withstand assault similar to what you can directly destroy using that energy. Most Burnish can easily cut through trains and airliners. Those who have developed this ability can craft armor which resists the same, with minimal loss of mobility. A stronger and more willful Burnish could destroy tanks, and would be able to summon armor that guards against attacks of similar magnitude. A Burnish with immense will, and access to power far beyond any being in this world, could damage building-sized mechs and ward against attacks on the same scale. These armors protect against the attacks of other Burnish, physical attacks, etc. It would have a weakness to ice, however, destroyed much more easily using armaments typical of the Freeze Force. Constructs formed with other energies you possess will likely exhibit similar weaknesses appropriate to their nature. Regardless of your reserves of will and

power, it is only possible to “wish” for constructs as complex as a motorcycle. That is, you do not need to understand how a bicycle or motorcycle works to summon one with your powers. It may be possible to “chain” creations together, or build them one inside another, but this would require greater understanding for the constructs to have their intended effect. However, attributes of your constructs, and the precision with which you can direct your abilities, will continue to improve with will and power.

The form of a construct/energy can be determined on a sliding scale from “Black” to “Burning”, where one is the energy’s “natural” state and the other is a safer, more inert form with less weaknesses but also less strengths. A “burning” construct exhibits most of the traits of the “material” used to construct it, save for “mass” which allows it to better interact with physical materials. A burning sword, for example, could attack enemies with heat and sharpness, while burning arrows would pierce with heat and point. “Burning” constructs are visually made of their element, at least “fire” of the Burnish nature, and this will hold true for any of yours made through this. Black armor would only be slightly warm, but its danger to any in contact would be reduced, as would its weakness to ice to a mild degree. Furthermore, any properties of constructs not related to the inertness, tangibility, or precision granted by this perk must be appropriate to their nature. Your powers will fill in for any mechanism needed to operate the construct itself, but this is basically just “magic”, and the phenomena will not carry outside nor interact with external stimuli. Pyrokinetic constructs could mimic an internal combustion engine without issue, but a camera cannot interpret light to take pictures, nor will a radio emit or receive transmissions or a flash drive transfer data. You might have better luck with power over electromagnetism.