

Aberrant

Jumpchain v1.0

**Baptized in quantum fire, reborn as incarnate gods.
Drunk with fame, sacrificed on the altar of power.
We are your heroes, your legends, your icons.
Beware, your legacy is our future.**

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In 1998, the explosion of the space station Galatea releases a cloud of exotic radiation to spread across the planet. Freak phenomena across the world follows, and less than a month later the world pauses in awe as the first Nova publicly Erupts. More quickly follow, each displaying abilities once limited to the pages of comic-book fiction.

A beleaguered United Nations turns to the Aeon Society, a well-respected organization with decades of philanthropic and diplomatic experience behind them. Together they create Utopia, a special branch of the UN dedicated to harnessing and regulating the abilities of 'Novas' to make the world a better place.

The golden age of Novas begins.

In 2005, a Nova named Divis Mal takes over the world's communication systems to broadcast the Null Manifesto, declaring that Novas are a new species who must pursue their evolution apart from baseline laws and interests. Nova mercenaries prop up or tear down third-world dictators, while Nova scientists develop new inventions at a breakneck pace. Human law and society strains to keep up with each new issue created by the mere existence of Novas. An entirely new multi-national intelligence agency, The Directive, is secretly formed. On behalf of the contributing nations, the Directive monitors Novas and keeps a close watch on the increasingly far-reaching political power of Utopia.

The year is now 2008, your own Mazarin-Rashoud Node has erupted, and you will stay in this world for 10 years. You've arrived a week after the murder of Utopian Nova Jennifer 'Slider' Landers in Calcutta by parties unknown. The world reels at the death of a beloved figure. Soon conspiracies will be pulled into the light, Nova groups will polarize and draw lines in the sand, and tensions between Novas and baselines will mount.

The golden age of Novas is over.

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There is at least one known case of Eruption changing a person's biological sex, and the M-R node has manifested across a broad range of ages. You may choose either for no cost.

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Location (Roll 1d8)

1 – New York, New York

A major metropolitan center, home to sizable offices of the UN, Utopia, and N!, the newest and largest Nova-centric media empire. Rare is the Novas or business who does not own a stake in this city.

2 – Mumbai, India

India's largest and most cosmopolitan city, the booming economy and growing media output has recently eclipsed Los Angeles's film industry. But Bollywood's wealth is matched by the sheer destitution of much of the city's poorer districts. India is also the world's center of Nova worship, where they are openly and publicly acknowledged by many as divine beings.

3 – Venice, Italy

Headquarters of T2M Europe, the city's infrastructure and ecosystem has been revitalized by Utopian intervention. Though Utopia thinks their position secure, a Teragen outpost lies underwater and just out of sight.

4 – Karachi, Pakistan

A poor city turned into an economic powerhouse by a single Nova's brilliant mind. He seeks to recruit others to help rebuild the area, even while old religious traditions clash with the new ideas that follow in prosperity's wake. So far the only Novas attracted to this area are involved in the continuing instability in the nearby Kashmir region, and not for peaceful reasons.

5 – Tokyo, Japan

Japan's 'Saisho' (New beginning) is an economic program fuelled by Nova involvement. It has made the country incredibly wealthy and the world's leading producer of cutting-edge Nova tech. Most of which is deemed illegal by Utopia, of course. It is also the birthplace of the Kamisama Buddhist cult, which venerates Novas as enlightened beings. Japan has no love of Utopia, and maintains their own team of Nova protectors, the Nippontai.

6 – Amp Room, Ibiza

The undisputed party capital of the world, the Amp Room is off-limits to almost all baselines. A never-ending stream of the newly-wealthy and the who's who of Nova-dom pass through here. The Amp Room is also quite discrete regarding what goes on within its walls, and insists that Novas leave political and philosophical conflicts at the door.

7 – Addis Ababa, Ethiopia

Using land granted to them in thanks for turning the local deserts into Africa's breadbasket, Utopia has constructed the world's first true arcology here. The megastructure also houses the headquarters of T2M Africa/Middle-East and one of Utopia's largest tech centres.

8 - Free Choice

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Background

DeVries Agency (Drop-in)

You arrive in this world as you are, with no knowledge or memories of it. You're standing in front of a branch office of the DeVries Agency, a sort of super-powered temp agency. Skilled Novas are in extremely high demand, enough that having no past is by itself not an obstacle to being hired. Just standing around and looking pretty for an evening can bring in a five-figure paycheck. You aren't required to work for DeVries exclusively, but the more work you take on and the more skills you display, the better the offers you will receive...so long as you continually perform to their expectations.

Project Utopia

When the first Novas began to Erupt, the overwhelmed UN and WHO accepted the aid of the Aeon Society, a respected group with more than 80 years of diplomatic and philanthropic work behind them. In turn Aeon and the UN created Project Utopia to gather, study, and turn the power of Novas towards creating a better future for the world. In many ways, it has succeeded beyond anyone's expectations. But incredible political influence and massive public support has not prevented questionable decisions from being made or resentment from forming due to Utopia's far-reaching and often intrusive international activities. While seemingly unassailable, cracks have begun to show as the novelty wears thin, uncomfortable questions are asked, scandals mount...and the theories that there are far less ethical elements working behind the scenes become more and more plausible.

The Teragen

Marvels, monsters, and portents, the Teragen is composed of those Novas who see themselves as a new species distinct from baseline humanity that must develop its own identity. Doing so may be painful, but change often is. Old habits, modes of thought, and even moral codes may be left behind in the transformation. Taint may be the catalyst, but Terats know to treat it with caution and understand it in ways that no one else can. Though some Terats may fall into the trap of mistaking the freedom to engage in acts of pointless cruelty and self-indulgence as proof of their development, the wise Terat does not seek monstrosity for monstrosity's sake. For while it is far better to be a monster than a slave, it is far better to be a god than a monster. Monsters can only destroy, while gods can both destroy and create.

The Directive

Beginning in Russia, and with the aid of Great Britain, Japan, the United States, and (unofficially) Germany, an organization was formed to monitor Novas and act as a counterbalance to the growing power of Utopia. At first ignored, then derided, the Directive has never quite attained the level of infamy and reputation of other intelligence services...which is exactly how they like it. With only a few low-powered Novas in their employ, the Directive is distrustful of Novas in general and Tainted Novas specifically, but this is out of pragmatic concern for the power that they wield and not a question of ideology. In the few years since the beginning of the Nova Age, there have been too many incidents of even single Novas re-shaping the world on a selfish whim. Countermeasures must be in place.

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Perks

You begin with a budget of 1000cp.

Each background receives its 100cp perk for free and the others at a 50% discount.

Undiscounted

100cp – Registered alter-ego

More than one fight has erupted over a particular name or costume design. One forward-thinking man stepped up and formed Appellate Lexington Enterprises to create a worldwide codename registry, and with this perk your identity will be similarly protected in future jumps. Any original persona you present yourself as will always be considered copyrighted, and a modest percentage of any profits made off your image will be automatically transferred to you. Appellate Lexington does not support persona-squatting, and you may only profit from a single registered identity which may be changed once every ten years.

200cp – Cipher

Upon entering a new jump, you may choose to have all physical records of your existence erased. This unpersoning cannot be selective in what information is destroyed, it is an all-or-nothing choice. Memories are not affected, and nothing prevents new records of your actions from being created.

400cp – NovaTech

Nova powers can fill technological gaps, allowing for devices to be constructed that are decades ahead of the curve...even if those devices won't work for anyone but the Nova that made them. While mainly the domain of Mega-intelligent scientists, you've made strides into the field of using technology that amplifies or is fuelled by a Nova's innate powers. Perhaps this is as simple as a gauntlet that helps focus and strengthen Quantum Bolts, or as complex as a massive structure that allows for a Warp-capable Nova to reach a distant star system with their power.

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DeVries Agency

100cp – Worth every penny

You are a consummate professional, and everyone knows it. There will never be any doubts regarding your qualifications or work ethic, and you will never be required to prove your skills or present a resume to a prospective employer. This impression of competency won't last if you can't actually perform the job you were hired for.

200cp – Filthy Lucre

Signing up with DeVries can make a Nova obscenely rich practically overnight. DeVries also provides Nova-powered financial services, ensuring that their employees don't lose their new fortunes to scams, fiscal inexperience, or money-grubbing bureaucrats. Besides getting a crash course in how to handle becoming a millionaire, you and your funds are very difficult to part from each other. Be it from a court-ordered asset freeze, robbery, or waking up on the wrong continent after a bender at the Amp Room, there's always at least one account they missed, a safe that went uncracked, or a roll of hundreds in your jacket you forgot about.

400cp – Superimposed

Acquiring a mask and a new identity is a central facet of the Elite subculture. By adopting a new persona, your real identity becomes harder to discern. Beyond simply hiding your face, the more effort you put into this new persona the more protection it offers. A cheap balaclava might leave people disagreeing on the details of your voice or build, but with a full costume and the close adherence to a carefully-crafted stage persona, you and your masked identity are effectively two different people. Even when precogs, telepaths, or more exotic senses are concerned, your new persona doesn't even exist when you aren't 'in-costume.'

600cp – DVNTS Elite

DeVries National Tactical Solutions has trained you for Nova-grade warfare, making you are one of the most dangerous people on the battlefield even without your powers. You are infantry, specialist, commander. Whatever role the contract requires, you can fill. You fight and kill without hesitation or remorse, and your reputation as a professional killer is legendary and inspires equal parts confidence in your allies and terror in your enemies. And as long as you fight on the side on a legitimate authority and respect the rules of warfare, your actions on the battlefield cannot be legally held against you.

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Project Utopia

100cp – Smile for the camera

As a Nova you are one of Utopia's most visible representatives, and you are expected to handle yourself appropriately in view of the world. Besides whatever natural beauty or charm your eruption gifted you with, you have been carefully trained to make the most out of what you have. You know how to use fashion, body language, and rhetoric to get the desired response out of your audience, and how to roll with the unexpected and avoid being wrong-footed by shock tactics or appear shaken by scandal.

200cp – A brighter tomorrow

People are always grateful for a hero's assistance, and will never turn down an honest offer of help from you. Even while not actively engaged in heroic activities, you seem more trustworthy and reliable than most, and your words can carry great weight. Your reputation won't be tarnished by the actions of even a close associate, and if you were the last person to see someone before their untimely demise it would be considered coincidence first and suspicious second. Of course, this good reputation depends on never personally getting caught doing anything nefarious.

400cp – Quantum teamwork

Team Tomorrow serves as Utopias' poster children for Novas who use their powers to make the world a better place. But PR aside, they are often outclassed by Novas with far more combat experience and fewer scruples in combat. T2M members are rigorously trained to make up for any deficiencies by working as a team, both with squad tactics and a firm understanding of how powers interact with each other. As you train and work with allies, your teamwork skills will go beyond knowing how to fight as a group, giving you insight into how your powers and abilities interact with each other for better or worse. Some powers just don't agree with each other, while others can become stronger with a little outside help. A few rounds of super-sparring is all it takes to learn the difference, and to avoid getting blindsided by the consequences of crossing the streams.

600cp – Paraphysician

Rashoud facilities around the world are ready to take in newly-erupted Novas and teach them how to use their powers. Training typically involves biofeedback exercises, practical lessons within shielded labs, and a crash course in quantum physics. After joining Utopia you continued your studies and acquired several degrees, eventually becoming a licensed Paraphysician. Through observation and testing you can develop ways to quantify and categorize the mechanics of how individuals access superhuman powers. While you won't instantly understand the hows and whys behind a power, it's easy for you to create training methods to ease and speed the development of these powers and design chemicals and equipment to mitigate any side-effects that those powers may have. As a side note, you've mastered the skills of Dormancy and Attunement to a degree that most Novas never will and can easily teach these skills to other Novas.

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The Teragen

100cp – Marvel

You are transforming into a living god, walking a path from the old to the new. Challenges are the key to evolution, and 'impossible' is a word spoken only by those with limits. You know exactly what you want, and have a boundless drive to seek it. Those who witness the power you've earned are either cowed, or inspired.

200cp – Monster

You seek to shed the petty limitations of baseline humanity. This is not the mindless devolution of succumbing to base instinct, but the recognition and taming of those things seek to make your choices for you. You are in tight control of both your emotions and morality, and can prevent them from having any influence over your decisions.

400cp – Portent

Through the very act of contemplating evolution comes advancement. You scour yourself for flaws and dissect your own psyche in a Darwinian testing of the components of your own consciousness. This talent for exacting and merciless psychoanalysis can be turned towards both self and other, dismantling a mind piece by piece to truly understand someone. With this knowledge can a mind be helped to grow, heal, or be reshaped into something new, even without the aid of Quantum powers.

600cp – Chrysalis

The Teragen have come to recognize that eruption is only the beginning of an ongoing process. Though it is an instrument of evolution, Taint will destroy a Nova if it is not tamed and channelled properly. It is a difficult process, and even your unique nature makes it only slightly easier. By straining your powers beyond their limits to the point of injury, your body and mind will be placed in a slight state of flux. This will temporarily weaken you, but building up enough of this potential can allow for the growth of a cocoon of quantum uncertainty that can be turned to your purposes. In this state your hard-won lessons will guide you to purge weaknesses of form and technique, enhance your strengths and perhaps even open new avenues of growth. Be warned, though. The Chrysalis only rewards those who wilfully push themselves in pursuit of a higher ideal. It is not a safety net, and does not reward carelessness, rote exercise, or the seeking of more power for power's sake.

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The Directive

100cp - Broad discretionary powers

The Directive is a multinational agency, expected to work alongside the existing intelligence departments of the countries they operate in. Getting such disparate and institutionally paranoid groups to work together and share information is nearly impossible. As long as you're actually there to help solve a problem and there's even the smallest legal framework between the employers of everyone involved, jurisdictional or inter-departmental dickwaving will never impede your work.

200cp - Tradecraft

Before you can graduate to field work, you'll need to demonstrate a firm grasp of all the classic spy skills. How to lie, how to realize when you're being played, how to tail someone without being obvious about it or palm small objects...and how to quietly kidney-punch and garrote someone when they're not looking. You're a generalist, not a specialist, but your repertoire is broad and these skills will only improve with experience.

400cp – Outside context solutions

When pitted against someone with abilities that no baseline human could hope to defeat...the Directive cheats. They, and by extension you, have become very good at finding weaknesses in superhuman opponents. Maybe super-senses are overly sensitive to a specific stimulus. Maybe that over-muscled brute doesn't quite have the same range of motion anymore. Or maybe it's as simple as their own flashy powers obscuring their field of vision for a few moments. Some Novas might be too powerful to take on directly, but you're a spy. Taking someone down indirectly is your specialty.

600cp – Mental compartmentalization

To deal with Mega-charismatic and mind-reading novas, the Directive has developed a system of hypnotic conditioning to protect their agents and secrets. You have benefited from these techniques, and are skilled enough in their use to perform the procedure or teach them to others. Telepaths who attempt to listen in on your thoughts will hear only nursery rhymes, mathematical equations, and other meaningless repetitive trivia. Beneath this first barrier you can layer a false persona that can stand up to some scrutiny. You can further hide important pieces of information even from yourself behind subliminal blocks that only lift when you experience a specific stimulus. These techniques aren't foolproof, but have tricked many Novas who thought that a 'mere baseline' could not possibly keep secrets from them and failed to look deeper.

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Mega-Attributes

You begin with a stipend of **+600cp** to purchase Mega-attributes, Enhancements and Quantum Powers.

Mega-attribute can be purchased at the 100cp, 200cp, 300cp, 400cp, or 500cp level.

The following dot ratings provide a benchmark for what each level is generally capable of.

*Purchasing a Mega-attribute at any level unlocks that attribute's matching Enhancements for purchase, and you receive **one** of that attribute's Enhancements for free.*

Physical

Strength

- - Deadlift 1 ton.
- - Deadlift 25 tons. Toss automobiles for blocks.
- - Deadlift 100 tons. Juggle tanks like tennis balls.

Dexterity

- - Dodge bullets you can see being fired at you.
- - Move fast enough that the average baseline won't even notice your passage.
- - Pluck bullets from the air. Outperform the most advanced machines with sheer precision.

Stamina

- - Go weeks without sleep. Ignore irritants. Heal 3x faster than a baseline.
- - Ignore the pain of physical torture. Suffer bruising from low-calibre firearms.
- - Continue fighting after losing most of your body mass. Ignore most natural pathogens/toxins.

Mental

Perception

- - Recall every license plate in the parking lot you just ran through.
- - Guess a person's thoughts by the way their face twitches.
- - Hear wool growing on the backs of sheep.

Intelligence

- - Advanced calculus is like adding 1+1.
- - Do the intellectual work of an auditorium full of professors faster and better.
- - Outperform even the most advanced supercomputer clusters.

Wits

- - Remain perfectly calm in the middle of a chaotic battlefield.
- - Surprising you is nearly impossible, and even then you'll never let it show.
- - Process information so fast that you don't even have the chance to be disturbed or unsettled.

Social

Appearance

- - You're something out of photoshop.
- - Perfect symmetry and proportions. You could make muddy rags look good.
- - Your appeal is universal. Prolonged exposure can inspire feelings of worship in baselines.

Manipulation

- - Experienced con men wish they were you. Know when someone is trying to play you.
- - Get people to do outrageous and dangerous things with almost no effort.
- - Shake a nation with a few well-placed words. Discover a conspiracy by reading the paper.

Charisma

- - People like you from the moment they meet you.
- - Draw and keep people's attention no matter the circumstances.
- - Make yourself appealing to an alien race with a wildly different mentality.

Enhancements

Enhancements cost 200cp to purchase. You receive one enhancement free with the purchase of the matching Mega-attribute.

Strength

Crush

Now having some control over the kinetic energy of your strikes, you can focus and sharpen your attacks to penetrate or cut your targets instead of bludgeoning them.

Shockwave

The reverse of Crush, you have a measure of control over how the energy of your attacks diffuse through the environment, allowing for hand-clap shockwaves and foot-stomp earthquakes.

Precision

Sometimes having extreme strength is a bad thing. You can now restrain your strikes to only release exactly as much force as you wish to be applied.

Dexterity

Physical prodigy

You have an innate grasp for athletic activities of all kinds. From parkour to dance, you unconsciously understand how to move in exactly the right way for optimal results. This Enhancement does not apply to fighting.

Fast tasks

Small objects you manipulate are no longer damaged by your enhanced speed. Flipping through a book super-fast will not tear or ignite the pages, or cause fragile mechanical parts to break or distort.

Omnidexterity

You are not simply ambidextrous. Every limb can be used as well as what was once your dominant hand. This includes feet, tentacles, or any new limbs you sprout, limited by your biology, of course.

Stamina

Adaptability

The Nova with this Enhancement no longer needs to eat, sleep, or breathe, and is extremely resistant to drugs, toxic compounds and disease. The Nova's lifespan is also increased by centuries at the least. Harsh environments offer no discomfort. Surviving outer space, oceans of magma, or the deepest depths is possible, but extremely energy-intensive. This power does not work fast enough to offer protection from deliberate attack.

Regeneration

Speed healing by expending energy, closing small wounds in seconds. Regenerating lost limbs and organs is possible, but can take weeks depending on the Nova's power and the extent of damage.

Hardbody

Effects like disintegration flatly ignore how durable an object may be. But by suffusing the body with quantum energy to reinforce your physical integrity, such attacks can now be contested. The Nova is not technically more durable than before, and forcing your body to stay in one piece can be exhausting.

Perception

Quantum attunement

With effort, a Nova can perceive his surroundings if one of his five senses are disabled. With careful study, you can also attempt to estimate another Nova's raw power, the growth of their Node, amount of Taint they hold, and identify the powers they are using.

Analytic scent

Your enhanced olfactory senses can analyze the exact chemical composition of things you smell and taste. Ingredients and proportions can easily be determined, along with how they were prepared. With this Enhancement, there is no such thing as an undetectable poison.

Body awareness

Be constantly aware of your physical condition, instinctively knowing everything from the state of any injuries to the rate of your heartbeat and respiration. You will immediately know if a poison or disease is introduced to your system, or if anything is altered, including your DNA. Careful self-examination and a bit of medical knowledge can give you incredibly detailed information on your bodily processes. This Enhancement also makes a Nova aware of how much Temporary and Permanent Taint he has.

Intelligence

Taint resistance

Your grey matter is extremely durable. Any form of insanity you had before eruption is healed, and neural dysfunction as a result of Node growth will be greatly reduced. Your brain will also be far better at self-repair and working around injuries or drugs that impair mental functions.

Analyze weakness

Nothing is perfect, and you can easily identify flaws in what you can observe. This requires at least a basic understanding of the mechanics behind something, but you are otherwise not limited in what this Enhancement can apply to. Anything from structures to complex systems to bureaucratic procedures.

Mental prodigy

You naturally grok a particular field of study. Learning new skills, making advancements and intuitive leaps within this area comes easily to you. Your chosen field might be anything from a specific scientific field like engineering or medicine, finance, forensic science or military tactics.

Wits

Multitasking

It is far easier for you to divide your attention between different tasks done simultaneously. This isn't the ability to run parallel thought processes, though you can juggle multiple tasks so well it might seem that way.

Synergy

You are a quantum-powered lubricant in group activities, allowing things to go smoother as everyone seems to work more easily with everyone else. By anticipating needs and heading off prospective problems, any group activity involving you will be done better and with less time wasted.

Artistic prodigy

You have a flair for the artistic. In any field or medium, you have an innate grasp of what 'works' and how to better communicate ideas through art. You are also a superb, if exacting, art critic.

Appearance

Mr. Nobody

Your visage changes and your features shift, making you appear incredibly average. You are so unremarkable that most people would be hard-pressed to describe you, let alone pick you out of a crowd. When activated, this Enhancement can hide small aberrations.

Seductive looks

A targeted form of shapeshifting, this Enhancement will alter your appearance to enhance those features a particular person finds most desirable. The effect is slight and will change your shape by only a small degree, but will ensure that they consider you 'just right' in terms of appearance.

Face of terror

Another variant of shapeshifting, activating this Enhancement warps your appearance into whatever viewers find most horrifying. This average human will flee in terror. Others may faint or even suffer heart attacks if forced to remain in your presence, especially if you work to deliberately terrorize them.

Manipulation

The voice

The Nova has an exceptionally clear and pleasing voice, and sounds fantastic while singing. They can also use infrasound and subharmonics to lace words with hypnotic commands. This control is limited to short, simple commands, and will not work unless the target can clearly hear you.

Persuader

You can quickly grasp not what a person is thinking or what they believe, and the reasoning behind those thoughts. This makes it much easier to frame your words in ways that they will agree with or at least cannot easily deny, making your requests and arguments much more difficult to dismiss.

Creeping paranoia

A Nova can force a few Quantum-powered words to burrow into a target's subconscious, causing them to obsess over what others would see as an innocuous comment. The target begins to suffer paranoid delusions, manifest obsessive behaviour, and suffers enormous mental stress as they seek a hidden meaning in the Nova's words. This effect lasts for a few days at most before fading, but if repeatedly used on a target over time this can drive baselines permanently insane or to commit suicide.

Charisma

Seductive

The behavioural counterpart to the Seductive Looks Enhancement, you can instinctively understand and adopt a pattern of behaviour that a particular person finds the most sexually appealing.

Soothe

Within a short range, the Nova's sheer charisma forces others to become calm and relaxed. Initiating hostility becomes very difficult, even for the Nova using Soothe. This Enhancement can mitigate the effects of Taint and reduce feelings of alien-ness between Novas and baselines.

Perfect guest

You instinctively pick up unspoken social cues. You have an excellent grasp of social mores no matter the setting, and are almost precognitive when it comes to avoiding social faux pas.

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Quantum Powers

Quanta:

...simplest extensions of a Nova's innate power...

100cp – Quantum conversion

You can convert your stores of energy into another very simple form of energy like light or heat. This power is incredibly efficient, and you have extreme control over how the energy is released.

100cp – Quantum regeneration

Novas normally replenish their stores of energy at a steady, predictable rate, and risk Taint by straining their Node to increase this speed. Your Node has been carefully exercised to be more efficient than normal, allowing you to recover energy faster at no risk. The recovery of energy is even faster when completely at rest, such as sleep or deep meditation.

200cp – Quantum leech

With a touch, you can drain the reserves of other Novas to refuel your own. Without specialized defences victims can only try to resist through sheer willpower. Overfilling one's reserves with stolen energy risks gaining Taint as well.

200cp – Quantum bolt

The simplest and most common offensive power among Novas. You shape and release a blast of Quantum energy as fire, lightning, or any other suitably destructive form. With training, you can apply tricks like spreading the power of a bolt out like a shotgun blast or allowing it to ricochet.

300cp – Deflect

If the Nova can perceive an incoming projectile he can reflexively attempt to tweak the forces behind it and deflect the projectile away. With greater skill he could even send it back at his attacker, or 'catch' and hold the projectile to release later. This power does not work on point-to-point effects like mental assaults that do not cross intervening space, or wide-area effects.

300cp – Disrupt

All Novas manipulate Quantum energies, but this power allows you to sabotage another Nova's efforts. By expending your own energy, you can try to unravel a single Power (but not a Mega-attribute) being used or activated by another Nova. The target can only contest the attack through his mastery of Quantum and the power of his Node, and overpowering the target will completely cancel out the targeted Power. So long as this power is maintained, a target's use of a particular Power can be completely suppressed.

Defence:

...gods should not fear mortal slings and arrows...

100cp – Sensory shield

A Nova with this power unconsciously reduces what might be debilitating levels of sensory input. Strobe lights and high volume will be reduced in intensity, and even tear gas or similar sense-based attacks will be reduced in effectiveness.

100cp – Psychic shield

A passive reinforcement of a Nova's brain and nervous system works to block outside influence. This power will not let a Nova see through projected illusions or resist Mega-charismatic arguments, but any power that tries to directly manipulate his mind can be resisted.

200cp – Armor

Many Novas can manifest insectoid carapace or a suit of knightly armor, while others show no outward sign of this power at work. In any case the Nova is simply tougher than others, far more resistant to any sort of physical attack. This power is entirely passive and requires no energy to maintain.

300cp – Force field

A Nova can surround himself in a protective field, offering greater defence against harm than Armor and blocking effects that require skin contact, but the field requires energy to activate and maintain. With practice, the field can expand to encompass others or be shaped to create walls and platforms.

400cp – Invulnerability

An extremely potent yet limited form of defence, developing this power can allow a Nova to ignore all but the most absurdly extreme examples of a single, specific form of attack. Invulnerability towards heat can allow for a picnic on the surface of the sun, while contempt for gravity allows for calm strolls through forces that would otherwise spaghettify even the strongest of Novas. You cannot choose a broad (quantum powers) artificial (weapons) or out-of-jump (magic) concept for your invulnerability.

Movement:

...found among the adventurous and reclusive alike...

200cp – Hypermovement

Amplifying a Nova's ability to travel, this power can be used by itself to run or swim quickly, or used in conjunction with Flight to enhance its speed further. 500km/h is the slowest that a Nova with this power has been clocked at and their speed will only increase with practice.

200cp – Flight

Iconic and inspiring envy in baselines everywhere, a Nova with flight can move in three dimensions with ease. The presence of air is not required to fly, but air resistance and momentum must be accounted for when trying to pull off tricky maneuvers. This power alone is somewhat slow, and most Novas might reach a top speed of 'only' 200 or 300km/h.

300cp – Teleportation

Allowing short-range hops at a moment's notice, an experienced teleporter can circumvent the World with a hop or two if they have time to concentrate. Blind jumps can land a Nova off-course and will suffer injury if they land inside a solid object, but all teleporters automatically shunt themselves to the

nearest open space in such an event, arriving battered but alive unless they were already injured or made a monumental error in transit. Since teleportation only affects a Nova's body, they must Attune anything, including clothing, that they wish to bring along.

400cp – Warp

A variant of teleportation, this power creates a meters-wide gate that anyone and anything can pass through. It also requires time and focus to set up for long-range travel, and can forcibly transport others if they can be pushed or somehow manipulated into entering the gate. In the future this power will allow for the Nova exodus from Earth by bridging the vast distances of interstellar space, but no one has publicly displayed this level of power.

PSI:

...emulating a future yet to be...

100cp – Empathy

A crude but useful form of manipulation, you can boost or suppress whatever emotion a target is feeling at the moment. While you can accurately gauge whatever a subject is feeling no matter how good their poker face, you won't be aware of why they feel that way, and will have no control over how they act on their new feelings.

200cp – ESP

Displacing your senses to a distant location, you are able to perceive things as if you were present from that point using whatever natural or quantum-given senses are available to you. This does include taste and touch, but you can only observe - quantum wonkyness prevents measurable interaction between yourself and the things observed.

200cp – Intuition

A Nova with Intuition receives a warning when something unpleasant is about to happen to him. This sense is extremely vague, and only triggers when an event would injure a Nova's self and not his belongings or allies. The feeling of 'something is not right' grows more precise with practice, but never more than pegging a person or object as dangerous or pointing out the directions where whatever gives cause for concern will be found.

300cp – Telepathy

The human brain is a complex web of biochemical structures and electrical activity, and this specialized power allows for the observation, interpretation, and manipulation of those structures. While communicating with others through telepathy is easy, and 'scanning' for a mind that meets certain criteria only slightly more difficult, manipulating a mind is best done with great care for best results. Memories can be dug up, erased, or modified as a Novas pleases, and changing one part of a person's psyche can have secondary effects on the rest of it.

300cp – Domination

A brute-force form of control, the stronger the grip a Nova acquires over a subject's mind the more complex or abhorrent the commands that must be obeyed. Victims must rely on sheer willpower to resist, and commands that are blatantly suicidal or trample on things of great personal import are easier to resist. Without the help of other powers, commands must be given verbally.

Organic modifications:
...sing praise for the new flesh...

100cp – Claws

With bone spurs, an aura of flame, or even no visible display, you are able to greatly increase the damage you deal in hand-to-hand combat. Alternately, some Novas can enhance the power of mundane weapons and projectiles by charging them with quantum energy that is released on impact.

200cp – Healing

This power can be applied to yourself or others, and the cost is dependant on how grievous the wounds are. Alternately it can be used to help someone resist the effects of poison or disease. Regenerating lost limbs and organs with this power is possible, but very draining.

300cp – Size alteration

Channelling energy through your body, you can increase or decrease your effective size and mass upwards or downwards. Growing will also increase your effective strength, stride, and stability, while the reverse is true while shrunk.

400cp – Shapeshifting

Extremely versatile, a shapeshifting Nova can alter their shape and compress or expand their size, but cannot alter their mass. With enough skill, this power can emulate a few others by giving the Nova wings or plating their skin with armor, or perfectly imitate the appearance of another. This power cannot truly give a Nova other powers. so shapeshifting into a dragon will not let them breathe fire.

500cp – Density shifting

Making oneself more solid or more porous, a Nova can become incredibly strong and durable or diffuse enough to walk through walls. At the highest levels of skill, an intangible Nova will be unaffected by all forms of matter and energy save direct mental assaults and able to selectively give parts of their body a different level of density than the rest.

600cp – Clone

You can create copies of yourself that have all your skills, memories and Quantum Powers. As your skill with this power grows you can create more and more clones, but your clones become progressively less capable the more of them are active at one time. Clones are also created holding only the Quantum Energy that went into their creation, giving them very little power to throw around.

600cp – Dispersed organs

Part power, part mutation, your body is a mass of mostly undifferentiated tissue. You no longer have discrete internal organs, not even a brain, and their functions can be performed by any part of your body. Having a large chunk of your torso destroyed or your head obliterated is now only damaging and inconvenient instead of instantly fatal. You can be de-limbed or have your sensory organs destroyed, poison and disease will effect you normally for the most part, and you will still suffer insanity from excessive Node growth.

The beginnings of mastery:

...shape the world with care, lest you break it...

200cp – Animal/plant control

Pick one. Both can be communicated with, though plants are extremely limited in what information they can provide. Plants can be animated, but not to the degree of uprooting themselves and moving around. Animals will regard you as a friend, and you may send out a telepathic call for them to come to your aid, helping in whatever way you ask unless you mistreat them. If you purchase this power a second time, the second purchase is discounted.

200cp – Cyberkinesis

A highly specialized power, a cyberkinetic can alter computer data, feed recording devices false input, reprogram machines or scramble their functions. This power does not require a Nova to be aware of every byte he manipulates so a knowledge of computer science is not required, but such a brute-force approach may make it easier for alterations to be discovered.

400cp – Elemental anima

Projecting Quantum energy into a specific medium like water, fire, or air, a Nova can shape it with great flexibility. The chosen element can be strengthened or weakened, shaped and directed, or used for both offence or utility.

While this level of power can eventually be reached with enough training, for an additional 200cp the chosen element can be created out of a Nova's own energy and manipulated with far greater intensity. Its presence in the environment around him can be clearly sensed, and he can also attempt to wrestle control of it away from another Nova that tries using it to harm him.

400cp – Weather control

Another specialized field of study, the Nova grasps all the many variables that contribute to the functions of the world's weather and take control of them. Unlike Elemental Anima, the range of this power can be measured in tens of kilometers but it will take time to change current conditions to what the Nova desires. When the situation is ideal, a Nova can easily level a city block with targeted lightning strikes, whip a storm into a hurricane, turn sweltering humidity into nourishing rain, or bury a city under ice and snow.

400cp – Magnetic manipulation

A Nova gains power over EM fields and everything they can effect in turn. Ferrous objects can be twisted into knots or thrown with great force, magnetic forces in an area can be nullified, amplified, or created when there is none. EM blasts strong enough to scramble a nervous system and punch through military-grade shielding are possible, fired with pinpoint precision or detonated over a wide area.

600cp – Molecular manipulation

Everything inanimate is within your purview. Existing matter can be observed and its composition determined. A Nova can use his own stores of energy to temporarily create or transmute matter. Materials can be made to move on command, be permanently reshaped, repaired or disintegrated. With enough mechanical and scientific knowledge, and skill with this power, a Nova can fabricate complex devices.

600cp – Gravity mastery

Gaining power over one of the fundamental forces that governs the universe, you can freely manipulate gravity. Shifting its vectors and potency on a whim, you can use it to fly, move objects in a manner

similar to telekinesis, shield yourself from attacks or rend targets apart with pockets of intense and rapidly-shifting gravitic fields.

800cp – Entropy control

Mysterious and little understood, this power is potent within a narrow field of application. Focused on living creatures or machines, they quickly suffer injury or breakdowns, and the more complex a thing is the more damage it seems to suffer. Used as a barrier, projectiles shatter on impact and transfer far less energy towards the Nova than they should. Used in another way, everything that might go wrong for those targeted probably will go wrong.

800cp – Temporal mastery

An exceedingly rare power, you are able to speed up or slow down time. The power can be focused to different degrees, accelerating a target's actions or aging them to dust, slowing an opponent or restoring an object to the state it was in before it was damaged. With continuous effort, you can hold someone in absolute stasis. All Novas with this power have an almost perfect internal clock. This power cannot be used to travel in time.

800cp – Biomanipulation

Perhaps the rarest of all known powers, you have near-total control over the processes of biological organisms. Bodies can be healed or injured in precise ways. Structures can be reshaped in any way that the laws of biology will allow, and tweaking a person's organs can reproduce the effects of any known drugs or toxins. Masters of this power have enough precision to edit DNA and reshape clusters of microbes.

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Items:

100cp – Eufiber suit (Free for Drop-ins)

You own a top-grade suit made of living Eufiber threads secreted by Anibal Buendia. Once Attuned by feeding it a small amount of Quantum Energy, the suit will provide more protection than military-grade body armor. It will adapt to any powers you use, somehow never interfering and always providing protection even if you turn yourself into a living magnetic field or grow to skyscraper size. You may import an existing piece of clothing or armor to gain this benefit.

100cp – Mite

Developed from Nova mitochondria, Mite vastly amplifies the effects of exercise to boost a Baseline's strength to superhuman levels. The drug is highly addictive and induces orgasmic levels of euphoria, but causes grotesque levels of muscle growth and is very likely to kill after prolonged use. Buying this gives you a recipe for creating a far safer variant without the risk of addiction, deformity, or death.

100cp – Mox (Free for Utopia)

Moxinoquantamine was created by Utopia to help Novas train their powers. After taking a dose, powers become more difficult to use, but the user is afforded protection from dangerous feedback. While Mox is in effect, users will not suffer injury or gain Taint from making a mistake while using their powers. The Mox recipe you purchase here will have a similar benefit for other kinds of biological powers used in future jumps.

100cp – Proteus' sterility cocktail

Perhaps the biggest contributor to the hate between baselines and Novas when the truth of its existence comes out, this is a retrovirus able to affect even extremely robust beings. After bonding with the subject's reproductive organs, a subtle DNA change causes all associated cells produced to be both flawed and targeted by the subject's own immune system. The change only effects the gonads, and short of a detailed DNA analysis, no cause for the sterility can be discerned. Only a specialized regeneration power or outside help can reverse the damage. The virus comes in ingested and injection forms and is not transmissible, but could be modified to be highly virulent and communicable by air. Proteus decided against developing a cure, but with these notes you should be able to fix that.

200cp – Vitrium notes

A synthetic crystal that can be spun and blown like glass while being mechanically as strong as steel at a quarter of the weight, colored or transparent as desired. But every object made of Vitrium has a unique resonant frequency that if hit at sufficient intensity will cause it to shatter like a crystal wineglass. Perhaps these notes discarded by Vitrium's creator can help you perfect the material?

200cp – Amplifier rig

You shouldn't have this. Not yet, anyways. This is a wearable piece of Nova-tech, designed to boost the strength of one of your powers or mega-attributes. It may give a little extra oomph, an increase in range, make a power's use less noticeable, or such. The device itself is rugged, and can be maintained by any skilled engineer. That same engineer could change which power the rig boosts in a decent lab with a few hours work. You may import a similar device or suit of armor to integrate the rig into.

300cp – Eufiber tumor

Don't show this to anyone unless you want to deal with some very awkward questions. Somehow you've acquired a small piece of Anibal Buendia's tissue floating in a nutrient bath, or something very much like it, that secretes strands of living Eufiber. You can use the Eufiber to make Quantum-Attuning suits. Living Eufiber also interacts with other powers in strange ways – it is known that cyberkinetic powers are boosted when working with computers linked by a Living Eufiber network they are Attuned to. Finding other uses for this material will require experimentation on your part.

300cp – Virally tailored poison

Stolen from Proteus, this document shows how to derive synthetic enzymes from a sample of DNA. By injection or skin contact, these enzymes are designed to work only on the DNA donor, and can fool even Quantum-powered immune systems into thinking the poison is harmless. Quickly inducing unconsciousness, an unsuspecting Nova might not even realize he's been poisoned before succumbing. The version purchased here can be easily adapted to work on super-tough beings of all kinds.

300cp – Klot

A binary adhesive developed by Kuro-Tek, mixing the two components together results in the creation of a sticky, chemically inert grey gel that is strong enough to restrain Novas with high levels of Mega-strength. Fireproof, non-conductive, and flexible, Klot is also strangely resistant to Nova powers that manipulate matter, requiring more effort than normal to effect. De-Klot quickly dissolves Klot into harmless sludge. The recipe you purchase here expands its resistance to include out-of-jump powers.

400cp – Kuro-Tec armory

Somehow you've acquired a stock of advanced weaponry. Some of it is non-lethal, but most of it is designed to defeat Novas on the battlefield. Wireless Tasers, Masers, railguns, a GAU-8 30mm gatling cannon modified to be man-portable (assuming you have Mega-strength) smartweb launchers, and microdrone swarms with chemical injectors. The armory only contains one each of the really big guns.

Spent ammo and destroyed/lost weapons are replaced monthly. Needless to say, almost everything here is highly illegal to use outside of a warzone, and some of the tech may be on Utopia's blacklist.

400cp – Eclipsidol (Discounted for the Directive)

An synthetic neurotransmitter developed by the Directive to bring down Novas, this compound has injection, inhaled, and contact versions. The toxin bonds to the M-R Node, causing a Nova's powers to activate randomly and continuously for no more than a minute before their Node, and all Quantum Powers, shuts down completely for five minutes on average. Both Elipsidol and its counteragent is incredibly rare and only issued to Directive agents for special missions, and revealing you have the ability to produce it will bring very unpleasant attention your way. The recipe you purchase here can be easily tweaked to have similar effects on other biologically-based powers.

600cp – Private Island (Discounted for Drop-ins)

The fabulously wealthy need a place to unwind and indulge in debauchery away from prying eyes. This tropical island covers roughly a hundred square kilometers, and has pleasant weather year-round. It starts off undeveloped, but construction and changes to the landscape are retained between jumps. The island is owned wholly by you, and thanks to legal chicanery trespassers are kept away by it being labelled a nature preserve, kept off the books, marked as a no-fly zone, etc. In future jumps, it might even qualify as actual sovereign territory. You may attach other properties to the island, within reason.

600cp – Super-tower (Discounted for Utopia)

The design of this tower can be as plain or as ostentatious as engineering will allow. Its facilities are top of the line and range from machine shops to conference halls, communication systems and living areas. With a source of food and a source of power, the tower could almost qualify as a self-supporting arcology. You may place the tower anywhere you wish, all paperwork already filed, and all property taxes and utility costs covered for the duration of the jump. The tower can be attached to or include any other appropriate properties you own. Oddly, things just seem better in whatever neighbourhood you place this tower. The streets are cleaner, business booms, people are just a little nicer, and unsavory elements are loathe to visit or do business within the area.

600cp – Mineral caverns (Discounted for Teragen)

A sprawling network of natural caverns that you have expanded on, these tunnels are surprisingly cozy. There's about as much space in the caverns as a large shopping mall, and you can rearrange things to your liking. You'll also need to install amenities yourself, the caverns begin with nothing but bare stone walls. Changes you make inside are retained, and you can choose to have appropriate properties attached to the caverns at the beginning of each jump. The main appeal of these caverns is that unusual mineral formations occlude any energy emissions, from inside or outside. Sensors, super-senses, magic and 'other' will register the caverns as an area of undisturbed rock, no matter who or what is inside.

600cp – Safehouse Network (Discounted for Directive)

Across the world in every major city, most minor cities, and a few in rural areas, there are locations that are perfectly normal in every way...on the outside. Beneath discrete electronic shielding and soundproofing, behind security doors and shatterproof windows, each location is stocked with all the equipment and supplies a spy on the move needs. Untraceable weapons, bug-out bags, sophisticated communication systems that can be wiped with the push of a button, false IDs, surveillance gear and more, though everything is firmly in the 'small and discrete' category. Every hidden cubbyhole is carefully designed to defeat both mundane searches and Nova senses, and discovering anything unusual about the homes or their contents will require physically tearing them up. If you wish, you may hint the existence of a safehouse to someone, they will never fail to quickly locate it and the supplies inside.

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Companions:

100cp - Companion Import

You may import a companion, and they gain 600cp to spend on perks and a further +600cp to spend on Mega-attributes and Powers. For 200cp, you may import **4** companions, and for 300cp, **8**. Companions may take the 'Taint' drawback for extra points.

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Drawbacks:

Mandatory - Taint

The bodies of first-generation Novas cannot perfectly channel the vast amounts of power at their disposal. The by-product of this inefficiency is a corruptive form of radiation that some Novas know of as 'Taint.' The amount of Taint passively generated by an active low-level M-R Node is so minuscule as to be harmless, but greater concentrations warp the body and mind, manifesting as Aberrations.

There are three main activities that risk gaining Taint.

- Node abuse. Repeatedly draining and refilling your stores of Quantum Energy. Overcharging your Node by stealing or absorbing energy past your ability to safely hold.
- Pushing powers beyond their limits, or using them in ways you are unskilled in.
- Training existing powers to new levels or trying to develop entirely new powers. If Novas are not very careful during the process, the end results will be flawed and prone to generate Taint with use.

Newly-gained Taint is 'Temporary.' If enough of it builds up over time, it will catalyze and become Permanent. Remaining in Dormancy for at least a solid month or by only using your powers far below their full power for a similar time frame is the only way to bleed off Temporary Taint.

As Permanent Taint builds, Aberrations manifest. They are never beneficial. Aberrations generally follow some kind of theme based on a Nova's powers and personality. Taint and Aberrations cannot be hidden, manipulated or prevented with out-of-jump perks or powers.

You begin this jump with **ZERO** Permanent and Temporary Taint. In the Aberrant RPG, a character is retired after reaching 10 dots of Permanent Taint, and taking the maximum of **+900cp** worth of Aberrations will put you one very bad day away from Jump failure.

Aberrations

You may gain a maximum of +900cp from Aberrations

+100/+300cp – Cosmetic alteration

You have a minor physical quirk, such as strangely-colored eyes or hair. Alternately, there is a subtle effect such as your hair constantly moving as if blown by a non-existent wind. At the 300cp level, this quirk is clearly inhuman, such as metal skin or hair made of cold flames. You may purchase this drawback multiple times.

+100cp – Drive failure

An ordinary human emotion/drive is now lost to you. You may be unable to feel fear, understand humor, or have a desire for social interaction beyond what is needed to accomplish your goals.

+100cp – Exaggerated physique

Your body's proportions aren't normal. Novas with Mega-strength might have cartoonishly large muscles, while the mega-dexterous might have extra-long limbs or an impossibly slim body. The Mega-intelligent might have a literal swelled head, and even excessive perfection can be disconcerting.

+200cp – Anima banner

You manifest a unique totemic display of energy around yourself whenever you use your powers. The banner cannot be turned off or hidden, and makes your nature quite obvious.

+200/+400cp – Feeding requirement

You have altered dietary needs. There is a substance not usually consumed by humans that you must eat small quantities of to survive. At the 200cp level, this is something relatively common like coral or a precious metal. At the 400cp level, this is something dangerous or difficult to acquire, like plutonium or human flesh or blood. Only the real thing will suffice.

+300cp – Vulnerability

A common form of energy is extremely harmful to you. You will be distressed by its presence, and your defences are far less effective at protecting you from attacks that incorporate it.

+300cp – Hormonal imbalance

One of your negative emotions/drives is greatly heightened. Common examples are anger, lust, envy, and pride. It will be very difficult to keep firm control of your actions towards things that arouse a response from the Tainted emotion.

+400cp – Permanent power

One of your powers now cannot be turned off. Common examples are Sizemorph or Density shifting. You cannot choose a power to make permanent if it would not alter your body in some way.

+400cp – Mega-ugliness

Any Mega-appearance you have is now reversed. The mere sight of you is enough to inflict mental trauma. Powers and Enhancements can only change how your ugliness manifests, it cannot be hidden.

+600cp – Walking wasteland

Your Taint spreads, irradiating everyone and everything around you. People sicken and may die or mutate. Plants wither and the soil becomes barren. Your presence and passage is immediately obvious to other Novas, who can sense and will be unnerved by everything you touch.

+600cp – Impossible deformity

Few would consider you human anymore. You may have multiple vestigial limbs that change their arrangement each day. You've lost all hair and skin, or your body now follows an insectile model, both in form and the way you implant parasitic embryos in others to reproduce.

Drawbacks

You may gain a maximum of +600cp from drawbacks.

+100cp - Costume fetish

It's a new you! Not like the old you! And a new you needs a new look! Distinctive costumes are for Novas, not casual wear! You need to look the part of a Nova, and if you don't... You'll quickly become attached to your 'Nova look' and will want to wear your costume even when socially inappropriate. You can force yourself to change clothes, but out-of-costume you'll be uncomfortable and nervous, unable to work at your best.

+100cp - Let me tell you about our cause

It's hard to ignore someone who can juggle tanks. Novas are often outspoken about their beliefs, and it seems like all of them now have some kind of political or social issue that they just can't help but tell you all about. If you espouse different views expect long, stubborn debates on the subject.

+100cp - Kami-samaaaaaaaaaa!

The Kamisami Buddhist Sect is a growing religious movement that near-worships Novas within Japan, though even it pales in comparison to how India sees them as incarnate deities. Somehow you've become a popular figure of devotion, having many who closely monitor your life, record and study your every word, and pattern their own behavior off how they believe you would have them act. In turn the media pays very close attention to anything newsworthy your followers might get up to.

+200cp - Delicious Taint

Maybe you've got bad genes, or a parent wanted a Nova baby bad enough that they employed questionable science or a high-taint sperm/egg donor. Whatever the cause, you accrue taint far faster and easier than other Novas. You're guaranteed to acquire at least one Dot of Permanent Taint for each decade you spend in this jump. More if you don't use your powers sparingly.

+200cp - Person of interest

You've landed on several watchlists. Utopia, the Directive, the Teragen and other big names of the Nova world will have files on you that are kept up-to-date. You'll be subjected to increased scrutiny, and once in a while someone will be sent around to chat you up with leading questions or to plant a few bugs. Whatever information they learn or conclusions they reach will overwhelmingly color their opinions and decisions made regarding you.

+300cp - Node spark

All out-of-jump powers now need quantum energy to activate and are thus capable of generating Taint. Any alt-form that grants benefits beyond baseline humanity also requires energy to maintain. Active powers need more energy to use than passive powers, and any extra power sources you may have (MP, Chi, etc.) are suppressed for the duration of the jump.

+300cp - Node lock

All out-of-jump powers are sealed, and the cosmic warehouse is locked. You cannot take both this drawback and 'Node spark.'

+300cp - Brain squeeze

Your Node has developed, growing larger and able to safely channel quantum energy faster and in larger amounts. But the increasing pressure on the rest of your grey matter causes dysfunction. You're

insane – still functional, but suffering from some kind of severe disorder that cannot be mitigated by any method. Although only known to a handful of individuals, a Node will eventually develop to the point that it breaks apart, distributing the specialized cells throughout the Nova's nervous system and undoing any damage from previous Node growth. With enough work, say seven or eight years dedicated to the subject, you might learn how to accomplish this.

+400cp - Breeder

You are immune to Utopia's sterility cocktail, and are extremely fertile. Your quantum-powered gonads can't be turned off, birth control never works, and intercourse with you will even heal any existing damage to your partner's reproductive organs. Word of your status as a fertile Nova will inevitably get out, and you will quickly become one of the most well-known Novas on the planet. Many groups will want to kill or control you, and you can expect Project Proteus to send out Novas of their own to assassinate you and your children.

+600cp - Aberrant war

All out-of-jump powers are locked and the cosmic warehouse is sealed. The jump now ends in the year 2061. Utopian scandals, the actions of Taint-maddened Novas and political manipulations will inevitably lead to the United Nations declaring war on all Novas in 2049, giving you 41 years to prepare for the end of the world. Nations will crumble. Hundreds of millions of people will die. Regional conflict spreads like wildfire. Vast swaths of the ecosystem will be ruined and irradiated by Taint, and the OpNet will be destroyed and all data connected to it at the time is lost. An increasing number of Novas will suddenly and inexplicably acquire enormous amounts of Taint and go mad. You cannot prevent these events from occurring. You can only survive it, and perhaps mitigate the worst of it. Eventually the Chinese will issue an ultimatum, a threat of planetary destruction through sustained nuclear bombardment. You will then leave the jump as Divis Mal leads an exodus of Novas from Earth to the stars.

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THE END

After your time here is done, any Taint or Aberrations you've acquired will be removed. You will be 'upgraded' to a state similar to that of a 2nd-generation Nova, and you will not acquire further Taint unless you strain or abuse your powers to an extreme degree.

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Your Node will break apart and become distributed throughout your nervous system, and its presence will never again pose a risk to your mental health. Any neurological damage inflicted by previous Node growth will be repaired.

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Out-of-jump powers can now be used to mitigate/treat/remove Taint/Aberrations.

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Any aberrations gained during this jump can be retained as an alt-form.

Continue On

Your evolution doesn't stop here. Explore the multiverse, bringing all your power and items you've purchased here along for the ride.

Stay

It's a big universe, there's plenty of room to grow. Set down roots, be a god or something. Your affairs back on Earth will be set in order for you.

Go Home

You know what would make Earth more interesting? Novas. Return home. I'm you'll find a use for the power you've collected.

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NOTES

All powers and mega-attributes can be exercised to become more powerful over time. It is also possible for a Nova to manifest entirely new powers. New powers usually arise as a result of careful training over a long period of time, or in response to prolonged trauma as a survival mechanism.

'Dormancy' is a skill that allows a Nova to turn off their Node. While 'Dorm'ed down' a Nova does not have access to any of their powers or Mega-attributes, but Aberrations are also suppressed and you cannot gain Taint.

'Attunement' is the skill of imprinting your quantum signature onto another person or object. Anything you've Attuned is treated as a part of yourself, and your powers cannot harm them. If your clothes are not attuned while using certain powers like teleport or sizemorph, they will be left behind or shredded.

Post-jump, Nova powers will interact as expected with other biologically-based 'super-powers.'

NovaTech

Post-jump, this perk can apply to other vaguely-defined biological powers, but not to magic, psionics, or 'other.'

Superimposed

Post-jump, this perk will work against magic and any other kind of power used to gather information.

Mega-strength

Oversized objects do not crumple under their own weight when lifted by a Nova.

Quantum

For your Quantum rating in the beginning, take the cp cost of your highest-priced power or mega-attribute, divide it by 2, round up, and add 1. So buying an 800cp power starts you off at Quantum 5.

So what can Novas do?

Aberrant lore indicates that a Nova can develop theoretically any kind of power. On a scale of 1 to 10, canon Powers requiring a Quantum of 10 (Aberrant's power stat) included world-shattering quantum blasts, creating areas of 'anything I imagine can happen in here' and 'Universe Creation'...which does exactly what it sounds like. Yes, really.

However, the M-R Node does not come with an instruction manual. Most Novas are limited to manipulating more familiar concepts like fire or computer data (even though the latter actually requires controlling several forms of energy to accomplish) simply because most people aren't capable of comprehending things like time or entropy, or maybe they just can't jive the association between electricity and magnetism. Developing new powers isn't just about spending points, it's about training yourself to think in entirely new ways.

Most Novas follow a theme of some sort, developing powers in line with their personality, the situation they faced when erupting, or in response to defining events in life.

Here are two benchmarks lifted from an official publication:

Caestus Pax, the leader of Team Tomorrow, has been a Nova for at most 12 years and has a Quantum rating of 6. He has all physical Mega-attributes in the 4-5 dot range, and a range of powers that deal with kinetic energy, can hit targets in orbit with his quantum blasts, and is widely considered one of the most powerful Novas in the world of 2010.

Divis Mal has a Quantum rating of 8. He has gone through the Chrysalis four times, and by 2010 has been a Nova for almost a hundred years. He has no Mega-attribute rated lower than 3 dots, most are rated at 5. He has a huge range of powers that have been refined to an absurd degree, and was able to seize control of the world's media networks for an extended period to deliver the Null Manifesto. He is also noted to understand the nature of Nova-dom in many ways that is far beyond anyone else in the setting, and it was his sheer power that caused the first new Novas of this era to Erupt.

Divis Mal, or perhaps one of the more powerful 2nd-generation Novas, might have reached Quantum 10 by the Trinity Era in 2106, but canon has never stated anyone has reached this level of power.