

City of Heroes

Jumpchain duplicate v2

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Paragon City, Rhode Island. More superheroes per capita than anywhere else in the world. Statesman's home, birthplace of the Freedom Phalanx, and site of the first Nazi attack on American soil that brought the USA into World War 2. All in all, a very interesting place to live.

This is a world with a very similar history to your own...up to a point. Once relegated to legends, individuals with extraordinary powers began to appear shortly after the end of World War 1. Many began as crimefighters, working to repair the damage done to the city by the Great Depression. Many would die after enlisting to fight in WW2 against Nazi Germany's Storm Korps and Japan's Imperial Wind. More would fall just after VE day preventing Nemesis from killing tens of millions of people with nerve gas after forcing Congress to declare him Emperor of America.

In 2002, the ranks of the world's heroes were once again decimated by the Rikti war. For reasons unknown, these aliens from a parallel universe invaded Earth and caused immense death and destruction until a daring assault destroyed the portal complex on the Rikti homeworld.

But no matter what happens, new individuals continue to answer the call to fight for what is good and true. It is 2003, and the survivors of the Rikti war have turned their attention to training a new generation of heroes. From all walks and forms of life...humans, aliens, androids, scientists, sorcerers, warriors...thousands have stepped up to fill the void.

For the next ten years, you will join this new generation of heroes. You will fight everything from common criminals to Rikti remnants, the cybernetic-obsessed Freakshow to the drug-abusing Trolls. Cultists of a Banished Pantheon and mysterious Clockwork creations creep in the shadows. The enemies of freedom and liberty are many, but so are those that stand for goodness.

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The sheer variety of heroes out there allows you to choose your age and sex for free. In addition, you are free to customize your new body as well. You could be a newborn robot, a thousand-year-old fae warrior, a visitor from a distant world, or anything else you can think of.

The only restrictions are that this new form by itself can't give you any special abilities or advantages outside of the human norm, and your size must be bigger than a breadbox and smaller than a bus. Otherwise, whatever form your new body takes it will have the same general needs and requirements as a baseline human. It will become an alt-form post-jump.

Finally, take +1000cp to spend on powers, equipment, and allies.

I know it can be fun, but try not to spend too long playing with the character creator.

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Location

Roll 1d8, or pay 100cp to choose.

1 – Atlas Park

Paragon City's civic center, it is dominated by a statue erected to honor the hero Atlas who fell protecting the city from a Nazi sneak attack. City hall is here, along with the start of many hero's careers. While touted as one of the safest zones in the city, it is rife with Hellions causing trouble and Clockwork scavenging in the back streets.

2 – Skyway City

As the city grew, ambitious designers used this district as a test bed for the road system of the future. Multi-lane highways that looped around buildings, each other, and massive columns that supported three or more stacked overpasses. The result was a complete mess, and the area's bizarre geography has left the district neglected and its many forgotten areas ruled by the Trolls.

3 – Steel Canyon

Originally the wealthy jeweller's district and site of the first confrontation between Statesman and Nemesis, the area is now dominated by skyscrapers and houses more of the city's financial and law firms. The Outcasts, Trolls, and Tsoo are locked in a stalemate for control here.

4 – Independence Port

A major shipping point during WW2 where Nazis first attacked American soil, this zone remains an incredibly important part of the city's infrastructure and history. Work happens around the clock, despite the wandering ghost ship that leaves short-lived but violent spectres when it approaches land. There's also Lusca, the local giant octopus that has sunk many of the largest shipping vessels. The Family fiercely fights all comers for control of this zone, and the Fifth Column has devoted great resources towards the dream of seeing this part of their history finally conquered.

5 – Brickstown

Holding the Ziggursky Penitentiary (or just 'The Zig') this district maintains some of the city's oldest architecture, but only because the super-prison's construction and many super-breakouts drove out many businesses and discouraged new construction. There is an extensive cavern system below the prison, and it is well-known that a large enough underground disturbance could ruin or even destroy the entire structure. Escaping prisoners must evade arrest by PPD patrols and capture by the villainous groups that attempt to press them into service.

6 – Talos Island

In the 50's and 60's, Paragon City was defended by a mysterious giant over 300 feet tall. The island that bears his name was created out of the final titanic confrontation between him and a monster called Chimera that had repeatedly threatened the city along with several other giant monsters of unknown origin. It is a pristine area today, home of many of the city's wealthiest citizens. While the main island is the stronghold of the Warriors, the zone includes many surrounding islets that suffer constant incursions from the Circle of Thorns, Devouring Earth, Freakshow and the Banished Pantheon, causing endless low-level conflicts.

7 – Perez park

Once an idyllic area, a near-constant gang war has seen the park officially sealed to civilians and declared a hazard zone. Skulls battle Hellions, Vahzilok and Clockwork scavenge, the Circle of Thorns perform rituals here and the most mutated Lost fight to keep everyone away from the oldest portions of the abandoned sewer network. Other strange creatures appear within this zone as well, some of them monstrously powerful. Heroes and villains alike have learned to give all but the weakest varieties of Hydra a wide berth, provided they survive their first encounter.

8 – Free Choice

You may choose from any of the above zones, or any other city, hazard, or trial zone within Paragon City. Even when certain in-game events are not occurring some zones can be extremely dangerous.

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Background

Drop-in

Some days it seems like new heroes just drop out of the skies. It's nothing new, and it'll take a lot to stand out among the general weirdness already present here. Registration forms even have a checkbox for 'human blood' in the Unique Dietary Requirements section. Just watch out for the louder and more gung-ho heroes. It isn't always clear who are the heroes and who are the villains, and super-powered misunderstandings can easily lead to serious complications down the line.

Registered hero

While superheroes are an extremely idiosyncratic bunch, this world decided long ago that some kind of formal licensing and training was required before letting someone put on the spandex. You are a lawfully-registered hero who has gone through, at minimum, a crash course in superhero law, comprehensive power testing, and training in 'conflict management.' Your secret identity and other personal information kept on file is protected by the best security in the world.

Hero corps

Unlike most heroes who operate semi-independently, you've signed on with a structured group. The rules and regulations that comes with membership can be stifling, but the benefits that comes with having a reliable support network are many. Whether you work for Wyvern, Freedom Corps, the Psi-division of the Paragon Police Department or something else, you'll have to punch a clock before punching out a villain.

Secret society

Engaging in unregistered superheroics makes your actions technically illegal. Even benign groups who do not actively pursue the standard cape-and-cowl lifestyle like the Midnight Squad operate in a legal grey area. Insular natures, secretive agendas, and an air of smug superiority are common among many such groups, inspiring little trust and much suspicion.

Archetype

The majority of heroes can be slotted into one of five rough categories based on their methodology. Your choice of Archetype does not limit what powersets you can purchase.

Blaster

High-output damage dealers, Blasters are almost totally committed to going on the offensive. They tend to show very little finesse, using straightforward blasts and overwhelming attacks.

Controller

Lacking in raw power, Controllers emphasize using their powers with finesse. They specialize in manipulating the battlefield to shift the odds in their favor.

Defender

Support heroes, the primary concern of a Defender is the health and safety of their teammates. Used to taking a beating, they've trained their powers to be harder to bypass or suppress.

Scrapper

Furious front-line combatants, the Scrapper is a hero who fights to bring down an enemy as fast as possible. They call on their skills and powers quickly and almost instinctively.

Tank

Where Scrapppers push forwards, Tanks draw a line in the sand. They are incredibly durable, and can take far more of a beating than anyone else before their powers or bodies fail.

Origin

You must chose one of the following as the source of your power. It will not limit what powersets you can purchase, but will change how they manifest. For example, where a Technology hero with Gadgetry would build them like any other device, a Magic hero would use enchanted items. You are free to otherwise choose exactly how your powersets manifest.

Magic

Like the classic wand-waving wizard, your powers are ultimately backed by magic. Bearing a mighty magical sword, a blessing from the gods, or an artifact that can give a mortal man access to incredible power, all of these are possible options.

Mutation

Your powers are biological, a part of you, but not normal for your species. Perhaps you manifested traits from an alien ancestor at puberty or a handful of latent gene sequences were suddenly activated by a stressful situation. Many mutants have super-powered parents as well.

Natural

'Powers' for you are an innate function of your biology, or the result of incredible training. Supreme martial artists push beyond human limits, while intense introspection can bring out the latent psychic powers of humanity. Entire alien races naturally have abilities that Homo Sapiens does not.

Science

Through deliberate tinkering or cosmic mishap, your body has been altered into something new and possibly unique. Perhaps you were exposed to cosmic rays, experimented upon by a mad scientist or corrupt corporation, or the classic 'fell into a vat of mysterious chemicals.'

Technology

There's nothing mysterious about what you can do. It's all there in the blueprints. Power armor turns men into heroes, cybernetics can rebuild the broken into something great, and some heroes were built, not born. Or maybe you're the schmuck stuck carrying the gun with a snarky AI.

Perks

100cp perks that match your background or Archetype are free, the rest are discounted by 50%

By Background

Drop-in

100cp – I come from beyond

After arriving in a new universe, you'll need to introduce yourself. People are faster to accept and move on from whatever you tell them. They can still be skeptical or even fearful, but they won't interrupt the conversation with pointless snark or heckling. And least not right away, which gives you a window to continue on to the more important parts of the conversation faster.

200cp – Dimensional static

As a jumper you naturally have a lot of experience bouncing between dimensions, and you've gained a bit of control over the process. You can instinctively solidify your place in space-time, making it much harder for you to be teleported through space, time or dimensions against your will. Or you can relax this effect, and make such things easier and need less effort to use.

400cp – Behold a visitor

A Jumper is a multiversal wanderer, drawing strength from many places without truly being a part of them in turn. Simply because you have entered a place physically does not mean that you exist within it metaphysically. Any rules that are automatically applied to ALL YE WHO ENTER HERE won't apply to you, and you become aware of any such things the moment you enter. Defences that actively try to keep out intruders will still impede your passage and watchers may note your presence, but powers that depend upon your entrance constituting a contract or rules that govern guests and intruders hold no sway over you. You may apply this perk selectively, or retroactively.

600cp – Like nothing I've ever seen before!

You and your powers are alien to this realm and many others. The inner workings of your body, technology, and powers are effectively black-boxed. They could still be recognized as organic or a piece of machinery, and energy blasts look the same everywhere. At best, someone could glean information on you by carefully studying how your powers have affected the environment. Broad defences like energy shields and magic resistance will still block your attacks and spells, but anything that needs more specific details won't work properly when used against you.

Registered hero

100cp – Day job

Many registered heroes still hold down a day job for various reasons. Select a mundane skill or science, you're one of the best there is. You also have a lot of experience in using your powers to help you do this job. Somehow. Even if you're just a super-strong shoe salesman.

200cp – Common cause

Capes are bombastic and wilful individuals, and getting them to work together can be like herding cats. You can rally these unique personalities and titanic egos, at least in the short term, by being very good at getting people to look past personal conflicts and focus on the problems that need punching. Holding large and disparate groups together to address issues both complex and subtle in the long term is doable, but it will take more than pep talks and a target.

400cp – Conflict management

While fighting evil is a fact of heroism, saving people is seen as the ultimate goal and you are very, very good at diffusing both bombs and situations. Whether it's talking someone down from a ledge or from a fight, you've got a knack for deescalating the situation. For more physical feats, you've also been trained to disable a wide assortment of booby-traps, move through hazards, and you've got an almost preternatural ability to get innocents safely out and away from dangerous situations.

600cp – Exemplar

The newest generation of heroes still lack the skills they need to make a real difference, but you can help in that regard. You are an exceptional teacher and personal trainer, able to impart lessons quickly and concisely in a fraction of the time they would take to learn otherwise. Your students quickly drop bad habits under your tutelage, and even supernatural powers that would need a long time to develop do so much faster than normal with your guidance. This will happen safely and without any long-term side-effects, and if there's a flaw or weakness inherent in their powers your training can potentially minimize or even remove it entirely. Indeed, you can teach anything that can be 'learned' even if your student doesn't otherwise have the capacity to use it. Magic that would require a particular lineage or mystical quality can be bestowed on any student you deem worthy.

Hero corps

100cp – Super-paper pusher

Being part of a bureaucracy means paperwork, and the IRS has nothing on the amount of forms required to cover every single variation of what heroes deal with. You can out-speed speedsters when it comes to reading and filling out paperwork, going a stack a minute and not checking a single wrong box. Your writing is clear and concise, and no one will ever have problems reading it.

200cp – Expert meta-witness

You are often called to testify in court. You're familiar with the law and legal processes, both of the mundane sort and those that deal with superpowers. Things like the reasonable use of force where super-strength and invulnerability are involved, reasonable searches vis-a-vis super-senses, and how not to get fined for flying through downtown. You'll be able to get these technical points across in ways that the jury will understand. In future jumps, you'll pick up a working knowledge of whatever the local laws are in the areas that you travel through.

400cp – Leadership

You are one of the few who understand super-powered combat as a professional soldier would, and are not just another spandex-clad brawler. You can easily draw comparisons between powers and conventional weapons, know which power counters which, or when a hero is a bad matchup for a particular villain. When the table are turned, you know how to leverage the powers and equipment you have in a strategic way to take on a superior force, or at least buy time for help to arrive.

600cp – Super-max

When your aim is to capture and hold a villain in the long term, you need a way to deal with any number of odd powers they may have. Sometimes this is simple, sometimes everything needs to be customized and one-of-a-kind. But that's exactly what you're good at. With a little time and effort, you can tweak existing technology, spells, chemicals or anything else you have to be more effective. The more specific the target the better the bonus. Against something like a particular species or the recipients of a standardized super-soldier process, the efficiency could be increased by around 25%. Against a single, very specific individual, the increase could be as high as 100%. Naturally, such specialized tools are equally less effective when used against the wrong targets.

Secret society

100cp – Calling card

You may opt to leave behind something to mark your presence. This might be an actual card with a short message on it or a symbol painted on a nearby surface. It must be something small and made of mundane materials incapable of causing harm. Whatever you leave can in no way be analyzed or used to help anyone discover your true identity.

200cp – Mystery man

When you wish to turn a corner without being seen or say something without being overheard, random coincidences disrupt and distract tails and eavesdroppers. Sometimes a passing truck, sudden noise or clumsy random stranger is all you need to vanish or cover an act of legerdemain. This isn't foolproof, but when such distractions do occur they do so at the most critical moments.

400cp – Signs and portents

You have a task, a mission, a purpose...just like the dozens of other secret societies and task forces out there. By designating a group, location, or natural force, anything from 'America' to 'the weather' or even 'magic' you develop a sixth sense for things that threaten or are tampering with it. The broader your charge, the more vague this sense is. Protecting a nation or natural force would give you premonitions of large-scale terrorist attacks or wide-ranging ecological disasters with only a rough impression of time and location. Protecting a solitary temple or sacred site would give you clear advance warning of an approaching threat, and it would be all-but-impossible for anyone or anything to get inside without you being aware of it.

600cp – A secret world

The only real secret is one that everyone has forgotten. So given the choice between staying hidden and influencing the world, you can still choose both. The less you and your agents influence the world, the more your organization slips away from it. People begin to doubt, evidence erodes, and memories grow unreliable. After a few years of keeping entirely to yourself, only the most obsessive seekers will view the existence of you and yours as anything but a paranoid fantasy. Even without this supernatural protection, you know how to handle the day-to-day running of a conspiracy. How to hide paper trails and set up all manner of secret methods of communication. How to lie, how to observe and test prospective employees, how to manipulate the useful but less trustworthy individuals from behind proxies and double-blinds to keep your true motives hidden.

By Archetype

Blaster

100cp – Trick shot

Realistically, bullets and fireballs tend to destroy things. Thankfully this world isn't terribly realistic. You can now crudely manipulate things with your projectiles, while not worrying about putting a hole in something or damaging something valuable accidentally. Pushing buttons with bullets or flipping a light switch with a thrown blade are easy. At most, you could make something small and delicate start rolling in the right direction with a fireball...if you're a very, very good shot.

400cp – The great thing about fire...

...Is that if it can't solve your problems, it just means you're not using enough of it. If you're stuck facing an enemy that's resistant to your favorite trick, just keep hitting them. The more you hit them with something, the more their defences against that form of attack will erode. Hit them once, and they'll lose 1% of their resistance by whatever metric applies. Keep hitting, and then it'll be 2%,

and so on with no limit. Actually bringing something godlike down to 0% fire resistance could take hours of work, but it will happen. You'll have to keep hitting them with the same thing, and you can only debuff their resistance to a single power at one time. As long as you don't let up for more than a minute and let their defences start to build back up, you can eventually batter down any resistance with enough time and work.

Controller

100cp – Under my sway

You'll always know if your powers have successfully affected a target or not. You won't know why or why not, but you can never be fooled in this regard. Even if something else and near-identical takes hold of them, you'll know if it was your power or not that did the deed.

400cp – No escape from justice

Once an enemy is caught in your grip, they cannot escape under their own power. It doesn't matter if this is by telekinesis or a joint-lock. So long as your concentration or stamina does not run out and no outside force intervenes, nothing, not teleportation, phase-shifting, shapeshifting or clever gadget held in reserve for just such an occasion can break your hold on them. This only fixes them in place, it does not incapacitate or prevent them from attacking you.

Defender

100cp – Don't shoot the medic

When you're engaged in healing, you're far less likely to be targeted by enemies. Even feral and robotic foes tend to downgrade the importance of attacking you and the person you're trying to treat. This even applies if you defend your charge from attack, but not if you're in the thick of combat while also tossing around healing powers.

400cp – Super-diagnosis

With a glance, you can tell when someone isn't at the top of their game. Just by talking to or observing a person for a minute more is enough to get a sense of how they're impaired, and using whatever methods you have on hand to discover the precise cause can be finished in a fraction of the usual time. Once you've found the culprit, you'll discover precisely what trouble it's causing your patient with an equally extreme amount of speed. It doesn't matter whether the affliction is physical, mental, spiritual or 'other.' Of course you still need to develop a treatment, but the information provided by this perk will certainly help with that.

Scrapper

100cp – Playing in the brawl pit

You know how to handle a chaotic brawl, not in the sense of fighting skill, but in keeping track of everything going on. You won't forget where the rest of the minions are after punching a few out, and you can keep a solid situational awareness no matter how crazy things get.

400cp – Quality over quantity

When fighting large numbers of identical enemies, the inverse ninja law applies. Singular leaders are unaffected, a squad of special forces aren't quite as fast or coordinated as they should be, and mooks? An army of faceless goons in mass-produced equipment might be at only half strength. Even if they're mooks in power armor or swarms of eldritch horrors, the more homogeneous the force that tries to take you on the more their performance will take a hit.

Tank

100cp – A big guy for the team

Something huge, super-strong and charging at your face can be very distracting, and you've raised attention-getting to an art form. You are very, very good at drawing and keeping a target's attention, making them focus on you and not on your friends and what they're up to.

400cp – Interceptor

A tank's job is to protect their teammates by intercepting attacks and drawing fire, and you're good enough to block attacks and sources of damage that normally don't care about things like intervening objects or line-of-sight. Psionics, poison gas, increased gravity...so long as you can somehow 'get in the way' of the attack you'll take the damage for someone else in exchange. This might mean you'll get 'hit' twice, depending on the form of attack. You can protect multiple people in the same way, somehow. But in that case, you'll only lessen the blow, not absorb it entirely, and you'll be taking all the damage you diverted away from your squishier teammates.

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Powersets

You have a stipend of +900cp to spend here only.

Travel powersets

Travel powersets cost 100cp.

Flight

An iconic superhero power, you are able to move in three dimensions with ease. Learning to fly also includes lessons on how to fight and manoeuvre in mid-air, and advanced flyers can learn to bring groups with them into the air.

Leaping

To leap tall buildings in a single bound...and land safely. Super-leg-muscles allow for some very powerful kicks, and heroes who develop this power also learn at least the basics of acrobatics in order to maximize their mobility.

Super speed

You can move and work much faster than other heroes. Your running speed will cap out at about 100 MPH, and with focus you can launch flurries of attacks as quickly as any martial arts master. You can launch other powers at greater speeds as well, though this will be extremely draining.

Teleportation

With a moment of concentration, you can teleport yourself anywhere you can see or try to move another person to a new location within the same area. With only a little more effort, you can send yourself over longer ranges to a place you know very well, or reach out and pull an ally to your location. Most difficult is sending or recalling large groups of people or objects to unknown locations, but many teams value powerful teleporters for the unparalleled mobility that they offer.

Ancillary powersets

Ancillary powersets cost 200cp, and are much weaker than Primary Powersets. They are also more difficult to improve or expand upon, but it is not impossible to train them to a higher level.

Gadgetry

Looked down on by some and a lifesaver to others, you have a smattering of technical and scientific skills and can build useful devices and weapons, working best within a particular theme. The results are far below the level of power and sophistication offered by the primary powersets, but you'll have a very broad array of tools and tricks to draw upon.

Choose one of the following specializations or create your own: Drones, Trick Arrows, Chemicals

Mastery

Despite the name, this powerset is not always a mark of excellence. It can also mean minor mutations and hedge magicians, not just those who develop new tricks with their powers. Perhaps a tech hero was tired of his equipment being hexed and learned to cast wards, a psychic sought ways to damage mindless foes, or a mutant picked up a few useful devices to cover what nature did not.

Gain a few minor powers based off of a Primary Powerset. They can be in line with a different Archetype and/or Origin then the one you initially chose.

Fitness

Superheroism is a very active lifestyle, even for the telekinetic and power-suited types. You are just over the peak of human physical ability and recover both your stamina and any other energies at a greater rate. Your appearance is equally impressive, no matter what kind of body you have.

Medicine

You know how to treat battlefield injuries, and have a few minor powers in line with your archetypes that help with this. Maybe you carry a portable autdoc, know a few healing charms, or can secrete a variety of helpful compounds. This is more about keeping people alive than invasive surgery, but you know enough to assist and keep up with more experienced professionals.

Concealment

Most common among scouts and investigators, you have skills in infiltration and stealth backed up by a few specialized powers. From simple sound-muffling to full out invisibility, disguise kits, mind tricks or minor shapeshifting you have ways of concealing both your identity and presence. The most advanced technique in this powerset is turning incorporeal, becoming near-impossible to perceive but leaving you unable to touch or be touched by anything else.

Force of will

Willpower is a tangible force in universes such as this one, and yours is strong enough to work changes in the world. You are far more resistant to mind-altering powers, and can focus your will to push your body past its normal limits. You can also force your will upon others to weaken them, or release it in a tangible blast to knock objects and foes around.

Primary powersets

*The following options are purchased as either Primary or Secondary. Primary begins fully developed, putting you near the most powerful heroes and skilled luminaries. Secondary represents a newly-developed power or a skill that is 'merely' exceptional, and will require time and great effort to eventually bring out their full potential. Primaries cost **600cp**. Secondaries cost **300cp**.*

Combat skills

You are a master of a single weapon or traditional fighting style, or perhaps a natural weapon or mutation inspired you to create entirely new techniques. Though many might consider some of these methods outdated, even a simple sword can bring down a giant in the right hands.

Possible choices include: Assault rifle, Single or Dual pistols, Single or Dual blades, Claws, Spines, Martial arts, Archery, Axe, Mace, Staff

Elemental forces

You have great control over a single force, element, or substance. Some heroes use it while wading into melee combat, others blast away with raw power or trade potency for finesse. However you choose to approach the use of this powerset, it has a wide variety of potential applications.

Possible choices include: Earth, Gravity, Fire, Ice, Illusions, Plants, Kinetic energy, Electricity, Weather, Time, Radiation, Sound, Psionics

Empathy

Through whatever mechanism, you have developed a power meant purely to heal and fortify your allies. In that regard it excels beyond any other choice here. You can treat poison, disease, curses and any number of other afflictions, and help prevent these things from ever taking hold. You can even resurrect the recently deceased, so long as the bodies are mostly intact.

Force Fields

This powerset represents an ability dedicated almost entirely towards defence and protecting your allies from harm. Unlike Empathy, this choice prevents damage and cannot treat it, but it does offer a few offensive and utility options. The protection is not limited to preventing physical harm, and is just as capable of dealing with dangerous environments and stranger threats.

Super Strength

One of the most common superpowers, you possess immense physical strength. It is also one of the most limited in application, despite the small array of tricks like super-claps and ground-stomps that some heroes develop. There's a lot of problems that need punched in Paragon City and this is the solution to most of them, but considering some of the things you'll be up against being a successful hero with this power will take more creativity than just 'punch it harder.'

Invulnerability

Pure physical durability is what this powerset offers. Blunt force, blades, ballistics, fire, lightning, acid, toxins, exotic energies...pretty much the only thing this power doesn't protect against is psionic powers. With focus, you can increase your durability further at the cost of severely taxing your energy. The most famous bearer of this powerset, Statesman, once survived a hit from a nuclear missile. You aren't nearly as durable and there's nasty stuff out there, so don't get cocky.

Super Reflexes

You can duck, dodge and weave with supreme speed and fine control. The greatest examples of this powerset allow its holders to evade attacks by millimetres and turn those motions into set-ups for counterattacks. Such is your near-prescience that you can sense and react to attacks in a fraction of a second. Your grace also extends to evading attempts to ensnare or move you, and makes it almost

trivial to escape from conventional restraints. Like invulnerability, it is possible to enter a hyper-focused state to improve your speed even further, but this is severely draining.

Regeneration

Where other heroes make effort to protect themselves, you simply wade into combat knowing that you'll heal faster than villains can hurt you. Even the most novice regenerators recover from injuries and exhaustion far faster than other heroes and learn to ignore the pain they'll inevitably feel. Other problems, like disorientation from concussions or the effects of poison or spells that attempt to disrupt normal bodily functions have much reduced duration as your powers are constantly fighting their effects. Recently deceased regenerators have been known to spontaneously revive when thought dead, and while this isn't a 1-up your powers will automatically push themselves into overdrive to try and save you in the event of critical injury. Pushing your powers to work harder will strain your system, but also boost your recover rates to absurd levels.

Kheldian (800cp)

Must take the 'Quantum instability' drawback for no points

You have bonded with one of the symbiotic aliens that have found their way to Earth. The Kheldian can leave at any time, but it would take extremely poor conduct on your part to make it want to leave. Or not, choosing to have the power without the passenger. You must choose between Peacebringer or Warshade, with the former wielding overwhelming light energy and the latter using more disruptive negative forces. Both have a similar set of powers, able to fight at both range and in melee, heal and protect themselves, fly and teleport. All Kheldians also store templates of previous creatures they have inhabited, and you'll have access to two alternate forms. A Nova trades all defence for even greater offensive ranged power, while the Dwarf trades complex energy manipulation for raw strength and toughness. Outside of these other forms, a Kheldian isn't as powerful as a master of a Primary powerset in any one area, but have a wider range of powers to draw upon. If you do not take the powers alone, your bonded Kheldian counts as a follower.

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Items

Free – Costume

You have a costume of a design of your choosing. Your own powers won't damage it (unless you want them to for some reason) and it will shift to accommodate claws, spines, or however else your body might change. If you defined a powerset as being some kind of armor, it can be incorporated into this item. Damaged or lost costumes after returned intact 24 hours later. You may import an existing suit of armor or clothing as your costume to gain these qualities.

Free – Badges

For completionists, this plaque will display new badges every time you accomplish something of note or reach a personal milestone. Defeat a thousand of a gang's members. Participate in an important ritual. Hold yourself to a strict exercise regimen for an entire year, that sort of thing. You may choose to wear only one of the badges at a time, and they will give a small push to other people's impression of you in a direction based on the kind of action that went into earning it.

100cp – Pet

You have an assistant of some kind. A familiar, a robot buddy, a trained animal, or something patterned off a summonable creature from a powerset. It's not as strong as even an average human, but it can possess a few useful little powers or qualities due to its nature. All pets can instinctively find your location, and if destroyed will return 24 hours later. Pets count as followers.

100cp – Temp power

One of the many game abilities that would otherwise have a limited duration or number of uses has come into your permanent possession. Blades, spells, unique ammunition, jars of bees...yeah. An item's uses or limited duration are refreshed every 24 hours.

100cp – Cape

For a time, heroes were asked to remove their capes in honor of Hero-1, one of the world's most respected heroes who was among the many that were stranded on the Rikti homeworld after the destruction of their portal generator. The time of reflection will be shortly lifted, and then you will receive this. It can take whatever appearance or form you like, so long as it is at least a little cape-like. Cloak, tabard, scarf, duster...It can be made of cloth, leather, feathers, flowing water, solidified flames, etc. You will never get tangled up in your cape and it will never get caught on anything or impede you in any way. You may import a suit of armor or clothing you already own to gain these qualities and a new appearance, and either keep its old shape or turn it into something cape-like.

100cp – Contact card

This blank business card will display the contact information of anyone you need to talk to. Phone number, e-mail, whatever is appropriate to the current jump. The card will also let you get your foot in the door (in a sense) by being viewed as something that only respectable people worth talking to would carry. It's not mind control, you still need to convince people that you're worth listening to, but it'll always fulfill that important first step. The card is reuseable.

200cp – Salvage

You have a large if poorly-sorted pile of...stuff, suited for one Origin to work with. Scrap and spare parts, magical reagents like never-melting ice, chemical samples and gene-catalysts for mutants, exotic isotopes or just training manuals and exercise gear. Studying these rewards of heroism will help advance your understanding of that Origin, and using salvage when building something, doing experiments or whatever else makes the end result just a little bit better. Once in a while, you'll pull something out of the pile that provides a much bigger boost to your work. You may purchase this item multiple times, once for each Origin.

200cp – Hero licence

While it's not difficult to get one and you probably already have one, this licence will be recognized in future jumps. So long as you otherwise obey local laws you are granted the following privileges. You may engage in heroic acts, and never be arrested or suffer frivolous lawsuits for doing so. You may carry weapons, explosives and other super-gear openly and without questioning, so long as you use them responsibly and strictly only for heroics. Finally, you are allowed to testify in court without revealing your identity, though elements of your testimony that depend upon your true identity can still be challenged. If you fail to uphold these conditions or are caught breaking the law for some other reason, your license will be suspended for ten years, or until the jump ends.

200cp – Hero insurance

Sometimes, stuff gets blown up in the process of saving lives. That's what insurance is for. While most heroes have it, this policy will be honored in future jumps. So long as you can prove that your actions were directly responsible for 'doing good' (in a moral and mostly-legal way) and that you made all reasonable efforts to keep damage to a minimum in the process, then any damages you caused will be completely covered by Benefactor Insurance LTD.

200cp – Faction database

You have detailed scans and technical specs (or spells and magical techniques, or genetic data, etc.) of a single faction active within Paragon city. This completely covers the most common enemies and their equipment and some of the higher-level stuff. It offers hints but does not reveal the secrets

of a faction, or give any details on the powers and personal abilities of a faction's Archvillain (or Arch-hero?) You may choose from either heroic or villainous factions.

300cp – Body double

A homunculus, robot, vat-grown clone, whatever. This is a copy of you, and it will be very difficult for any but the most in-depth examination to recognize that it is a fake. The double has weakened versions of any powers you purchase in this jump, and counts as a follower.

300cp – Super-loft

You own a house that appears ordinary on the outside but has been subtly improved and reinforced. The windows are armored superglass and the walls solid and soundproofed. Internal structures and fixtures are built to handle a super-strong family or mad science plugged into the outlets, and the taps and thermostat can produce any temperature between freezing cold and boiling hot water for those with non-human comfort needs. Otherwise it's spacey, comfortable, and internal walls have been adjusted so there's enough room for physical training, a workshop or a ritual room. Maybe two of those plus a trophy and secure storage room if you keep the ordinary living space very tight.

600cp – Medical teleport

The modern Paragon city has a network of medical teleporters that automatically sends injured heroes to the nearest hospital for treatment. While not foolproof, it has saved a great many lives. This purchase is foolproof...once. Once per jump your life will be saved when you should have died by all rights. You will be revived fully healed where you are, or teleported to a safe location first, whichever you would have best preferred.

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Warehouse attachments

300cp – Mission Architect

You've got your own holographic training system based off the designs pioneered by Architect Entertainment. Attached to your warehouse, the system can be given complex programming to create mostly-lifelike simulations based on anything you've encountered in this or future jumps. While the system is robust and can provide a challenge to even experienced heroes, nothing within it is real. You can open a door to the Architect without opening up access to the rest of your Cosmic Warehouse, if you want to let other people use it.

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Companions

X00cp – Sidekicks

You can import or create a new companion for 100cp. They must choose an Origin and Archetype, and receive 400cp and a stipend of 600cp to spend on perks and powers. For every extra 100cp you spend, you may double the number of sidekicks up to 8 for 400cp.

400cp – Canon companion

If an existing hero or even villain has caught your eye, buying this option gives you the chance to convince them to come with you. The most inhuman entities such as Rularuu and the Hamidon are off-limits, while the Well of the Furies will not let those who have drunk from it (Statesman, Lord

Recluse, and a few others) escape its influence so easily. Depending on who you choose, assume that they have all the perks of the most appropriate Background, and most characters have canon power listings. For anyone that does not, give them two suitable powersets at the primary level, one ancillary, and one travel power.

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Drawbacks

You may take a maximum of +600cp from drawbacks, or +1000cp with 'A taste of power.'

+100cp – A barrel of Rikti Monkeys

Whenever you go on a mission, you'll find a bunch of Rikti Monkeys, tiny Clockwork Sprockets, imps, squirrel zombies...some kind of small, annoying critter that's waiting for you in addition to normal enemies. They're weak and fragile, but they'll never fail to do something that irritates you.

+100cp – Costume blind

The sheer variety of possible costume pieces and color combinations allows heroes to have some truly unique looks. Unfortunately...well, you're the kind of hero who hit 'randomize' a few times at the preview kiosk and just went with whatever. Maybe your costume is eye-bleedingly horrible, painfully generic or a blatant rip-off of a more respected hero, but your image and reputation will never quite shake the off-kilter impression your costume gives other people.

+100cp – Justice!

You're kind of a card-carrying superhero. You dress in bright and shiny colors and love posing. You hold yourself to sometimes unreasonable moral standards and can be very aggravating to those who don't measure up to your ideals. Doing good while also looking the part is the driving force in your life.

+200cp – The adventures of Jumper-boy

You don't seem to get quite as much respect or recognition as other heroes. The influence-based 'economy' that heroes work by will not favor you, making finding new contacts and getting new supplies more difficult. Increasing your security level will be an uphill battle to prove your capabilities, and even when you do accomplish something people will tend to downplay your accomplishments. You're a hero on a budget during your time here.

+200cp – Quantum Instability (Must take with Kheldian for no points)

With the arrival of the Kheldians to Earth, the Nictus that followed them disseminated specialized weaponry to various villain groups in order to kill as many Peacebringers and Warshades as possible. Even if you don't carry a Kheldian within you, your extra-dimensional nature makes you similar enough that these weapons are a danger to you. Quantum array weaponry will scan you as Kheldian, doing more damage, bypassing some of your defences, and making attempts as stealth much less likely to succeed. The Nictus shards some creatures are implanted with will also make your attacks less effective against them. QA weaponry and implanted shards are scattered haphazardly among villain groups, so you can go for some time without ever running into one. But if word of your nature ever gets back to the Council, Void Hunters will start hunting you, and they are all capable foes even without the unique advantages they have over you.

+300cp – Faction hatred

You've earned the eternal ire of one of the villainous factions infesting Paragon City. They will prioritize you in combat over your teammates, and go to such lengths as lending aid to any other enemies you make or even posting bounties for information and aid against you. You will never be able to completely eliminate this faction, and no matter how powerful you become there will always

be at least a few members that can still pose a threat. Maybe an Archvillain mutates, trains and acquires new powers, or just builds/acquires a minion designed solely to defeat you.

+300cp – Giant monster attack!

While most of them were finally destroyed in the 70's, Paragon City does have a few giant monsters still running around. These are incredibly dangerous foes that need multiple teams of experienced heroes to bring down. As an example, Jurassik is a rock monster that wields a club made from a rusting car with I-beams twisted around it to serve as a handle. Once each year, events will conspire to force you to get up close and personal with one of these monsters for ten minutes. You can fight or hide until that timer runs down, and can flee afterwards with no penalty. However during those ten minutes the medical teleporter will not function for you, and any 1-ups you may have are suppressed. If you are killed during this time, it's the end of your chain.

+400cp – Curse of Mot

Counted among the Banished Pantheon, Mot is not just a god of death, but a figure of creative, emotive and literal sterility. His minions have wielded his power against you, and so for your time here you will be unable to create anything new. You can still be taught things or copy existing spells and technology, but you will be completely incapable of creativity and improvisation. You will simply not be able to create or teach yourself anything new, not even from extrapolation of the known. A very dangerous weakness considering the sheer variety of threats and situations you'll have to deal with during your time here.

+400cp – Flying blind

You don't really know how your powers/tech/magic really works. Maybe they all come from external sources, are black boxed or are so new and unusual current science can't figure them out. Standard enhancement procedures won't work for you, severely hampering your ability to improve or expand their capabilities. Sooner or later you'll run across something that your borrowed powers react to, revealing a weakness, a dangerous interaction, or maybe a target your powers refuse to work against. Or maybe the original owners want them back and have either the authority or willingness to rip them out of you. Either way, your powers will defy analysis for your time here.

+1000cp – A taste of power

Like Statesman and Lord Recluse, you have drunk directly from the Well of the Furies and gained enormous power. And like them it now has influence over you. It is 1932, and you have arrived in Paragon City shortly after Statesman has formed the Freedom Phalanx. You are not obligated to join, but the Well will strongly influence you to play the part of a hero.

The Well's influence will force you into somehow participating in the events that defined heroism and sacrifice in the 20th century. WW2, D-day, and capturing Germany's leadership and super-soldiers after the war is over to stand trial for their crimes. Fighting and preventing Nemesis from killing millions of people with nerve gas in his bid to conquer the US. The Rikti will invade in 2002, and you will be on the front lines before joining the Alpha Team to fight one of the most important and bloodiest conflicts in the war. Then there is rebuilding, training a new generation of heroes...and there are even more world-shaking events to come that you will be embroiled in.. If you survive, you will finally leave this world in 2013. This is eighty-one years in all, but the Well will keep you in the prime of health for the duration...but being a jealous little power supplier, the Well will suppress any out-of-jump powers and items you already have.

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THE END

It is now time to choose. Will you Go Home, Stay Here, or Move On?

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NOTES

For the official powers of named characters and general info consult:
https://paragonwiki.com/wiki/Main_Page

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So about that medical teleporter...

Prior to the beginning of City of Heroes, Paragon city is outfitted with a network of teleporters that are set up to automatically retrieve critically injured heroes and send them to the nearest hospital.

This is not just a game mechanic, it is a canon part of Paragon's infrastructure just like the War Walls. The teleporter will activate automatically if various criteria are met. It can be triggered manually to escape a dangerous situation, but misuse is frowned upon. The teleporter is not a one-up, and you are not guaranteed to survive your injuries even with medical attention. And while there are in-universe means to revive the dead, they will not prevent the end of your chain.

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Q: If I can make my powers take the form of X, can I import an X I already own to gain that power?

A: Sure. It'll externalize it as a function of that item instead of a power you possess, though.

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Q: Can I have a elemental forces powerset based around (any random thing?)

A: Sure, but it won't be more powerful than canon powersets.

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Q: Just how powerful are the powersets?

A: There are no in-game numbers given. Maybe a decade after gaining his powers, Statesman did tank a nuke and in canon does have the Invulnerability powerset, but he is a special case. To go by the wiki, a level 32 (out of 50) with super-strength gets Hurl, which rips up a piece of the ground and throws it at a distant foe. A martial arts strike at the same level is described as capable of destroying an Abrams tank. Several powers have knock-back/down that can become strong enough to topple mecha and toss power-armored goons a dozen meter away, defensive powers can tank multiple rocket hits, and super-jumps can clear tall buildings and city blocks on average.

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Q: Why would I externalize my powersets if that means I can lose them?

A: Item-based powersets are fiat-backed that if lost can be regained with a suitably dramatic effort. You can also probably cheese things through item imports.