



Ten years ago, Calamity came. It was a burst in the sky that gave ordinary men and women extraordinary powers. The awed public started calling them Epics. But Epics are no friend of man. With incredible gifts came the desire to rule. And to rule man you must crush his will.

Nobody fights the Epics...nobody but the Reckoners. A shadowy group of ordinary humans, they spend their lives studying Epics, finding their weaknesses, and then assassinating them.

And David wants in. He wants Steelheart — the Epic who is said to be invincible. The Epic who killed David's father. For years, like the Reckoners, David's been studying, and planning — and he has something they need. Not an object, but an experience.

He's seen Steelheart bleed. And he will see it again.

Welcome to a world ruled by superhuman overlords, where governments are helpless and the only meaningful resistance is a small underground group, the titular Reckoners. In the sky burns the red star Calamity (actually the transmuted-to-glass International Space Station) which is also the name of the godlike being who grants powers, but infects those so blessed with his own bottomless contempt and disdain for humanity.

It's going to be quite a ride, surviving ten years in a world gone mad.

Have **1,000 Calamity Points** (CP) to get you by.

AGE & GENDER

Matters not one whit in this world. Keep it, change it, just get on with it.

LOCATION

Newcago: The city formerly known as Chicago, transmuted to steel by its master, Steelheart, along with a warren of tunnels dug in by mindless burrowers, and wrapped in endless night for ten years, thanks to Nightwielder. The people of Newcago toil in weapons factories, as brutally repressed as anyone on Earth had ever been.

Babilar: The city once known as New York, domain of the water manipulator Regalia who caused the water to rise and remain risen, that what was once the ground of Manhattan island is deep underwater, and people live on the upper floors of skyscrapers, connected by bridges and barge traffic. Brilliant graffiti glows in the dark, radios work without power and wondrously nutritious and tasty plants grow everywhere, which some take as a sign of an unseen and benevolent Epic they have named Dawnsight. Be warned, Regalia can spy from any body of water, listen from every puddle and droplet.

Ildithia: Once called Atlanta, sort of. That city was destroyed, but recreated in the form of a mass of salt crawling its way across the countryside. Every building, every basement, every car and telephone pole rises from the ground, duplicated in salt on one side of the city, and crumbles a week later as the effect passes. Here the

power-copier Larcener holds court, but there are greater secrets and dangers here than anywhere else...

Houston: Once a thriving city, now a crater after a visit from the Epic known as Obliteration.

ORIGIN

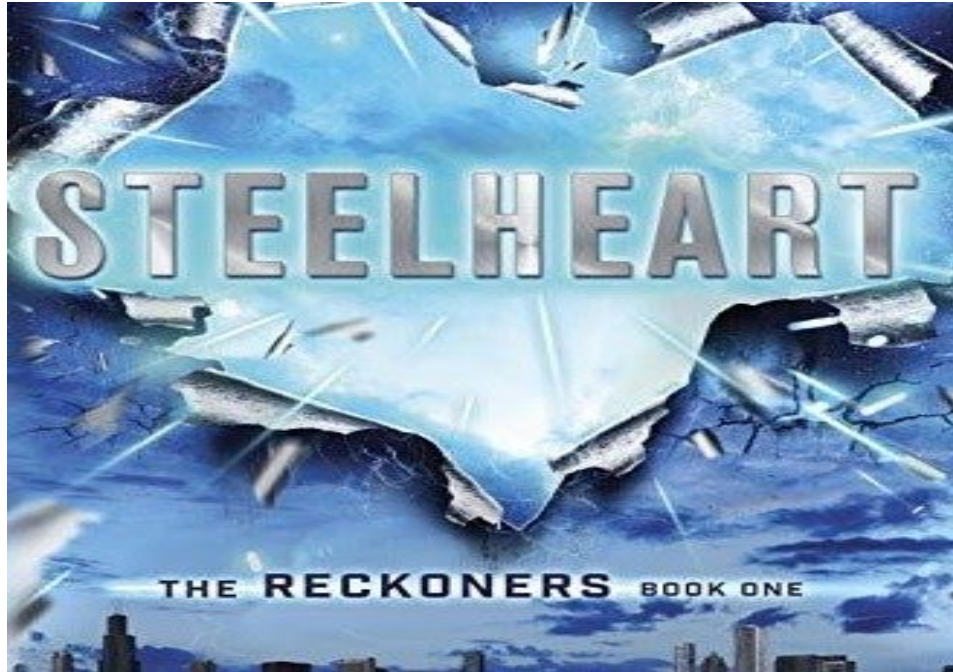
Reckoner Welcome to the resistance, you fight for the little guy in a world of superhuman psychopaths answerable to no one but stronger psychopaths. This doesn't preclude you from having powers - two of the original team did and one gained them later - but you must keep this a secret from your fellows and have probably forsworn their use due to mental effects.

Epic (-300 CP) You are one of the elite, the empowered who rules these Fractured States. Legally, you are something like a natural disaster: no normal human agency can hope to restrain you or force you to face their justice.

TEAM

The Crew (-100/200 CP) Import a team of up to nine Companions with 900 CP to spend. Companions get discounts per their Origin, but do not get a budget for Items or Powers, and cannot take Drawbacks. For 200 CP, remove any limitation on the number of Companions.

The New (-100 CP) For a small amount of points, feel free to recruit any and all characters you develop a good relationship with here to accompany you on future Jumps.



PERKS

Subservient (-100 CP, Free Reckoner) The most important skill for any resistance cell, you know how to blend in with the populace, keep your head down, act like a servant or a thoroughly cowed peon.

Operator (-100 CP, Free Reckoner) Knowing is half the battle; the other half is violence. You have all the skills expected of a commando: marksmanship, hand to hand, and stealth. You are competent with a sniper rifle or other heavy weapon.

Faithful (-200 CP, Reckoner) There are still those who believe that one day, the good Epics will come, superheroes who will liberate humanity from their wicked brethren. You too can cling to hope when all evidence says you shouldn't bother, no amount of darkness or despair can ever drag you down or make you lose sight of the good things in life. Similarly, you are virtually impossible to corrupt or control. Even Calamity could not break you.

Fearless (-200 CP, Reckoner) Courage is being afraid and doing the right thing anyways. He who hesitates is lost. You don't really have to worry about either,

because the very worst thing fear will do to you is sharpen your perceptions. Fear never causes you to hesitate or slip up. You do what you have to do and do it quickly and precisely.

Achilles Heel (-400 CP, Reckoner) All Epics have a weakness, heck, all people have a weakness. And you're both very good and very, very lucky at researching people's backgrounds to discover their weakness and build an accurate profile of how they think. It's a question of when, not if, you'll uncover that Conflux was attacked by a dog as a child or the only man to ever shoot Steelheart was the only person present who wasn't afraid of him. And, perhaps more importantly, when you stumble on these weaknesses you will know their importance and not pass them over.

Checkmate (-400 CP, Reckoner) Don't let propaganda fool you: you can beat precogs. You just have to maneuver them into a position where nothing they say or do can save them, where every move is a losing one. Checkmate. You are very good at arranging ambushes and traps this way, where a target can only pick how to lose, and at controlling the pace and movement of a battle to best advantage. Obviously this works best with detailed information about the target and a venue where you've had time to plan and prepare the ground. Still, even in a pinch with two guns you can fire a spread so that a target *will* take a hit, no matter which way they dodge.

They Were Singing (-600 CP, Reckoner) It's all well and good to be immune to fear or mind control personally, but it doesn't help when the Epic points to your friends and commands them to take you down. Fortunately, you inspire hope and courage in other people, and it will take no more than a minute to talk people free of any mind control. The more time spent with you, the more people will become resistant to these things as well. Finally, your good deeds ripple forth as they inspire people to imitate them. Take down a ruling Epic and even the people of Newcago, peons who could be killed at any moment and haven't seen the sun or stars in years, will stand up for themselves.

Force of Nature (-100 CP, Free Epic) With the silly names and costumes, a person might treat Epics as a big joke. But something about you makes people take you deadly seriously, a sense of menace that would make people struggle to avoid your bad side if you went out dressed like a clown.

It Is My Right (-100 CP, Free Epic) The standard answer given by any Epic when someone asks how they can use and abuse people the way they do. People treat your rights as important, even superseding those of others, and you as important in your own right.

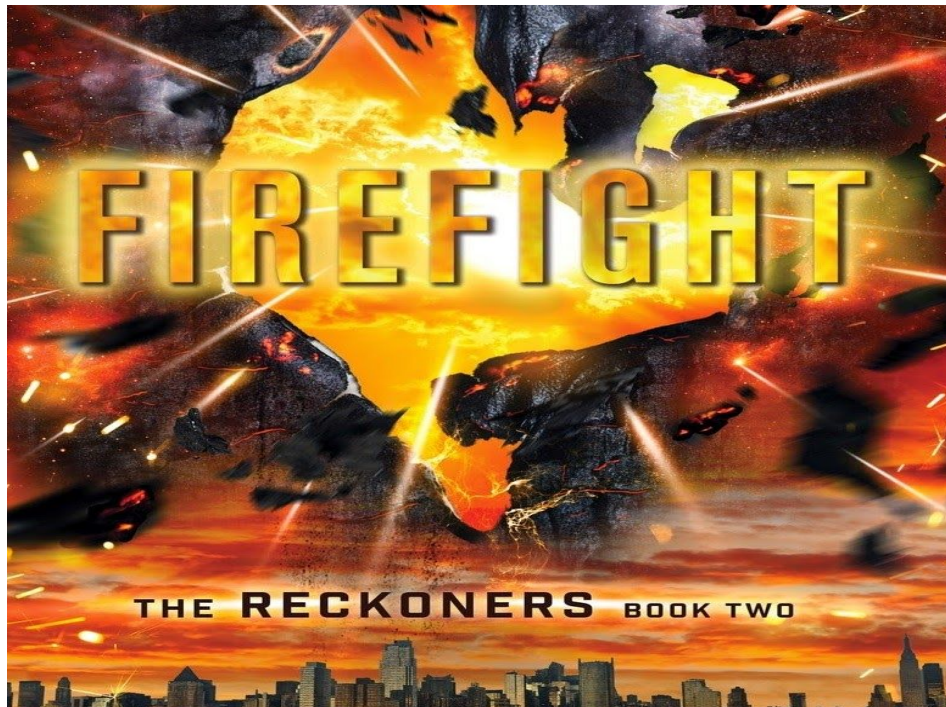
Superhuman Overlord (-200 CP, Epic) Most Epics aren't that interested in actually governing. A bunch only do police work because more powerful Epics bully them into it. You, on the other hand, are a skilled investigator and administrator, and can derive satisfaction from an orderly, well-run city. Your talents will make you welcome in the court of virtually any Epic.

How I Shot Web (-200 CP, Epic) It's not like superpowers come with an instruction manual, more like an instinct, and that can often be wrong. You, on the other hand, are very good at quickly mastering supernatural powers, learning the ins and outs, their limits and how to cheese them.

High Epic (-400 CP, Epic) Whatever your powers may be, they now rank among the elite. You can use them from across a city, or affect a city-wide area. If a teleporter, your range is effectively anywhere on Earth.

Gifter (-400 CP, Epic) No matter how strong an Epic might be, they can only ever be in one place at a time. Well, except the duplicators, of course. Anyways! You can let other people have a temporary duplicate of your powers or perks, in weakened form if you like, that lasts for several days to a week. If you wish to remove the powers early, simply touch them and focus for a few seconds. You may Gift powers permanently, but it is a significant effort and so cannot be done more than once a day.

Prime Invincibility (-600 CP, Epic) You have a secondary power, or an aspect to your primary abilities, that makes you untouchable by the little people. If you can phase or teleport, you will do so automatically rather than take a hit; if you have precognition, you might gain a potent danger sense. Some form of magnetic or elemental manipulation may deflect or destroy attacks with no conscious input. You may just be straight up invulnerable. However it works, a person can only hurt you by exploiting your weakness.



POWERS

Epic Origin gets +600 CP to spend just in this section. Everyone taking a power must also take one form of the drawback **Weakness** (either for 0 CP or 300 CP).

Dead Drop (-100 CP) You pass out and create a disposable clone body piloted by your consciousness.

Digzone (-100 CP) With your bare hands you can tunnel through any material as if you were shoveling aside or molding soft clay.

Installah (-100 CP) Under the influence of your power, people can speak only in limericks for hours.

Thaub (-100 CP) You are fluent in Esperanto, Elvish, Klingon, Solresol, Braille, Sign, ROT13 and all other constructed languages.

Clapper (-200 CP) When you see ranged attacks coming you can cause them to bend around you. With time and practice you can control where they're redirected too.

Conflux (-200 CP) You can generate electricity, in substantial amounts, to power many devices such as power armor that otherwise would not be usable.

Curveball (-200 CP) Any weapon you use has infinite ammo and never jams or misfires.

Darkness Infinity (-200 CP) You can teleport by shadow-jumping.

Deathpoint (-200 CP) By pointing your finger at a person and willing it so, they are struck dead, all flesh instantly vaporizing and leaving only bone. Doesn't work on exceptionally large or tough targets.

Dynamo (-200 CP) You can control sound, to an extent, and muffle, silence or greatly magnify any sounds within a small radius.

Knoxx (-200 CP) You can physically and near-instantly transform into any animal. This gives you physical, but not supernatural, powers such as enhanced senses, or flight.

Newton (-200 CP) You can redirect, and somewhat enhance, kinetic force. You also have incredible reflexes.

Powder (-200 CP) If you see gunpowder, oil, explosives or anything else that explodes or would light on fire if you dropped a match onto it, you can make it go up with your mind. Always reassuring when your enemies bring grenades.

Ritch (-200 CP) You have the power to control the metal mercury, and control how solid or toxic it is.

Brainstorm (-300 CP) You can conjure inanimate objects no one of may which mass more than a small sofa in your hand or directly ahead of you. These require no effort to maintain, but evaporate if taken more than three miles from their creator. You cannot duplicate magical materials this way.

Fortuity (-300 CP) You're a precog, with the ability to see the future up to a month in advance, though people with foreknowledge or blind spots can still throw you for a loop. Your power automatically alerts you if the future ends in your death, though not as timely or precise as with **Prime Invincibility**, think Spidey Sense, not a step-by-step guide to escaping danger.

Lightning (-300 CP) You're a speedster, capable of hitting Mach 5 with sufficient level space ahead of you and the reflexes appropriate to such a velocity. You can't do some of the crazier comic book speedster feats like travel through time or vibrate through objects, but you'll be amazed how much you can get done moving at speed.

Loophole (-300 CP) You have slightly enhanced reflexes, and the ability to resize anything you touch, shrinking people down to less than an inch tall, or making them tall as a small building.

Refractory (-300 CP) You can turn invisible and create photonic illusions. Being just light projections, your illusions cannot affect material things, no matter how life-like they appear.

Snowfall (-300 CP) You have the power to cool things, and control over ice and snow. Let it go, let it go...

Stormwind (-300 CP) You can summon rain, and not just any rain. Crops watered by your power will be harvest-ready in just ten days.

Wiper (-300 CP) You can disrupt the external powers of other Epics or superhumans. This means energy blasts, forcefields, control over magnetic fields can be shut down. Strength, speed, or regeneration cannot.

Wooden Soul (-300 CP) You can animate and control wooden mannequins, dolls, etc. You “charge” them with some energy and they receive a similar personality to your own, but subservient to you.

Faultline (-400 CP) You can control ‘soft earth’ like sand, soil and mud. You can also cause concrete and stone to crumble instantly into sand.

Neon (-400 CP) You control light, and can change colors, brighten or darken areas, and produce blinding flashes or scorching rays of light.

Sourcefield (-400 CP) You can control vast amounts of electricity, and even turn yourself into electricity to race through any conductive surface or wire at near-light-speed.

Limelight (-500 CP) You have three powers: a rapid-healing factor, an ability to create powerful forcefields that can resist tank fire, and an ability to fire invisible blasts that can disintegrate, or reshape, inorganic matter.

Mitosis (-500 CP) You can create a perfect duplicate of yourself, who can also create duplicates. There’s no upper limit on how many you can make, besides presumably the space and food capacity of the planet. Though they will become progressively less durable the more of them there are, they’ll never be worse off than Shadow Clones. You do not get their memories unless they fuse back with you, but all of you can sense when, and a pretty precise compass bearing and distance to where, one of you is killed.

Nightwielder (-500 CP) You can generate and control darkness, even causing it to solidify into shadowy constructs, and turn intangible. In your intangible state you can fly, fast enough to catch up with a speeding car.

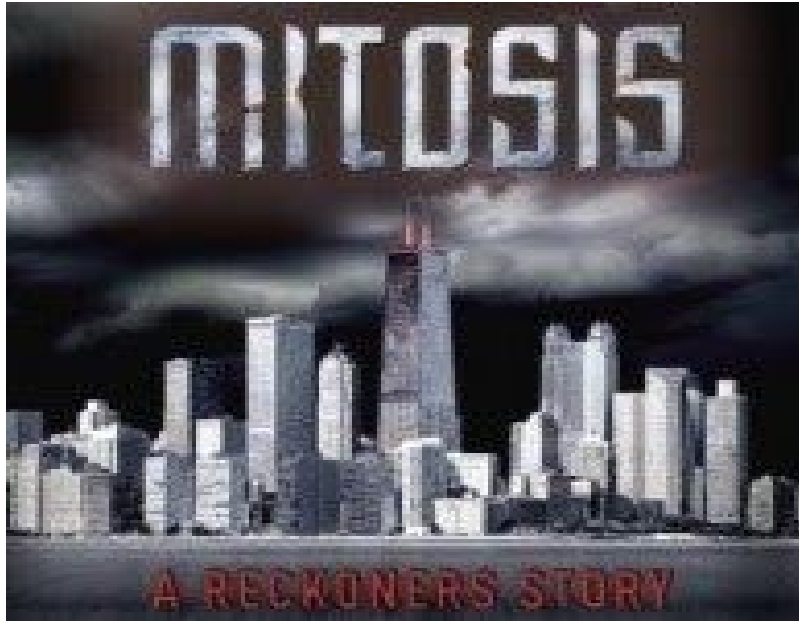
Obliteration (-500 CP) You have two powers, one to teleport, leaving behind a seeming marble statue of yourself that crumbles to dust a minute later. Second, to absorb energy and release it in great blasts.

Regalia (-500 CP) You control water with great skill, and can see out from it within your range, control hundreds of watery tendrils, or make an avatar for conversation.

Firefight (-600 CP) At first you might think you're an illusionist, as your power mostly creates insubstantial images. But with time and practice you find your illusions becoming solid and the penny drops, you're not an *illusionist*, but a *dimensionalist*. Your power lets you create images of things present on parallel worlds, to summon objects, creatures or people from them, and to travel to them yourself. This won't let you access other settings in the Chain without a Spark, naturally, but even a local multiverse is unspeakably vast and you can search it for exactly the person or thing you want. And if nothing else, there are countless universes where you aren't standing right there.

Larcener (-600 CP) You may steal another Epic's power with thirty seconds of physical contact and a brief battle of wills that your power stacks pretty heavily in your favor. No, this doesn't grant you Calamity's other powers, just what he pretended to hold as Larcener. No, there is no upper limit on how many powers you can obtain this way.

Steelheart (-600 CP) Your basic "Superman" package of enhanced durability, vast strength, flight and speed. Plus the ability to control the wind, and transmute any solid or liquid but living creatures (and, apparently, their clothes and shoes) into steel. Water? Steel now. Gunpowder? Powdered steel.



ITEMS

Reckoner Origin gets +800 CP just for this section.

Firearms (-100 CP, Free **Reckoner**) A trusty customized rifle, and a pistol for backup.

Explosive Pen (-100 CP) A retractable ballpoint pen that scans any explosives within a hundred yards or so. Point and click to detonate, click twice to detonate all explosives within range. If you want more range, it comes with a regenerating supply of tiny detonators, the size and color of a pencil eraser. Click twice to detonate any explosives one is attached to, at any range. It will never go off by accident or trigger any bombs you don't mean to.

Knighthawk Mobile Phone (-100 CP) A cell phone that cannot be tracked and gets perfect signal even deep underground. Can import another phone or comm unit to gain these benefits, automatically updates to the latest technology in whatever Jump you visit.

Spyril (-100 CP) A water-jetpack with an arm piece that can summon and move water from nearby sources, redirecting it or claiming it to spray around.

Crystal Grower (-200 CP) A device like a small vacuum cleaner that can be worn as a backpack, the Grower creates blue crystals from nothing. Large amounts, and after a certain point of saturation, instead of growing the crystals just grow tougher and tougher. Excellent anytime you need a wall or a building in a hurry.

David's Notebook (-200 CP) A book containing everything a particularly obsessive person could find on Epics, and their individual powers and weaknesses, in a decade. Updates with notable figures in future Jumps.

Gauss Gun (-200 CP) A modified gun, actually nothing like a coil gun, it charges bullets with a strange energy, causing them to disintegrate targets. On much larger targets it will remove roughly man-sized hemispheres. Other weapons can be imported to gain this quality.

Jacket (-200 CP) A leather jacket that provides a personal forcefield that will let you tank a car crash or multiple rounds from a high-powered rifle. Regenerates quickly as long as no one is actively pounding on it.

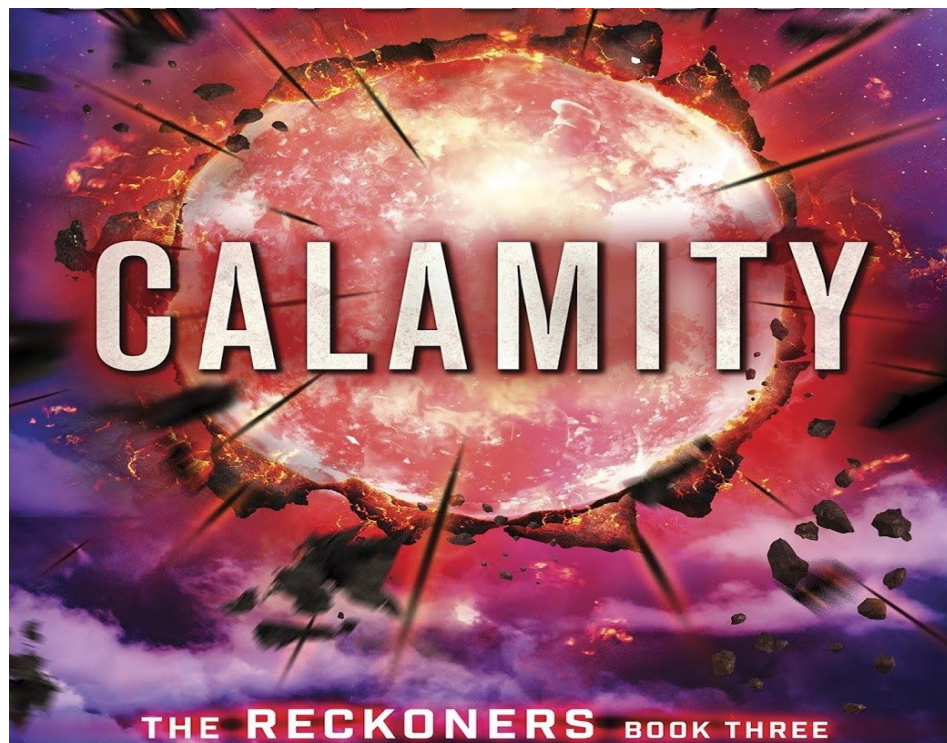
Harmsway (-300 CP) A small gizmo that heals people when pressed against them and activated, by gifting them with a regenerator's power. Anything not immediately fatal can be fixed in moments.

Tensor (-300 CP) A black fingerless glove with some green circuitry designs, the tensor can fire an invisible pulse or blast that reduces inorganic matter to dust. Excellent if you need to make a door on a moment's notice, or dig a tunnel in minutes. With practice, you can learn to disintegrate only certain materials.

Articles of Capitulation (-400 CP) Legally, you are something like a natural disaster, this item certifying that you are beyond any human agency's ability to control or punish. If you kill someone, it's as if a tornado did the deed, if you heal

someone, it's a miracle. No one will bother trying to punish you for breaking the law; they accept that's a fight they won't win. Doesn't protect you if you just aggravate people into attacking, which is how most Epics govern anyways.

Motivator Technology (-600 CP) The various high tech devices used by Reckoners and circulating throughout black markets are based on a single innovation, the motivator, which preserves an Epic tissue sample and pokes it in such a way as to stimulate and replicate their powers. There may be some trial and error involved, but with time, effort and a small tissue sample, you can replicate any superpowers or supernatural abilities with technology.



DRAWBACKS

Weakness (+0/300 CP obligatory with **Powers**) All Epics have two problems. One weakness which negates their powers, born from their greatest fear twisted and

exaggerated all out of proportion, and the constant whispers of corruption, of contempt for baseline humanity, which their powers give them from Calamity whenever they actually use their powers. It is possible to “claim” your powers and make them your own with none of these drawbacks, by facing down your fear, usually to save the people you love. Here, willpower, anti-fear and corruption perks are your friend.

Or if you're feeling particularly adventurous, for +300 CP no perks can help you, and you must either dig deep to claim your power the honest way, or live a life of terror in which you either treat people like garbage or refrain from using your powers in all but the most dire of emergencies. Have fun!

Too Many Comic Books (+0 CP) It's a big multiverse: maybe you'd rather deal with some more familiar faces? You may use this Jump as a supplement for any superhero setting, but beware! Importing the essence of this Jump enforces a couple of the basic setting rules, namely that Calamity is the source of all powers and all supers are thus pretty evil unless they never use their powers. It's just that instead of Steelheart ruling Newcago you might have Superman, dread overlord of Metropolis or Skitter, warlord of- okay, maybe not that much has to change.

Curse of Installah (+100 CP) You can speak only in limericks, which is gonna get annoying pretty quick.

Got Away From Me There (+100 CP) You have a very... particular way of explaining yourself, in metaphors and similes that take even longer to get your ideas across, because they only make sense to you and need further explaining. It's kind of like... Mississippi!

Cause, y'know, they've got all of these back roads, which aren't exactly marked. Or paved. Or straight. So you get lost in the backroads in the middle of the night, no idea where you're going, and it's been some time since you've known where you've been, and you've seen too many horror movies to feel comfortable asking for directions...

Brave New World (+100 CP) Stay an extra ten years, twenty total. Unless you take the drawback immediately below.

Secret Origins (+100 CP) Instead of just before the first book, start a decade early, the night Calamity first appeared in the sky and Epics first began to manifest powers. You still have to survive till ten years after the events of Steelheart would have taken place, even if you butterfly the actual events away.

Twinned (+200 CP, requires **Powers**) Twins with powers, the same powers, exist, but one nearly always murders the other. This is because it causes an Epic agonizing pain for anyone else to use their powers, except Gifters for some reason. Well, someone out there has the same powers as you, or there's a device with them, because you keep having these attacks of debilitating pain (even if you're normally immune to pain).

Pink Pinkness (+200 CP) With great power does not necessarily come great intelligence. You're not stupid per se, but easily excited by things that don't matter to most people and incredibly easy to distract.

Known (+100/300 CP) You have a certain reputation. Your face is well-known, your skills and feats as well. This is worth 100 CP for an Epic, as the information could be useful to foes, but for a Reckoner who must work from the shadows, it's worth 300 CP.

Secret (+300 CP) You may be a secret Epic among the Reckoners, or have some other dark secret in your past. If learned, this would turn any allies you might have against you. It will be incredibly hard, but still possible, to regain their trust.

Nemesis (+300 CP) A particularly powerful High Epic, a ruler of a city or one who can casually destroy cities, has learned of you, your powers and skills and sees you as a rival. They will make destroying you their highest priority. Think people like

Steelheart, Regalia, or Obliteration. They have High Epic and Prime Invincibility at the very least. This can be taken multiple times, but you gain 100 CP less each time.

From Somewhere Far Away (+400/600 CP) There is an evil, godlike figure here, and he doesn't like people meddling in his playground. Your powers and perks from outside this Jump are suppressed, though you keep your memories and thus skills. For an extra 200 CP, Calamity will interfere with the connection between your Warehouse Key/portal device and the Warehouse, locking you away from your Items and preventing you from importing properties.

Calamity (+600 CP) Calamity senses your intrusion into his domain and decides to deal with you personally. Hope you're ready for an eldritch cosmic godling with *ALL* the superpowers.

END

Well, you've made it. Congrats. As a little thank you note, help yourself to a final, free Perk if you have taken any Powers. Then you have a choice to make.

Claim (0 CP) *Without Calamity in future worlds to power your powers from this jump, the only reasonable way to keep them running is to make them yours, entirely. From this point on, nothing but Jump Fiat (a.k.a Drawbacks) can remove, suppress, or steal your powers.*

Remain: It'll be interesting to see what the world becomes without Calamity's influence. Perhaps you've finally found a place to stay for good?

Return: The option to go home is always there, whether this is your first Jump or your thousandth.

Move On: Or you can move on to the next Jump, on and on through the chain.

Notes on Weaknesses: Some Epics especially in the first book have oddball weaknesses like people who are exactly thirty-nine years old. From then on, all weaknesses are based on fear, from David's terror of drowning to Prof's crippling fear of failure. This is magnified many times, so no Epic has ever needed to be told or experiment to find their weakness. Make something up, and try not to cheese it too hard, it should be something personal.

Jump written by Aehriman, special thanks to: heridfel, Record the Recording, ltmauve, and YJ_Anon.