

TUA, Tani, Skaromas, Goob, Thaidakar

Hey, I'm going to put stuff here eventually, just getting this up and running for now.

In the meantime, I'm going to steal it for background setup purposes. (If you don't complain.)

Berlin is bigger than Chicago by abt a hundred something square miles. Therefore, there are two main epics in charge. There are lots of less powerful high epics with small chunks of land and small followings. They're mostly still there only because the two main epics are too busy worrying about each other to stomp them out and because they aren't hurting the main High Epics. Most of these less powerful high epics are secretly serving or willing to help or allied with one boss epic or the other, and they're all on the border between the boss epics' territories or out in the suburbs. A few are rural, but not many.

I think, like Newcago, lots of people would have guns unless they were specifically outlawed by one of the High Epic bosses. Desolation wouldn't have a problem with them, I think he would have a bounty on certain epics that oppose him. Ironwall would have a problem with them, so no guns in Ironwall territory. He has specific underlings who are people he specifically chose as High Epics that have little to no other powers. He then gives them motivators so they can better serve him.

Where's the line? What do the lesser Epics own? What areas belong to who?

Things in Berlin:

Lots of museums

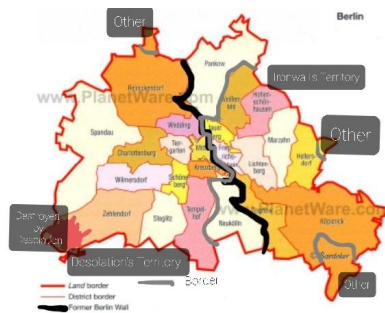
Several towers

Districts, I think? Berlin had districts before Calamity.



Here's a map I grabbed from the internet, will draw some borders on it.

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Here's a map you can edit if you want.

Characters

Question, what do people's characters look like?

Damien is basically your stereotypical cowboy, but Japanese.

Hi this is Thaidakar, who is who on here? Our names are in the headers. Would you like me to put them at the start of the doc too?

Claimed Characters

Goob: [Cibor Czykyi](#)

Czykyi is a non-epic freedom fighter from Poland, part of an organization known as the European Anti-Epic Coalition, otherwise known as the EAEC. The EAEC, a direct descendent from the pre-calamity EU, is not only larger but more organized than the Reckoners and has managed to hold on to surprisingly large swathes of territory in certain parts of the continent, primarily Scandinavia. As for Czykyi, pre-calamity he was a soldier in the Polish military. When he came home the year Epics started appearing, (at this point the Polish government had collapsed) he found his hometown of Lublin flattened by a battle between two High Epics. Obliteration was one of them. Is this the Obliteration who explodes? Forgot Obliteration already existed. meant Desolation. Czykyi ran to the EAEC where he was quickly recruited as a frontline fighter. He's since become mildly famous for the brutality of which he kills his targets (and practically any Epic he meets) with his trusty Mossberg shotgun. *Personality notes:* Before Calamity, Czykyi was apparently rather humorous, even while in the army. He's clearly lost a little of his sarcastic edge, but some still remains. *Equipment:* Standard Issue Mossberg 500, standard issue Vis 100 pistol- Essentially, he's still wearing what he had when he defected from the defunct Polish military.

Question: Does the EAEC use the whatsits that see if you're an Epic? Most likely, yes. Ait thanks!

Skaromas - Compound

Primary Power: Can transform any form of matter into any other form of matter, retaining volume but changing in density.

Limitation: His powers work best if he knows the chemical compound of whatever material he is changing, and the compound of what he is changing it into. He can change things through other objects but the effort requires scales exponentially with distance.

Secondary Power: He is a gifter.

Extra Power/Maybe a skill: He learns things much easier than most people

Skills: Master chemist, computer expert.

Equipment: He has a mobile, and that's really all of it, but he has learned how to manifest a small firearm through lots of time and practice.

Flaws and Personality Notes: He is aloof and arrogant, like most epic s, but has a strong respect for intellectuals and kids/teens, as when he became an epic he was only a teenager.

Weakness: Abstract Art, if in the nearby presence of abstract art his powers are weakened (the more expensive the more he is weakened (This is because I bloody hate abstract art))

Backstory: Before Calamity compound was a young teen of 12 years living in a small village in the middle of England, for the next two years his life was like most of the people who weren't epics, miserable, but then one day, he became an epic himself, it happened on a school field trip and his sudden outburst of powers left a small perfectly spherical crater around him. This grabbed the attention of Chivalry, a new epic with abilities allowing him to form indestructible weapons and armour. Chivalry saw potential in Compound, and he had a habit of training other epics to serve his growing kingdom, so compound was made Chivalry's 'Court Alchemist' a position he held for several years until Chivalry sent him to London in an attempt to steal an artifact that would allow him to claim that he was king of England (Chivalry thinks he is king), but before Compound could retrieve it, a band of rebels stole it themselves and fled to Paris. Compound followed, but they fled again, and again and again, but now Compound has tracked them to Berlin, where he will attempt to take the artifact once again.

Appearance: Hero Forge Links: [Hooded](#), [Unhooded](#)

Skaromas - Jason 'Ace' Grey

Skills: Master sniper, good at stealth, knows a lot about Compounds power and how to use it when gifted with it.

Equipment: He has several guns, a mobile and a pack with essentials, and the artifact that Compound is searching for.

Flaws and Personality Notes: He is ambitious and quick witted, though has quite the temper. He also struggles to fight Compound, his old friend. He hates being called by his actual name and prefers Ace, a vestige of his life before calamity.

Backstory: A friend of Compound back before he was an epic, Ace stuck with his friend for several years, serving as a bodyguard and brief reprise from the madness of being an epic. When Compound joined Chivalry's kingdom Ace followed and was made captain of Compound's guard. He stayed like this for a year, until he watched old friends of his killed by members of Chivalry's court for simple inconveniences, he took about a quarter of his team and ran off, though not before he heard that Chivalry was having Compound steal the Crown of England. He decided to steal it instead, and has since been running from his former friend. He is tired of running from Compound and has decided it's time to face his old friend.

Appearance: Hero Forge Links: [Heroforge](#)

Tani - Ricochet

Primary Power: Makes solids and liquids act like different solids and liquids. The different solids and liquids have to exist.

Primary Power's Limits: Solids acting like liquids keep their shape. Liquids acting like solids keep their shape. Liquids acting like liquids do what liquids do. (take the most solid answer. If you have molten metal acting like water, it'll still move like molten metal.) Changes the physical attributes, not the chemicals. (He couldn't make iron act like wood and burn it.) Can't use this power on things inside others or on others. Can use this power on himself and things inside himself. He can't mess with gasses. Dead things are fair game, he can change those all he wants. He can only manipulate things if he knows exactly where they are (in relation to himself, not the earth, though with his secondary power either would work.)

Secondary Power: Perfect, instantaneous, 3D spatial math.

Skills: Expert gunslinger.

Equipment: Two semi-automatic pistols. One semi-automatic CO2 airsoft pistol. One rifle.

Flaws and Personality Notes: Acts almost like a typical Epic (except not a total slontze) almost all the time. Arrogant towards men, more respectful towards women. Is more likely to assume a woman is in charge. Blames himself for Calamity.

Weakness: Breaking his moral code (reason in backstory.) Pretends his weakness is tests. (This was his sister's idea.)

Moral Code: Don't steal. Don't break promises. Women deserve respect; respect them. Don't be the first to resort to violence. Don't lie to make others seem worse.

Appearance: Looks teenage. Short hair, cut raggedly. (handfuls cut off at a time.) Dark hair, lighter skin. Wiry.

Backstory: ~~Once upon a time there was a young boy named Louis. He started misbehaving more than normal. Calamity rose and there was stuff on TV about Epics. His family made a plan for what to do if one of them or one of their neighbors turned Epic - how to get out and where to go. They even put together ESBs, or Epic Survival Bags. One Saturday, just after an especially bad week of rule breaking, he promised to stay inside. He then proceeded to sneak out with a friend at a moment when nobody was watching him. They went to a small store that was still running as normal and walked out with a stolen toy. His friend was the one to take the toy out of the store. As they started homewards, they got in a verbal sparring match over who should keep the toy. The verbal spar very quickly turned into a physical fight. Louis had thrown the first punch. He went home with a black eye and the toy, while his once friend went home with a split lip, a bloody nose, and more bruises. When Louis got home, his parents asked him why he had sneaked out. He made something up about a game he and his friend were going to play and told them his friend started the fight. (This paragraph is accurate but needs to be rewritten to match the rest voicewise)~~

Misbehaving more than normal is an effect, not a cause. Cause is less attention - also an effect. What's the cause of less attention? Just him aging? Something else happening - parents preparing and hoping for another child? Moving? Health issues?

Father has health issues? Clear that with TUA first. Does Desolation have a healing/resurrection prime invincibility? Has he ever been hurt enough for anyone to find out?

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Mother has health issues? Easily inserted, but it'd have to be something that doesn't debilitate or kill quick. Idk.

Moving - possibility. There'd be less attention and more jobs. Everyone would be more busy. More times when Luis is unsupervised.

Growing up - probably too slow of attention change to notice.

He doesn't know why exactly - workable? Never got explained later by Rosalin because not relevant anymore.

That evening, Louis's sister dragged him out of bed, grabbed his ESB, and towed him down the stairs. The whole way down he had no idea what had possessed her, but it became clear as soon as he saw the Father-shaped absence in the living room, facing away from them - and toward their fearful Mother, who had just seen them. Louis watched as her eyes widened further, then narrowed slightly in determination. He watched as she started edging toward the door, watched as the Epic advanced, as Mother sped up, as she grabbed the door handle, as she started to twist it the Epic reached for her she melted into nothing. Just like that. Gone.

And then they were in the basement and no this was wrong this was all wrong they needed to follow the Epic plan, they needed to get out, not hide in the basement. The Epic would find them here, his sister would melt, he would melt, like Mother melted, and they would all be gone, gone, gone, except for an epic made of dark who didn't want his son or his daughter or the love of his life, who wanted them gone, gone, gone, for no reason at all. His brain was stuck, stuck watching, and he wanted to look away. He wanted to stop it. He wanted to go back and fix what he had done. This was all his fault, wasn't it. He broke the rules and Father turned into a not-Father. He broke the rules and the red star rose. He broke the rules and the world exploded. It was all his fault. Was it too late to go back, to keep the rules forever? If he kept the rules now, would Calamity go away? Would the darkness give his father back?

They were in the basement. Louis didn't care. His sister wanted to hide there all of Sunday, so they stayed.

And the Epic didn't find them. They didn't melt. They weren't gone.

Monday came. They left.

For years, they survived. They moved, they cowered, they hid. Until one day, when Ricochet woke up and his brain was working differently. He knew exactly how high above his head the ceiling was. He knew exactly how far it was to the exit. He knew he could do impossible things.

He knew that no matter what he did, he could never break the Rules.

Or the world would explode again.

Tani - Bug

Primary power: Can climb to and on anything. Unless it's flying. When she's climbing, her weight - and the weight of her equipment - is effectively negated and her hands and feet find holds where there are none. If someone tried to boost her up, they would feel her whole weight, but she'd still be weightless to the thing she was climbing. If someone were on her back, their weight would make it harder for her to climb, but she would still be weightless.

Secondary power: If she's above eye level, it's hard to notice her unless you know this power exists.

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Skills: Really good with knives. Acrobatic. Draws well. Keeps her head in a fight.

Equipment: Lots of knives. A spool of fishing wire. A weight she can tie the wire onto - heavy enough to hurt, light enough to throw hard and far.

Flaws and Personality Notes: Draws a lot. Mild claustrophobia, possibly caused by her weakness. On the quiet side.

Weakness: Spider venom.

Weakness Notes: If she's bitten by a spider with venom, her powers are negated for as long as it takes for the venom to leave her system. If she's bitten by a spider without venom, her powers are negated for five minutes max. Shorter if she can calm down, longer if she's in a fight or panics. Being around lots of small spiders or a few big spiders (think tarantula) weakens her powers. (Kind of like Sourcefield.)

Appearance: Short, skinny. Shoulder-length hair that she keeps in a ponytail.

Backstory: Nonexistent at the moment.

Tani - Rosalin

Currently a member of the EAEC.

Skills: Good at running. (did distance running in high school before Calamity.) Good at bombs. Good at climbing. Knows martial arts (Note: Currently I am a yellow stripe belt. I will be attempting to play a black belt.) (Which martial art? ITF Taekwon Do. Maniacal laughter) Also knows how to do parkour. Fairly accurate with a handgun, definitely not a sniper tho.

Equipment: Running shoes. Mobile and a few small bombs (because when are bombs not useful?) Good modest loose sturdy clothes for movement (jeans and a T-shirt). Rope. Knife or three. Lighter. Handgun.

Flaws and Personality Notes: Rarely smiles. Has post-combat shakes. Doesn't joke. Tries to ask questions before shooting. (tries to give people chances WITHIN REASON to prove that they're not terrible people, not enemies, etc.)

Backstory: Rosalin lived a normal life until Calamity, which rose when she was about thirteen. Her family made a plan for what they would do if one of them turned into an Epic. As soon as that plan was made, it was real to her. One of them could become an epic. That made her think. The people who became Epics looked the same, talked the same, walked the same, shot the same. The people who became Epics weren't being replaced, they were being changed. Why would their memories change too? She kept this insight to herself, not wanting anyone else who might turn Epic to know she wouldn't be following the family's plan. It was Saturday when it happened.

(TUA)Damien Kalfari:

Skills: Skilled marksman, normally uses rifles. Has some experience with sniper rifles and dislikes handguns.

Equipment: High quality bullet proof vest, night vision goggles, combat boots

Ordinary mercenary type. @Goob, could he be doing a job with your organization? (Yes.)

Backstory: He is the son of a Japanese immigrant and a cowboy from Texas. His father was abusive, which caused his mother to leave in the middle of the night for Japan. She attempted

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to take the then four year-old Damien with her, but Damien's father caught them and grabbed Damien. In the scramble though, Damien's mother escaped. He didn't see her until Calamity rose ten years later and Damien's father turned into an Epic with control over fire and heat. Damien ran away and lived in the street, using whatever money he could scrounge up to find his mother and eventually send her letters. The part of Japan that his mother lived in was controlled by an epic who had the ability to permanently copy the abilities of other epics, since the only thing that caused him to turn evil was the copying of powers, the Epic ruled well after a few years of copying and killing other epics.

(TUA)Desolation:

Anything that touches his skin dissolves, including light, so he's permanently shrouded in darkness. He can cast his power to affect distant objects, but the farther away it gets, the harder it is for him to control. He can disable his shield in certain locations so he can walk.

Weakness: Drugs, especially alcohol. The more his mental faculties are impaired, the less his power works.

Is this Ricochet's father? If so, this is a great powerset for it.

Also, Desolation could totally be one of the two main High Epics in charge of the city.

Yes and I agree.

Any personality notes?

Anger issues, he's very cold ordinarily, but he has a temper that flares very quickly. His powers make him colder and also make his fuse shorter. Generally very determined, which is how he conquered the city in the first place.

Emery the Steelrunner: Nox

Primary power: Darkness manipulation. This power diverges into two forms. His first is what makes him a high epic; once killed his body fades into the shadows, then on the next new moon his body reforms. The second part of his power is to control darkness and make it into weapons (kind of like Nightwielder's spears of darkness).

Limitations: He can't make shadow weapons in the daytime.

Secondary power: Plasma manipulation and generation. He is able to create blades of plasma and shields of it. He is also able to make lightning bolts, and small glowing orbs that produce light. The plasma he creates is colored anywhere from vibrant green to soft white purple.

Limitations: Like with his other power he is much more powerful at night. During the day time he can only make small orbs and torches (dagger sized blades). During the night he can make lances of plasma as powerful as lightning.

Skills: Can fly, and has really good night vision.

Equipment: None.

Personality/Flaws: He tries to be extremely friendly and accommodating, but can be deceitful. Fake smiles and kindness. He wants to be well liked. He is also very vain. On the inside he can be arrogant, but on the inside he has a lot of social anxiety.

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Weakness: A rope around his neck. This will negate all of his powers.

Appearance: A medium height boy in his late teens. He has black hair, and green eyes. His most notable feature is his large black crow wings that allow him to fly at speeds of 40 mph.

Backstory: He was ostracized and bullied as a kid. He grew depressed and became an insomniac due to being tormented by his bullies in his dreams. He tried to hang himself, but it failed. He became a creature of the night and would frequently run away. Once he became an epic, he took over the Berlin Cathedral, and hosts parties where everyone is welcome. The theme changes every night, mood lighting is provided by his orbs that look like stars.

Unclaimed Epics

Unclaimed Lesser Epic

Power: able to transform into birds. -dead, could still use another epic with the same power.

Unclaimed: Vortex

Two powers, linked together:

Primary Power: Wind. Uses wind to hit people and stuff.

Secondary Power: Makes vortexes that collect all the air from inside them.

Has to collect the wind before he can throw it. Can use wind to fly.

Unclaimed: Piper

Primary Power: Can control rodents in her vicinity

Secondary Power: Can turn into a rodent

Weakness: Ducks. Just because.

Unclaimed: Discharge

Trapped in Berlin TV Tower, rebelled against the 2 leading epics of the city in an attempt to form his own territory.

Power: Can control and generate electricity

Secondary Power: can travel through things electricity can. (stopped in the TV Tower by a semi-permanent forcefield) Was the forcefield placed by one of the two leading epics?

That'd be cool, and it could explain why Desolation hasn't killed them yet. How about it was made by Ironwall? That could also be the reason Desolation hasn't conquered all of the city.

Unclaimed: Ironwall

(From the Reckoners SE game)

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Power: Can create force fields made out of a unique grey slightly yellow sparkling indestructible metal that he can create and destroy at will. Could be the second High epic in Berlin. Desolation can destroy the metal, but it takes time, so he could theoretically be killed by one of the spears.

Unclaimed: Origami

Can fold anything with his mind, but he cannot move or shape anything.

Weakness: Cuts on himself. If he gets cut at all, his power slows down, and if he becomes aware of the cut, his power does nothing.

The People, The Crowd, Etc.

Any and all non-Epic NPCs can be borrowed or stolen until they're claimed.

Unclaimed: Janice

Really good with tech and coding. Knows basic self defense and has 4? years of judo training.

Unclaimed: Jasper

Demolitions expert, was a Jiu-jitsu brown belt before Calamity. Dated Janice at one point.

NPC?: Torch

Informant. Knows things. Probably has an abundance of bolt holes. Specializes in info about rebel factions.