



STRANGER						
MOVER	SHAKER	<u>BRUTE</u>	BREAKER	MASTER	<u>TINKER</u>	
<u>BLASTER</u>	THINKER	STRIKER	CHANGER	<u>TRUMP</u>	STRANGER	

Strangers are capes who are especially good at *infiltration*. A cape who can get into a secure facility unmolested would be a Stranger. The entities don't actually have a great use for this kind of cape, so it tends to be a vehicle or angle for lesser powers or fully researched powers to be used in a more effective way and serve particular purposes, or to collect data on psychology. It stands as a marked opposite to tinkering in this respect, where the powers are being investigated in more depth. In many cases, the Stranger element is incidental, more about the direction the individual goes than about the plan of the entities.

Stranger triggers tend to go hand in hand with unwanted attention. This can be singular or from the world as a collective. There is obviously a great deal of overlap between these powers and others, as a result. Masters and Changers in particular tend to find parallels with Strangers.

Type - Elements - Secondary Strangers - Stranger Bonuses Stranger Generation - Example Types

Strangers and other classifications

The Mover-Stranger Combination

Triggers that involve both mover and stranger elements involve wanting to escape the undesired attention, often with a measure of panic or desperation added in. The stalker draws nearer, the triggeree changes cities, and the stalker finally shows up in person, forcing the triggeree to run. An individual's secret is revealed in front of their loved ones, they run from home, and they know their family's contacts will mean there's no getting away.

The core idea with the power here is being able to get where the Stranger shouldn't be, with a focus on *getting there*. Passing through walls, teleporting to a destination without being

detected on arrival, short range blinks, stepping between shadows, crawling on walls and the like are examples. In this case, we start with a mover power and apply a Stranger quality to it. Such powers often have a twist or the like to spice them up, or are part of a combination.

The Shaker-Stranger Combination

Shaker-Stranger combinations are the ones where the walls are closing in, metaphorically speaking. The attention is environmental or abstract enough to have no source that can be pointed to. Hallucinations, paranoia, or places with extreme negative connotations will produce this sort of effect. The idea of being watched or having attention directed at an individual may be purely in the trigger's head, or it may be real. A young lady finds one hidden camera set in her room, and starts tearing the room apart, finding one, then another, then another. A paranoid agoraphobe who hasn't stepped foot outside their apartment in a year is convinced the murmuring on the other side of the walls is all the neighbors talking about them, and it gets louder and louder until they trigger.

The core idea with the power is that a Shaker effect is delivered, but the result is Stranger-ish. Area effect coverage with individuals affected, distractions, or avenues for entry. Examples include perception altering gas clouds, forcefield constructs that help provide cover or mislead pursuers, and area-effect gravity tilts that allow alternate forms of approach/access. In devising the power, the idea is to have a shaker vector for a stranger effect. Such powers are rarely directly damaging, and are often very effective against a crowd.

The Brute-Stranger Combination

The Brute-Stranger combination is rare, given that unwanted attention and personal bodily harm don't necessarily go hand-in-hand, and when they do they tend to take other forms than Brute. In this case, the personal harm and the attention are often the same thing, or closely correlated. An abusive partner strangles the trigger, telling them they have to report in once an hour while at work or every ten minutes otherwise, that they *will* know what the trigger is doing at all times, or *else*. A man being hunted like an animal is shot with a modified tracking device in a vital area.

In these cases, the defensive aspect of the Brute power and the indirect nature of the Stranger power intertwine. Being unnoticed or more evasive is a form of self defense, because it means getting hit less at the end of the day. Examples include an armor of a component that surrounds the brute in a thick mist, masking their exact location, or a personal shield that, when broken, teleports the Brute-Stranger to a hiding space, giving them a chance to let the shield recuperate.

The Breaker-Stranger Combination

Not uncommon, given that both types of trigger tend to touch on abstracts and unusual sorts of harm can include scenarios where the individual is facing unwanted attention. Such a trigger would either involve an audience or observer while the harm took place or the abstract harm is driven home by a concerted effort and fixation on the part of the other party. A young professional suffering from dwindling faculties due to a hidden illness is called before the heads of their organization to prove themselves and fails utterly due to the disease, knowing they'll never get a career in this field again, as the eyes of these people watch them. A stepfather leans too heavily on the triggeree; in the eyes of everyone else he's trying to build a relationship with his new daughter. He doesn't give her a moment to breathe, and she can't escape the pressure or the panic attacks, with her triggering as he admits in a whisper that it's intentional and predatory.

The breaker state in this case enables the Stranger effect. The options here are too varied to name, but tend to involve toggling the state, often with a cost, but is stronger than it would be without the breaker state.

The Master-Stranger Combination

The fixation and attention aspects of the Stranger trigger match very well with the isolation of the Master trigger. This is a trigger where a character is turned on by a group or by society and forced out. This is often ostracism, a concerted effort to isolate the character, but can be inadvertent. A jock lets his team down and is summarily humiliated in front of the entire school. A teenager's mother babies him, micromanages every aspect of his life, and fixates on him to the point that it drives away all potential friends, and he triggers as he realizes he'll never have anyone but her in his life.

Powers in a Master-Stranger combination are often based around controlling or influencing others, though a niche may have self-duplication utilizing the duplications as distractions. Emotion control, body puppeteering, and the ability to inflict prosopagnosia on enemies and sow dissension in the ranks would fall in this category.

The Tinker-Stranger Combination

The Tinker-Stranger combination is relatively rare. When the option exists, the entities would rather use the Stranger power in a different way than alongside tinkering (see the introduction to the Stranger section above). When this is the only viable option for this particular host, a combination of attention, long-term troubles, and a conundrum plague the individual. Being stalked persistently for a decade or more, with life circumstances making it impossible to escape, or being tracked and criticized via. blog by an online personality for a year or longer, while unable to find their true identity might be cases.

Powers in a Tinker-Stranger combination will have a specialty that has some Stranger applications. Examples include cloaking, phasing, hologram technology or emotion altering

technology. In alternate cases, where the problem solving side of things is specifically tied up in the stranger aspect, the resulting power might be of a different specialty but the *methodology* would be stranger-like, with options including creating items in a specialization with an emphasis on those items being hidden, concealable, or capitalizing on the element of surprise.

The Thinker-Stranger Combination

Uncommon, though not rare, the thinker-stranger comes about from a trigger event with unwanted attention and *extreme* mental or emotional stressors, far beyond the usual for Strangers. This can be two separate factors (resulting in two complimentary powers) or united together in something distinctly related to infiltration, subterfuge, and use of gathered data. Examples of such triggers might be a girl getting her first period who thinks she's dying and goes to her fundamentalist family for help, only for them to publically condemn her instead, or a teen pop star disassociating from reality and very publically breaking down after years of being completely controlled by his parent, who has taken conservatorship of him.

Powers in a thinker-stranger combination frequently offer a sense of people's behavior, actions, or an awareness of others' awareness, giving insights as to which roads might be better to take undetected. Such powers are often complementary to other powers, or tangential to a greater stranger power. The ability to track where people are and/or how aware they are of the parahuman, enhanced skills in stealth or lying, or clairvoyant awareness of security systems and door locks are fairly lacklustre as individual powers, but can shape and direct a more complete package.

The Striker-Stranger Combination

Striker-strangers tend to be vigilantes or assassins in methodology, stemming from their trigger event. This tends to involve a striker trigger, a singular person or object posing an immediate, in-your-face threat to one's well being, but with a deeply personal relationship and overwhelming, intense focus stemming from that relationship. The relationship can be from a person or group, but is often singular. A young woman is kidnapped by a childhood friend, now psychotic and obsessed with her, the trigger occurring when he starts to tattoo her as a mark of his ownership. A young man with a mercurial, creepy relationship with his mother is stopped from moving out by her threat of suicide, followed by her turning the weapon on him. The mentality it takes to trigger and lash out feeds into revenge-seeking behavior, even in an abstract sense.

Such powers tend to fall into two categories: either the trigger is abstract and not physically threatening, in which case it's a striker power with nonlethal effects conducive to stranger activity, such as a sense-stealing, blinding, confusion, or passage-opening power, or it is a

physical threat, and the package lends itself to a more 'assassination' style, with stranger powers complementing the striker one to encourage attacking from behind, entering and exiting the battlefield, or taking out unaware targets or slipping past the front line to take out vulnerable targets on the back line. This might be a cape who inconsistently slips in and out of the visual spectrum, with a powerful energy blade that only lasts a second at most, good for an all-or-nothing strike, or a striker who is only visible when he is within 15 feet of his target, enabling him to close the gap.

The Changer-Stranger Combination

Changer-strangers are, alongside master-strangers, perhaps the most common pairing. The powers are often complementary and the triggers themselves fold into one another nicely - strangers come about from an excess of attention, and changers come about from a crisis of identity, often from the rest of the world impugning on the individual's sense of self, which rarely comes without some level of unwanted attention. Many changers have some stranger elements in play, and vice versa. Triggers might include a gay person outed in front of the school, or a man in court having his criminal past dredged out while his wife, children, and extended family watch in aghast horror.

Changer-stranger powers often involve changing one's physical appearance, mimicking others, or using altered shape to slip in where an ordinary person couldn't get. The stranger and changer aspects thus blend together seamlessly (for much this reason, the changer category is sometimes referred to as shifter, an old designation for this specific eventuality). Examples include stretching limbs, liquid form to seep through keyholes, or the ability to alter one's face and mannerisms to match another individual.

The Blaster-Stranger Combination

Arising from situations where one faces a more remote but poignant threat & hostile, unwanted attention, the Blaster/Stranger is obviously a common occurrence on the lowest level - very few remote but poignant threats aren't paying some degree of attention to the subject of the trigger. Typically, however, this manifests as a touch of stranger-ness; a fireball might produce smoke, briefly obscuring view, a bolt of warped reality might create a concussive sound, adding an extra level of disruption. Triggers that truly combine both prominent stranger and blaster elements might include a man on the run from his physically abusive cop girlfriend and her partner, stalked until finally confronted, or a person loosed into the wild by an expert hunter, tracker, and serial killer who then hunts them for sport.

True Blaster-stranger powers are rarely strictly offensive, doing little damage, but instead alter senses or have elements of misdirection or maximize confusion. A fired projectile might involve nauseating stench, a cape might shotgun-blast hologram images that knock people back but do

little damage, littering the battlefield with still images of themselves, or a blasted projectile might boomerang out of the cape's hands, travel a distance and then travel back, with the cape being able to swap positions with it at will, a utility tool that lets them reposition or travel to the back of enemy lines.

The Trump-Stranger Combination

The Trump-stranger combination is rare, even considering that trumps are about half as common as any other classifications. It tends to arise from triggers tied into other Strangers and Thinker powers. Being stalked by a Case 53 with enhanced senses, or a Thinker using powers to dig up one's secrets and expose them out of spite might qualify.

Trumps take on any number of forms, making it hard to pin down specifics for how such a cape might turn out. A Trump-Stranger can be a cape with a stranger 'element' with the venue for expressing that element varying, such as a darkness power that changes from blaster to shaker to breaker modes, or the other way around, with a stranger power that changes in how it is expressed, like a shadowy cloak that alternates between smoke, darkness, hallucinatory images, or the like. It can also include power thieves/nullifiers, often utilizing ambush and stranger powers to access targets who can be stolen from.

WIP THOUGHTS:

Types:

	Murder	Evasion	Deceit	Exploit
Power	Assassinate	Abandon	Bedevil	Nox
Trickery	Ambush	Creep	Unsense	Charm
Brains	Machination	Warp	Mask	Confound

Assassinate (also Assassination) strangers are primarily damage dealers, with an emphasis on fighting single targets in a lopsided fashion, with greatest effectiveness when combining their strength with picking their engagements. Assassination strangers trigger as a result of attention of the aggressive, dangerous sort, often without the actual imminent danger. Being hated and threatened, facing the pressure and knowing the harm will come someday feeds into this.

Ambush strangers are heavy damage dealers or combat capes with very conditional strength. This may require flanking, timing, careful use of battlefield, or disadvantaged targets. They might mix typical standard abilities with some strong utility. Ambush strangers are the subject of the hostile, passive-aggressive sort of attention. Being undercut, abused, targeted, and actively sabotaged or put in danger through manipulations creates ambush strangers.

Machination strangers are combat capes who don't receive straight combat strength as much as they receive something indirect that makes combat and infiltration easier, often in a strategic way. They trigger as a result of attention of the hostile, passive sort. Being loathed or being the unspoken enemy makes this possible, as does being actively shut out or ostracized by dint of prejudice, dislike, or the ongoing efforts of a group.

Abandon strangers are strangers who can, in so many words, simply disappear. The mechanisms vary, but the basic idea remains sound: they can fade away, make themselves harder to see, and otherwise augment themselves in a way that allows them to move undisturbed and pick their battles. They trigger as the result of persistent attention of the *fearsome* sort.

Creep strangers are strangers who can avoid danger or obtain access by way of agility, movement modes, or physical adaptations. They trigger as the result of persistent attention of the *oppressive, ego-destroying* kind.

Warp strangers are strangers who can avoid attacks, danger, or slip through defenses by way of bent rules, distortions, otherworldly details or disruptions in the standard rules. They trigger as a result of persistent attention of an especially *conflicting, confusing* variety.

Bedevil strangers produce effects that are more offensive sort, primarily focused around debilitating and crushing others without directly harming them. They might bind, tie, mire, and hamper, or set up effects that threaten foes but only if conditions are met. Often utilize effects that involve poisons, parasites, or other vectors that may have a weak initial effect but provide the opportunity for a greater effect later, often with timing involved, (non-emotion) master-like influence or personal benefits.

Unsense strangers produce effects that primarily affect the *senses* of others, directly or indirectly for the worse. Where an Abandon stranger disappears from view, the Unsense stranger blinds.

Mask strangers produce effects that create illusions or misdirections. Items or people are hidden beneath effects or otherwise made hard to track, with careful use creating situations where enemy efforts are wasted.

Nox strangers have powerful, always-on, 'rules' about how they're interacted with. Oftentimes either far more powerful against the unpowered or the powered, depending on vector.

Charm strangers influence the emotions of their targets. Though they have heavy overlap with masters of a similar stripe, Charm strangers are less about the individual controlled and more about personal benefits or gains; the influence may be ambient with the stranger gaining other, more active benefits or exploitations, they might not actively have control over their victim, etc.