

# Capes of Samekh

Information document

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## History

Worm spoilers ahead. To go to the section of this without spoilers click [here](#). To read Worm (I'd very heavily recommend doing so) click [here](#).

Decades ago people started gaining powers after a golden clad man appeared floating over the ocean. The abilities were specific, and confined. People who would take advantage of their powers appeared as the majority, though a particularly strong precog made sure there were heroes to match them. The common vernacular called them capes, or parahumans. Things changed again when great monsters appeared. Endbringers. Their appearances were predictable, and they killed millions. Many heroes, and villains alike, laid down their lives, trying to drive them off. It was always the golden man that would end the battle though, more powerful than any other hero. Strong enough to drive them away. For a time things were good, against all odds. Humanity almost killed an endbringer, though the golden man finished it off. Things took a turn for the worse after that, as three more endbringers appeared. Then the golden man turned on humanity. He attempted to obliterate humanity across all dimensions, destroying countless cities and continents and killing untold multitudes.

The death toll was in the billions, and we are sure the first number wasn't a one. That was the Apocalypse, Gold Morning. The day humanity fell to its knees and barely managed to come across to the other side. Humans killed that god, almost against their will. Someone took a power that wasn't theirs, mind controlled almost every single parahuman across every dimension, and killed it decisively.

In the initial two and a half years after what became known as Gold Morning humanity spread across dimensions thanks to the use of dimensional portals created through powers. The rebuilding process was slow, complicated, and riddled with hard choices on Earth Gimel and many others.

Earth Samekh, meanwhile, largely developed unhindered. Diverging at the early hundreds AD, the planet never underwent a Dark Age and, through advancements and a leaning to the sciences, managed to combat the Plague that otherwise set back many Earths due to the massive loss of life. Samekh, from there, developed quickly. Ever evolving and pushing the limits of science, and with rare materials not found on Earths similar to Bet and Aleph, the planet quickly pushed into the future. Cybernetic augmentation, tech, advanced medicine, the world quickly developed faster over the centuries.

Gold Morning was blamed on capes, to a very large extent. It is not known by too many unpowered individuals that they were mind controlled. Because of this, opinions on capes are still largely divided. Villains were almost universally given amnesty, though they are back to their old games after years of laying low and rebuilding.

## Physical Setting

The dimension of Samekh's Earth seems to be very similar to Bet's earth in terms of climate, positioning from the sun, and so on. The continents are shaped differently, there are many *very* similar flora and fauna, and if they share enough attributes, they are named after their Aleph or Bet equivalents.

The city itself where we find ourselves, nicknamed the Cosmic City, is a sprawling metropolis. Aether gets this nickname from the founders' goals and decades of dedication to the belief that not even the stars are ever out of reach.

The city seems to extend upwards in many places, with antigrav elevators and in a few cases even teleporters, with antigrav boards being a popular (if slightly unsafe) mode of travel through the city. While there are flying cars, they are largely a rarity and have been largely relegated to public transit methods due to a history a century ago of flying car accidents when left to public devices. The city itself is largely futuristic or cyberpunk in appearance, with neon lights and advanced tech being the norm.

## Population

9 billion is the population of the entire dimension cumulatively. Aether has a total population estimated at 6 million. That number does fluctuate however, as the ever growing city's borders are often redrawn and more people filter in through various means.

## Demographics

Ethnically, the city is quite heavily varied. From a dimension perspective, it is a bit less varied, though this can still lead to occasional discrimination. It is fundamentally harder to discriminate against those of other dimensions, as compared to race, so this isn't a giant problem. Caucasian are the majority race at 66% with Indian being second place at around 12%. From there it goes Asian at 5%, Latino at 4%, and the remaining 13% being well mixed ethnically, none going above 2%.

## Landmarks

The Memorial. Located just west of the city center, the interior walls are covered in names of those lost during Gold Morning. Almost like a museum in tone, it is the tallest building in the city. It has an obsidian black exterior, that twists as it nears the top. The edges of the building are gold, the points meeting at the top. It is a solemn obelisk of memorial. The first floor has a couple informational kiosks, and the trend of engraved names begins as well on this floor. They are engraved with a gold layer accenting the name. Millions of names cover its interior.

Samekh National Museum. Near the outer edge of what's considered 'inner city,' there's a museum that is free to access by any and all citizens. It is very comprehensive in content, though it is squat compared to its surroundings. It almost seems like a relic compared to the towering steel buildings surrounding it. Mainly composed of wood, it only contains a single floor, the ceiling arching thirty feet above the floor.

There lies a quarry to the southwest of town, about an hour from the city. Large, and surrounded by an industrial complex, this mine supplies many necessary rocks, metals, and minerals for Aether.

Rumor has it that deep in the forest, accessible by a single, several mile long dirt path, lies a quaint lodge on a cliff. More insidious (and startlingly specific) rumors insist that this is the Broken Shill, a prominent neutral gathering ground for villains.

The Oracles HQ is located in the northern quadrant of the city, in a building full of color and flair built in tandem with their resident Tinker.

The Visionaries HQ, meanwhile, is located centrally in the city. Not far from the Governor's Building, this sprawling complex looks more like a mall than a PRT-based building one might imagine.

Near the center of Aether is the governor building, a combination building for public meetings and political debates with the political home of the Governor directly above. It looks very similar to a courthouse in aesthetic.

There are two parahuman detainment centers known about by the public. The first is a higher security checkpoint, often used for detaining parahumans before their trials, while the second is a larger facility located deeper into Hazar Desert than the other. Very little is known about each, though it is bragged often that not a single successful escape has been performed.

## Terrain

The land directly under the city is pretty fertile, but was transitioned away from farming as industrialization began. In terms of height, there are slight variations, but it is mostly a flat plain. A large amount of terraforming went into making the city level, and as such it is almost a monument to the cities of the old world in structure. The north and West feature very prominent mountains, though there is a road allowing access to the other side. This 'other side' does have small settlements, but its most prominent feature is a giant desert. The amount of oil imported from the Hazar Desert by Aether far exceeds that of any other region of Earth Samekh.

To the South-East is Samson's bog, which does have scattered settlements, but a population of less than a two-hundred. To the east is the Raging River, which is an absolutely massive river compared to the small water run offs nearby. Almost all of Aether's water supply comes from that river. North-East of the city is Coopertown, the closest larger settlement.

## Climate

Aether is pretty far north of the equator, so it has harsh winters, and cold springs. Its summers are moderate, and the snowfall isn't particularly heavy in any given year. The river to the east gets ice floating down it, but has never actually fully frozen over in the time the city has been settled.

## Powers

Not everyone has the potential to gain powers. It's complete chance whether or not you are someone who can, and even then, it's not guaranteed you will ever be in the correct situation to unlock powers. Trigger events, detailed immediately below, are the primary form of gaining powers, though there are other ways.

Powers in the Worm universe are specific, they have (normally) niche functions and limitations. A good power only has fuzzy areas when it interacts with other powers. "A girl who controls bugs." is *not* a good, full description of a character's power, but "A girl who controls bugs, can sense stimuli vaguely through them (and gets better at this with experience). can multitask heavily thanks to her trigger event. She has a specific range that can change from day to day, but varies between 1-1.5 city blocks." is *much* better. Weaknesses are often not "I die if I'm exposed to a large amount of kryptonite" but instead come from the power's functions. The only true exceptions are the occasional Breaker classifications, which are detailed below.

There is also such a thing as **The Manton Effect** where powers tend to either only affect organic matter, or only affect inorganic matter. This is not always the case, there are in fact many exceptions, however it is an observed trend. The Manton Effect also suggests that powers tend to not affect their user adversely. People who manipulate fire will often be immune to their own flames.

## Trigger Events

This is going to mostly cover natural triggers, [odd triggers](#) will discuss other trigger types. A trigger event is how a parahuman gains powers, and is normally a traumatic event. The younger you are, the more intune with your power's 'wavelength' you are, and (often) the better you can use it. Those who are more prone to conflict often end up understanding their powers better for the same reason. For creating proper triggers, please reference the [Power Generation Guide](#) used in conjunction with the available Classification Documents linked in each individual section below.

The nature of someone's traumatic experience often influence the power, though the very vague outline is decided before the trigger. Someone who triggers from a lack of control, might gain the ability to control bugs, which does give them a lot of control. However, it is a common theme that powers fix the general problem without a lot of nuance. Though the girl gains the power to control bugs, this doesn't give control over her specific situation.

It is possible to have a second trigger event, that removes limitations from your original power. A second trigger requires a traumatic situation similar to the original trigger event, and generally does more harm than good due to the level of trauma involved. The power is normally changed in many ways, redefining and gaining a fundamentally different use. Third (and so on) trigger events are impossible. It is relatively common to experience a double trigger, where an

individual gets their second trigger event immediately after their first. This is much more common than normal second triggers.

During a trigger event most people see an odd serpent shape, similar to a [hypercube](#). All nearby parahumans also see this vision, though all that see it quickly forget about it. Powers are not always intuitive, their usage and limitations often need to be discovered through experimentation. The girl who controls bugs may not know their exact range, but can get a sense for their orientation, and general distance. Ordinary parts of the human life cycle do not often lead to trigger events, such as pregnancy.

General information: Women have more trigger events than men. There are more powers in undeveloped countries than industrialized ones.

## Odd Triggers

There are odd cases when it comes to trigger events, which are different than natural triggers.

There are **Grab-Bag Capes**, which are parahumans that display three or more minor, disconnected powers, along with one primary power. Someone like Deadpool is a great example, he has regeneration as a primary power, a pocket dimension for his items, and also super strength (along with a long list of other abilities). Grab-bag capes are also called multi-triggers, and occur when multiple people with the potential to trigger reach their breaking point all at the same time. They keep a primary power, but they also get minor powers derived from the others present. Those involved have a very high chance of killing each other, and also a high chance of romantic relationship within the group. There is also a bit of personality bleed between capes.

There are **buds** and **cross buds** which are more “power behavior” than odd triggers, but are still relevant. Buds describe the fact that (mostly) children of parahuman, or “n<sup>th</sup> generation capes” often get powers similar to, but distinct, from their parents. These n<sup>th</sup> generation capes often have a much easier time triggering, though we don't know if the ease-of-trigger trends downward after every generation, or if there are diminishing returns. Cross buds are used to describe the way n<sup>th</sup> generation capes of two parahuman parents often get powers similar to both parents, while still being distinct. Expression is important however, as the parents power give a very general outline that the trigger sets in stone.

There are **Cauldron Capes** who get their power “artificially.” It is possible, if you know the right names, and have the right amount of money, to pay for powers out of a bottle. This is *not* well known except by the very high ups before the PRT collapsed. Gaining powers like this after 2013 is (pretty much) impossible.

There are **Case 53's** which are Cauldron capes that are (almost always) monstrous in appearance. These are people who were taken from a situation where they were about to die, experimented on, had their memory erased, and then were returned to the world with a tattoo of a stylized C somewhere on their body. A notable example is [Weld](#), who is made completely out of metal, and can absorb metal he touches into his body.

There are **Case 70's** which are almost always twins, but more importantly, are rare cases where the same power occurred in two different people. The term is also used to refer to powered twins in general. When gaining a power, it can be hard to distinguish between people with the same DNA, and so this can sometimes lead to Case 70's. Notable example: [Capricorn](#), who can shift into the form of his twin brother, and who has a slightly different power to do with matter creation. These powers generate different materials but have the exact same underlying function.

## Broken Triggers

Broken triggers, or aberrant triggers are currently making up about twenty percent of trigger events. They have an almost [shaker](#) like effect, and often kills many present. It is unheard of for a broken trigger to actually lead to a functioning human with powers they can use.

## Classifications

The classifications system was created by the Parahuman Response Team, and is used to understand the threat level of a particular parahuman. Its other (more important use) is to determine response used in neutralizing the classified parahuman. A parahuman's classifications also give insight into how they received their powers, which will be explained in each individual section. There are also hybrid classifications (designated by a backslash) which are used when two categories are irrevocably linked. There are also subcategories, which are received when a power has applications or side affects that belong in another category. These are designated by parentheses.

## Mover

Movers are defined by their movement capabilities. They can often cover great distances in short amounts of time, or can help others accomplish that. Movers normally trigger from a need or desire to escape in the triggeree. The thing they are trying to escape, and what form the desired escape takes, heavily influences the resulting power. Mover is also a common low rating given to people who can fly. "Someone who can move consistently at an accelerated rate or can teleport long distances is likely a Mover primary. Someone who can fire blasts of concussive force, the recoil of which can be used to fling himself propulsively is likely a Mover secondary."

## Shaker

Shakers are defined by their ability to affect a large area with their abilities. They may also fall into the Blaster category by sending attacks of some sort over a large area. Shakers most often trigger by danger from a non-human source, such as environmental danger or perceived danger. Someone who creates walls of flame around him is probably a Shaker primary. Someone who can throw blasts of fire that explosively fragment struck solids into shrapnel may be a Shaker secondary.

## Brute

Brutes are exactly what they sound like, stronger and tougher than normal folks. They have the ability to hit harder and take bigger hits, though not always through raw mass. Brutes frequently trigger from physical pain, such as being hurt with a weapon or by a wild animal. Someone who layers forcefields around him that slow incoming objects and sap their momentum is probably a Brute primary. Someone who, as part of a general improved intuition for skills, knows how best to take hits to diffuse and minimize impact force is probably a Brute secondary.

## Breaker

Breakers break the rules. Characters that can play the game differently. This is one of the strangest, and most misinterpreted categories, so *please* ask questions if you have them. Breakers normally have a second form they can switch to, that shows their power is activated. This change is like an on/off switch for the power. They trigger from abstract harm, both physical and mental, and conflicting emotions. Drugs, poisons, medical conditions and mental illnesses are often involved when a Breaker trigger occurs. Someone who can transform into a humanoid mass of electricity that can fire lightning bolts that scramble muscle response is probably a Breaker primary. Someone who emits a carpet of unnatural vines for attacking and harrying and can melt into them is probably is Breaker secondary.

Note for Breakers is that all parahumans have that aspect between them, but Breakers emphasize it. To differentiate them from Changers, Breakers can turn into a form with powers. Changers turn into forms as their power.

Another thing to note is that Breakers often have an *actual legitimate* limitation to their design. Whether it be to electricity when they're normally intangible, or water when they're composed of smoke, elemental weaknesses seem common in Breakers.

## Master

Masters can control others in some way or another. Those who make minions to fight for them fit under this category, as well as someone who can mind control others. The source of their triggers can be identified as isolation, feeling alienated, or otherwise alone.

## Tinker

Tinkers are the guys that make the tech. They tend to specialize in one type of thing, such as lasers, flying things, or bombs. [Tinker Specialization Types](#). If you don't want to choose specific specialization types that's fine, we won't ask for one on character submission. These triggers tend to occur after a long period of stress caused by unresolved problems, over weeks, months, or even years. Please, if you have any questions in regards to a Tinker Trigger or how they relate to the types of Tinkers, just ask.

## Blaster

Blasters shoot things. Easy enough. Anybody that shoots stuff at a range counts as a blaster. They can shoot anything from rocks to death lasers. They trigger from human threats, being crowded and endangered, or a danger from far away such as as sniper or incoming missiles.

## Thinker

Thinkers have some ability to operate on a mental level better than other people. Whether that be an inhuman ability to solve jigsaw puzzles, the ability to hear things a mile away, or having a processing speed of a supercomputer. These specifically manifest inside of seven categories, [Thinker Subtypes](#). Thinkers tend to arise from trigger events that involve emotional or mental strain that builds up to a breaking point very quickly.

## Striker

Strikers touch things and cause stuff to happen. It could be causing someone to turn into dust on contact or covering whatever you touch in a layer stone, or perhaps even affecting someone's biology. These guys trigger from in your face threats like a gun or knife, though haven't been hurt yet like brutes.

## Changer

Changers can change how their own body works. Transforming into animals, turning certain aspects of yourself into something else, or turning into a giant monster all fall within changer. These triggers are often associated with conflict about the triggerer's current body state, whether they don't like it or it conflicts with society's expectations, they want something to change.

## Trump

Trumps very specifically interact with other powers. Creating a zone that powers don't function in, stealing other powers, or strengthening other powers all falls into the category of Trump. Trumps trigger from events that also specifically involve other powers and also generally include other trigger conditions.

## Stranger

Strangers have powers that involve deception or stealth. Turning invisible, walking through walls, creating illusions and the like fall within this category. These triggers arise from situations where the attention of people (singular or group) causes a feeling of mental or emotional stress or endangerment.

## Parahuman Crime

Crimes committed in Aether by parahumans are treated a lot differently than in the old world. Punishments are more strict, and at least one judge for parahuman crime is available at all time. This judge will gather a jury himself, making sure that they all understand powers well enough to make an informed decision. There are a total of seven parahuman judges, each with degrees in parahuman science, as well as a Juris doctorate. The second requirement is often waived, and instead the judges are informed about the laws relevant to the case by another judge.

The three strikes rule is still in full effect, with the third strike leading to either a life sentence or a death sentence. One can get any sentence regardless of strikes, however the third strike will be one of those sentences, unless pardoned by the governor/the council. ([Politics](#) has more about the governor and their council).

S-Class threats get a single strike, after which they are kill-on-sight. Likewise, anyone who escapes custody is considered to have their three strikes revoked, though this particular rule has not been brought up thus far.

## Containment

Standard containment procedure involves armed guard to the primary containment center in the mountains. Escorted by trained Anti-Cape personnel from the Visionaries, and sometimes Capes if deemed necessary, violators are detained here until their trials or passage to the larger prison in the desert is secured. Nullification Trumps, containment foam, and similar measures are enacted as necessary.

## Politics

The city of Aether is governed primarily by an elected official who gains this position via popular election by citizens. These elections run every four years, but as of yet there have been no form of term limits implemented. The current Governor of Aether is one Madeline White, aged 47, who has served for the last 2 years. The governor is tasked with drawing electoral lines for the council, which go into effect when they pass a two-thirds majority vote. A veto from the governor will kill a proposed law, unless the council can get a 6/7 majority on a revote.

Underneath The Governor is the Council, a group of seven elected officials. While there are elections for these seats every two years (opposite of the Governor, so that elections happen every year without overlap), these positions have not changed frequently without a Council member stepping down from the position. The current Council is made up of Ken Grandy (63, fifth term), Phera Myamor (38, first term), Khol-ak Brimbar (42, fourth term), Tungusta Davison (45, first term), Jenson Dolmen (34, first term), Alicia Watterson (28, third), and Benjamin Harrison (52, second term). The council proposes, and votes on laws, with each council member getting a law proposal every month. The council is also responsible for putting forward candidates for the office of Governor, though the sitting governor at any time is automatically entered into the race.

The council can vote to pardon a convicted criminal, but after a 2/3rds majority vote, the governor must also approve the pardon. The current governor cannot pardon past governors nor current ones.

Underneath the council are regular citizens. No official elected officials exist below the council, but certain districts hold meetings with the citizens at their own discretion, with democratically elected local leaders. If a 2/3's majority of a districts citizenships vote to change their reigning Council members position on a law, then that council position has no choice but to change their position. Only citizens are allowed to vote for any government positions. Specific ID cards are used to verify citizenship during elections.

## Citizenship

Citizenship is a long, costly, and difficult process for a large majority of newcomers. To even apply one needs \$600 (a fee which Capes can get reduced or removed through 'community service') as well as having lived on Samekh for at least a year (and be able to prove it!). Any person convicted of a felony in an Aether court will immediately have their citizenship revoked. Any person who has, in the past, been convicted of a felony is ineligible to be a citizen, unless ruled otherwise by a special hearing of the council.

One can bypass a majority of the process by having a hearing held by the council on the immigrants behalf, as well as a donation of \$2,000.

Citizens enjoy many benefits as compared to residents. Citizens can own a business based out of Aether, and are taxed at a reduced rate in every form (property tax, income tax, etc). Citizens are the only ones who can operate government positions, and the only ones who can be elected to the council or be elected governor. It should be noted that all future children of a citizen are citizens by default.

## Immigration

The immigration process is a fair hassle, especially for those looking to travel between dimensions, and is only slightly easier when migrating into Aether itself compared to Samekh as a whole.

To enter Earth Samekh from any other dimension, you must pass through a portal. The most prominent portals take you to Aether and the surrounding major points of interest, such as the industrial areas around the mine. But first you must pass rigorous checks that include at least two Thinkers clearing you as safe to pass and not an immediate threat. From there it's a wait, even ten years after Gold Morning it can take upwards of two to four months to be cleared entirely, depending on what dimension you're traveling from. Once you are cleared for passage, it's a simple matter of crossing through... With Thinkers and other hero grouped Parahumans keeping guard on both ends.

The other major concern many will find is differing currency and an ever changing exchange rate between them.

However, immigrating to Aether from one of the other settlements or cities is quicker... If you're already on Samekh. Assuming you can make the trip, there is no express regulations on joining the citizenship. However certain documents are hard to obtain if you attempt this method. It's a simple matter of entering the city. Without citizenship life is difficult in the city.

## Notable Groups

### Blood and Soil

A villain group, despised by most among the heroes as well as their fellow villains. To put it bluntly, almost the entirety of this group are neo-nazi's, and their continued existence has been a cancerous growth. Visionaries has been unable to perform a raid of sufficient caliber to scatter the group, and the leaders find justification in persecution, martyrs in fallen members. Their leader is a tinker by the name of PanzerStahl, with at least three powered lieutenants (Requiem, ), though their powers are not known.

### The Fallen

Similar to the Herren Clan, they're a group of families with some members having powers, largely based around the southern states. They figured out that people with powers tend to have kids with powers, and are making the most of it. This leads to families with strong threads of a particular power type running through them.

Coin toss as to whether a given member believes what the cult is saying or not, that humanity deserves to be wiped out, so-and-so deserved to die at the hands of Behemoth, or the world would be a paradise if the Simurgh were to achieve full influence, if we only let it. It's telling, perhaps, that they don't actively interfere when the Endbringers come rolling around, though they might celebrate from the sidelines and try to get media attention.

They're loosely based on the Westboro Baptist Church - they want attention and the Endbringers are a sore spot for the vast majority of people around the world, an easy target. Depending on the family and the area, the approach differs. One might commandeer a radio station and spewing vitriol over the airwaves, praising the latest Endbringer attack for the casualties. Another might call in another family from another area, then use ten Fallen parahumans and X number of unpowered Fallen to raid a small town with two or so heroes (or bait out a hero with a minor ruckus and then ambush them) to kidnap the heroes and induct them into the family, so there's more powers running through the bloodline.

They're hard to stamp out, unpredictable, and tend to live on the fringes of society, where they're harder to track and heroes need to devote far more effort to squirreling them out. There's also a tendency to give more power to the lunatics and assholes, because it furthers their nebulous agendas. They want to be loathed. In a more abstract sense, shards love conflict, and the fallen are very good at feeding it, so the fallen get rewarded by the shards. Breadth and depth.

[Source](#)

Locally, some Fallen raids have occurred, but not much is known by the general public.

They're led by the mysterious Whisper after the early demise of Azazel, and have possibly the largest number of Parahumans under a single group. Parahumans include: Stall, Transcendent, Kiln, Eclipse, Rend, Furfur, Rangifer, Uriel, and Nirah.

## Oracles

The Protectorate equivalent of Aether. A recent and controversial vote led to its creation, and with mistrust of parahumans not diminishing, the public is largely baffled. Director Mathew Banks is a PR virtuoso, with little military experience, with his personal secretary Sandra. Was an outside liaison for Protectorate before Gold Morning. The team is led by <sup>4</sup>Sight, with Dart as second in command.

## Visionaries

More militarized, with no supervision over Oracles. Works more closely with the non capes related police departments, and keeps the peace with a generally lethal track record. Charlie Team specifically is famous for their experience in the field, often making news headlines with high profile takedowns. Director Johnathan is known to be a little harsh, but he gets results.

## The Wings

A way for under-18's to interact with the more militarized PRT and give back to their community. Does not publicly discriminate against non-powered individuals.

## Tag Team

A group of teenage rebels that appeared about three months ago, much to the chagrin of the Guard and local government. Claiming no leader, a very punk-vibe, and a penchant against authority the group has mostly spent its time evading the Guard and 'tagging' official buildings with anti-government / pro-cape messages. Primarily movers the group has been impossible to pin down or locate. They don't have a leader, but Ragtag has been seen the most. Freeze Tag, Toetag, and Tagalong are the remaining members, though Tagalong has rarely been seen.

## The Transients

A small hero group, not openly looking to recruit. They've had generally good press across their careers, but a recent journalist's hit piece has left the public wary of them. Their leader is Percipience (often shortened to Perc pronounced 'purse'), whose power seems to be the standard "Alexandria package," though some forums suggest hidden complexity. Her subordinates are a power armor tinker who goes by Clanker Tanker and a master named Gemini.

## Character Sheet

### Template

CAPE NAME HERE

"QUOTE."

**\*\*Bio\*\***

**\*\*Name:\*\*** Their civilian identity.

**\*\*Age:\*\*** GM was ~10 years ago, so keep that in mind if you want a character who triggered before the end of the world.

**\*\*Loyalty:\*\*** Are you a hero, villain, independent, something else? Official groups go here as well.

**\*\*Appearance:\*\*** Pictures are fine and dandy, but I want you to be able to describe them in words. Include their costume design here as well. Remember to be realistic. A 14 year old kid off the street isn't going to be able to make a high end costume without funding or resources outside what's normally available, and most obvious materials can be tracked. (Include a picture if desired)

History:

How has their life gone up until now? Be sure to cover all the major events, including their trigger. If your character got their powers before Gold Morning take into account that they have had their powers for over three years. And yes, you can have bought your powers from Cauldron, just remember that it's still pretty secret. No cauldron powers are available that are younger than ten years. Gold Morning stopped artificial power distribution.

Personality

**\*\*Motivation:\*\*** What is it that they want? What are they working toward as a larger goal? Feel free to get as creative or as simple as you like.

**\*\*Derangement:\*\*** Powers affect a person. Gaining a form of invincibility changes how someone acts, and how they present themselves. Powers can heavily influence someone's development. This section is not expressly required, as powers affect some people more than others.

Parahumanism

**\*\*Skills:\*\*** Non-power based abilities you have. The things you know and things you can do, like great memory, martial arts talent, video gaming, etc.

**\*\*Classification:\*\*** The GM will tell you what to put here after you power has been reviewed/approved.

**\*\*Mechanics:\*\*** The details and limitations of a parahuman's power(s). Be specific! Does your power abide by the "Manton Effect," if so, how? If not...good for you, what are its other limitations? Make sure not to describe just the way your power manifests, but also how it does so to some degree (even if your character does not know)!

**\*\*Equipment:\*\*** What sort of goodies do you have on you when you're in costume?