TRUMP

MOVER	SHAKER	BRUTE	BREAKER	MASTER	TINKER
BLASTER	THINKER	STRIKER	CHANGER	**TRUMP**	STRANGER

Trumps are capes with powers that involve powers, nullifying, scrambling, compounding, or granting power or powers that vary so wildly in terms of their capabilities that they can't be reliably pinned down with a single label. Trump powers are often the ones closest to the Entities' means of operation and to the cycle, and are often assigned to more important, carefully selected individuals. As such, only about 1 in 24 to 1 in 36 powers are Trump powers in a noticeable, categorizable way.

Trump triggers involve *powers*. The person triggering need not know this - it matters to the shard. The key points to pay attention to in such a trigger are the degree of 'trumpness', the associated elements of the trigger, and finally, the relationship to the powers: how focused, positive, negative, or abstract they might be.

In terms of 'trumpness', take note of how close the relationship is between the triggeree's shard and the other shards that it 'pings'. Proximity and degrees of separation matter here. Being face to face with a threatening cape would be the most direct relationship in both proximity and separation, while a tinker drone might be a serious degree of separation, with proximity varying. A fire created by a pyrokinetic that has since left the scene or ceased uffecting said flames would be very low in both categories, to the point that it might have very little 'trumpness', even to the point of not being recognizable as a trump classification.

The other elements of the trigger go hand in hand with 'trumpness'. Any trump trigger will also match one of the other eleven classifications in terms of what kind of powers it might give. This can serve as a vector for the trump power to be expressed. If a power has low trumpness and fits the Mover trigger requisites, then it will be a Mover power with perhaps a note or touch of flavor as a nod to the trump classification, such as the ability to shrug off powers while moving full speed. If that trigger has a high trump fixation, then the power might well be a trump power with the mover power being a vector or complimentary factor. If there are elements in the trigger that paint a more complex picture, with multiple factors compounding to lead to a trigger (ie. in collapsing building, family screaming for help, while a cape approaches, threatening to harm),

then the trump power might be secondary, the trump power being one of two or three that all add together to a singular package with complimentary elements or a singular style.

Finally, the relationship to the powers falls into several categories, listed below (to be expanded into fuller descriptions):

Null - Power nullifies, erases or dampens powers.
Trigger: Adverse, direct, ongoing relationship with power in question. (Being controlled by a Master, or actively burned by a acetokinetic)

One - Power varies, has one aspect set in stone, other end of power varies. Smoke power that varies in how it applies, or always a shotgun blast, but the effect varies, or always a positive aura for allies but effect changes.
Trigger: Concrete, immediate effect at work, prompting trigger. Resultant power likely won't directly match the effect, but could be related or a step removed.   (Surrounded by pyrokinetic's flames, get smoke or magma power, or a something-kinesis)

Two - Partner, bond, gift powers.
Trigger: Positive relationship with powers plays into trigger. (Being protected by a hero, to no use, in agonizing pain while a cape uses power to keep you alive)

Three - Steal, borrow, copy powers.
Trigger: Mental or emotional relationship to the powers. More negative, more 'steal' than 'borrow' or 'copy'. (Triggering after being captured and emotionally manipulated by a Heartbreaker type, rejected by a cape who led you on with the idea you could be a sidekick)

Four - Can select options on the fly, often slower, weaker, or clunkier.
Trigger - Powers were a factor or reality over the longer term, not necessarily a long-term trigger. (The moment of realization when you get fired and realize a chronokinetic has literally been stealing your time to get ahead, multiple organ failure after radiation buildup from sleeping/living with your cape spouse)

Five - Scramble, disrupt, alter powers.
Trigger: Indirect relationship to powers. May not be aware of powers/cape, but environment/situation is threatening, with a single source. (Power-created parasites make a mob of people frenzied and vicious, bank robbery in another part of building leads to rapidly dropping temperature in triggeree's office, causing hypothermia)

Six - En masse, groups. Power affects multiple people.
Trigger: The power affecting the individual covers a wide area, environmental or detached enough to be close to such. (ie. Apartment building is turned into hostile flesh-labyrinth)

Seven - Chaos, rotation, cycling through variant powers, unpredictability rewarded with power.
Trigger: Crazy, chaotic situation, many powers actively in use.
(Bystander during an endbringer defense, henchman of a villain with a kill order and a dozen powered manhunters on his heels)

Eight - Balance, modes, toggle. Breakerish or switching between related or complementary tools.
Trigger:

Nine - Vector. Minions or other vehicles for trump effects.
Trigger: Powers impinged/altered/distorted interpersonal relationship(s).
(Victim of power-derived brainwashing that makes everyone else look like monsters, friends and family are taken over by body-snatcher parasites, cape made your son forget you & your relationship with him existed and stole your role as parent)

Ten - No limits on the power, choice allowed, but often big drawbacks.
Trigger - Power breaks reality in vicinity, playing into trigger.
(Time slow effect over large area, shunted into interdimensional space where up and down have no meaning, folded into two-dimensional prison)