

INTRODUCTION

Chapter 6: *Welcome to The Origin*, page 36

Chapter 7: *Secret Groups & Covert Places*, page 42

The Subworld, page 70

Chapter 8: *Metahumans*, page 80

Chapter 9: *Monsters*, page 111

Chapter 10: *Collectors*, page 120

Chapter 11: *An Evening at the Opera*, page 128

Chapter 12: *Joining the House (an Interlude)*, page 137

Chapter 13: *Appeal of Distress*, page 140

Chapter 14: *Threshold to Apocalypse*, page 145

Chapter 1: *Origin Story*, page 6

Chapter 2: *GMing The Origin*, page 7

Running a Campaign Set in The Origin, page 13

Chapter 3: *Surviving Superpowers*, page 16

Chapter 4: *Divergent Timeline Cyphers*, page 20

Chapter 5: *Artifacts*, page 31

Welcome to the secret world that hides beneath our own. An Earth where unexplained, mind-bending events bequeath normal humans with outrageous, dangerous powers. Rips in reality scattered items, creatures, and even more unbelievable things into the world . . . not that most people notice.

Your player characters (PCs) finally do notice when they go from average to metahuman, manifesting paranormal abilities that defy sense and control. Even as they attempt to gain expertise over powers they never asked for, they must hide what they've become. Covert government agencies, terrorist organizations, and even more mysterious groups seek them out. Some groups want to study the PCs, others to recruit them, while still others want to destroy them. Who are the PCs' allies? Whose motives can they trust?

Amid the confusion, even worse *things* hunt metahumans: shadowy beings from a dead divergent dimension are attracted to PCs like flies to honey.

If PCs are to survive, they must master their new powers, find allies, and fight an array of enemies, including covert government agents, mysterious alien abductors, and often enough, other metahumans using their abilities to help themselves at others' expense.

HOW TO USE THIS BOOK

If you're looking for some direction on how to digest the material in this book, look no further.

Part 1: Read **Chapter 1: Origin Story** for specifics on the space rock that introduced secret superhumans to an unsuspecting normal world. **Chapter 2: GMing *The Origin*** provides instructions on how to make a "regular" modern character into a metahuman. This chapter also has a section on **Running a Campaign Set in *The Origin***, including direction about what sorts of campaigns might work best in this setting. **Chapter 3: Surviving Superpowers** provides rules hazards for newly obtained superpowers, including GM intrusions for inexperienced power use. **Chapter 4: Divergent Timeline Cyphers** introduces an additional wrinkle to cyphers in *The Origin* setting. And **Chapter 5: Artifacts** presents several high-tech devices specific to the setting.

Part 2: **Chapter 6: Welcome to *The Origin*** provides a high-level overview of the setting, the situation PCs face, and a summary of various groups and concepts. **Chapter 7: Secret Groups & Covert Places** fully describes a variety of specific groups and setting locations, with options for creating encounters and adventures, including lots of places to explore. Some are located in the unstable, constantly changing place called **the Subworld**.

Part 3: **Chapter 8: Metahumans** describes a variety of nonplayer character (NPC) metahumans active in the setting, including criminals, vigilantes, terrorists, assassins, recluses, and covert agents. **Chapter 9: Monsters** provides a glimpse of what happens when the same metahuman phenomenon that affects people is visited upon normal animals (hint: it's usually pretty scary). **Chapter 10: Collectors** provides campaign secrets about extradimensional aliens that hunt metahumans.

Part 4: **Chapter 11: An Evening at the Opera** provides a starting adventure for PCs, designed to take them from normal (when play begins) to metahumans on their way to understanding the world in a different way by the end. **Chapter 12: Joining the House (an Interlude)** and **Chapter 13: Appeal of Distress** are adventures for PCs to dip their toes a little further into the strange world of *The Origin*. And finally, **Chapter 14: Threshold to Apocalypse** is an adventure that brings characters to face the deepest mysteries of the setting.

CYPHER SYSTEM RULEBOOK



Throughout this book, you'll see page references to various items accompanied by this symbol. These are page references to the *Cypher System Rulebook*, where you can find additional details about that rule, ability, creature, or concept. Often, you will need to look up the reference to find information you need. Other times, it's not necessary, but looking it up can deepen your experience and understanding of the game and the setting.