



Trepang²
v1.1
by Edyy78

Welcome jumper to the Earth that you may know and love, albeit one that is currently in the midst of a global shadow war between two major organizations. The first is “The Syndicate”, an illuminati adjacent group that seemingly have been operating since the 1850s with the goal of global dominion. To that end they make use of cloned super soldiers called “Cycles” as well as operator cells called task forces. And the second is “Horizon Corporation”, a global megacorp whose origin is speculated to be the result of a non-combat Cycle named Anton Lazar being tasked with its creation by The Syndicate. Though, he later went rogue at the behest of an unknown individual telling him to “Break The Cycle”, taking Horizon with him and turning it into a tool to combat The Syndicate. This has a secondary aim of bettering the world through the research and exploitation of anomalous entities. There also exists “The Cult”, which as the name suggests is a cult that in its recent past was taken over by another rogue Cycle referred to as The Patriarch, who molded it into his own cult of personality. He also opposes The Syndicate, with a tentative alliance with Horizon. Although he may not have the numbers of either he and his cult makes extensive use of occultic knowledge found in the depths of their home of Jorvik Castle to help even the playing field.

You're going to be entering this clusterfuck in the year 2035, with 1000 Choice Points to give you a fighting chance to survive. On the same day when The Syndicate's latest Cycle, Subject 106, is broken out of the Horizon black site called Site 106. 14.

Starting Location

Task Force 2-7 Hideout

The main base of operations for Syndicate Task Force 2-7, and the main “home” of Subject 106, it is located on an island in an unknown part of the world. But as there exists other task forces, as evidenced by Task Force 6-3, you can choose to instead start in the home bases of these hypothetical task forces. Though this does necessitate a good deal of fanwanking as only 2-7 and 6-3 have ever been seen or mentioned.

Pandora Institute

Found in Jasper Municipality in Alberta, Canada, the Pandora Institute is one of the many different operation sites under Horizon control, and markets itself as an end-of-life care facility. In reality, however, it is home to an underground research black site that makes use of the patients at Pandora as unwilling test subjects, specifically in regard to testing done on the anomaly known as The Mothman. But as there exists other Horizon sites, like the Oil Rig and Gunnarson Complex, you can also choose to start in the known locations [\[See Notes\]](#), or fanwank your own.

Though something to be aware of, is that soon one of The Syndicate’s Cycles named Dr Emmerson is going to cause a containment break of “The Mothman”. This leads to the entire underground black site turning into a hell of acid puking zombies with no human survivors.

Jorvik Castle

Located in Yorkshire, England, Jorvik Castle is the main base of operations for The Cult and has a unique history they’ve taken advantage of. In the past, the castle was built by the native Celtic Britons and housed a multitude of occultic texts that they tried to decipher, but a number mysteriously disappeared, and the rest were interrupted and killed by invading Romans. But soon after the Roman inhabitants also disappeared, leaving the place abandoned until wealthy British nobles excavated it and made it their home until they too disappeared.

As a word of warning, The Cult doesn’t take too kindly to outsiders that aren’t trying to join their ranks, with the only real exception being Dr. Kramer. But even then, that was a part of a tenuous alliance with Horizon that broke down almost immediately when 106 showed up.

Horizon HQ

Found somewhere in the Caribbean on the “Horizon Islands”, Horizon’s HQ is a massive skyscraper that serves as its main control center as well as its last stronghold when The Syndicate leaks all of its closet skeletons.

Origins

Syndicate Operative [Free]

The Syndicate, as was mentioned before, is a globally spanning secret society that has spent its time since its supposed birth in the 1850s worming its way into governments and other high positions. But besides that little tidbit and their use of Cycles and task forces, very little is actually known about them, from how their leadership is structured to what spurred their creation. The only real hints shown are documents detailing a potential Cycle mission in 1864 to steal an anomaly from the ship CSS Icarus and a Cycle possibly being a part of efforts to drive anomalous entities called Krakens into extinction.

But this secretive nature is more than likely to their liking, so as a **Syndicate Operative** you're going to have to get used to knowing the absolute bare minimum required to get your job done.

Horizon Corporation Staff [Free]

On the other hand, Horizon is a lot more open with what they do, baring the unethical experiments, which primarily consists of trying to help better the world at the behest of their leader Anton Lazar. Both out of more than likely altruistic motives, but also because doing so would break the grip The Syndicate has. To that end, they make liberal use of their own PMC to help de-escalate conflicts all around the world and as well as anomalies in order to research them and use them in various products. One such product is Horizon OS which not only owns 80% of the market share for operating systems, but is a major tool in their de-escalation efforts as it's A.I is advanced enough to near perfectly predict future conflicts which is in part due to the fact almost everyone makes use of it meaning it has a massive amount of secretive data to use.

But all of this good doesn't really wash away the sins Horizon does behind the scene, sins you may have to involve yourself in. So you may have to decide if improving the world is worth all the bodies.

Child Of The Patriarch [Free]

And the final player in the game, The Cult, is the smallest and "weakest" of the three. The only reason they could be considered a threat to The Syndicate is their leader, the highly charismatic rogue Cycle named The Patriarch, and the occult knowledge they happen to have. Aware of this, The Patriarch has done his best to prepare his "children", swelling their numbers, raiding the area around Jovik Castle for supplies, and delving even deeper into the occult knowledge at his disposal.

But unlike Horizon, The Cult doesn't even have the veneer of admirable motives in opposing The Syndicate to justify their horrific actions. And being a member has a way of physically and mentally warping you.

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

General [Undiscounted]

Basic Competency [100-300 CP]

As a participant of the shadow war engulfing the world, you're going to need to be able to defend yourself and fight if you want your goals to be achieved. Especially with the fact that, regardless of what side you're on, your enemies are going to be highly trained as even "The Cult" managed to snag a former soldier to instill combat training into their cultists. So to make sure you stand a fighting chance, this perk will grant you a sort of basic combat skill package for dealing with gun fights.

At its first tier, this package will make you equal to a common enlisted soldier. This entails granting skill in shooting and reloading all kinds of mundane firearms, throwing things like grenades or even throwing knives, fighting in hand-to-hand combat using tools like your fists or even your gun, and having knowledge of various firefighting tactics for use either when you are alone or working with a team. You also gain the ability to remain cool under pressure when in combat, meaning that while you may still be scared shitless by what you're fighting, said fear will never compromise your skill or make you do anything rash.

Though, for an extra 100 CP, for a total of 200 CP, this skill set can be upgraded to make you equal to a highly trained spec ops soldier. Besides improving things like your general accuracy, which includes greatly increasing your accuracy when moving or tacking moving targets, and your wealth of tactical knowledge, this tier upgrade also grants a sort of link to any teammates you happen to be fighting directly besides. This allows all of you to communicate and strategize without a need of saying anything or even using hand signals.

And finally, for another 100 CP, for a total of 300 CP, this skill set gets elevated to the point that you are roughly equal to one of the Syndicate's combat oriented Cycles. This means you're as accurate with a weapon as said weapon will allow which include things like throwing knives or grenades, are able to reload in a blink of an eye, have master level hand-to-hand skills, and being able to come up with ingenious and unorthodox strategies utilizing any strength or special abilities to make them possible.

Trail Of Green Light [100 CP]

As evidenced by 106's foray into the depths of Pandora Institute, it can be a pain trying to navigate through some places. This goes especially when said places have been through into disarray with normal pathways being blocked off, forcing you to find alternate paths. So to make sure you don't run around like a headless chicken trying to find a way forwards, this perk will grant a suitable solution.

Now, whenever you are on some kind of mission, a path to your current objective will be highlighted by a trail of chem lights/glow sticks of your preferred color, with it defaulting to green. Only you and your allies are able to notice them, and they can also

form paths in order to direct you to collectibles and other hidden items, with these side paths being different colors in order to not confuse you.

Sliding Into Your DMs [100 CP]

One of 106's more mundane, but still highly effective, moves is a sort of sliding tackle that he makes use of both to quickly get behind cover and to knock over enemies, either to make it easier to grab them or to get past something like a ballistic shield. And by taking this perk, such a skill will be at your disposal.

Not only will your slides be a lot longer and smoother than they should, as if you were greased, you can initiate one even if you happen to be standing completely still. The knock over ability also gets applied to you, with your enemies being toppled over a lot easier than they should. And if you happen to have particularly high strength, you can send them flying harder and farther to the point they could die on impact with something, but enemies whose weight makes it impossible for you to normally move them are unaffected by this slide.

Bonds of Brotherhood [100 CP]

While one would assume that a shadow war as brutal as the one between The Syndicate, Horizon, and The Cult, would lead to their operatives having a cold detachment from their fellow co-workers. After all, death, especially of the violent and painful variety, isn't uncommon in their lines of "work" and they all to some degree have committed heinous acts like human experimentation and killing civilians. But despite all that, the members of all three groups are still able to bond with each other, with this ranging from polite professionalism to an actual deep brotherhood. And by taking this perk such bonds can be formed between you and others, despite you all being psychopathic amoral monsters.

Specifically, so long as you are working towards the same goals, any of your more undesirable traits weigh less on your ally's minds so long as they are somewhat related to your goals. For example, you could be a violent bloodthirsty killer working with a team of heroes and so long as you only direct it towards those they normally wouldn't mind you killing, you can easily form friendships with them, as they see it more as a quirk. This also works for your followers and the like forming bonds in spite of disagreeable traits, such as a doctor you took on who is a humanitarian that wants to save as many lives as possible getting along with a homicidal bank robber you managed to break out of prison. As a slight bonus, you and anyone you work with will develop a morbid sense of humor, able to joke about things like slaughtering surrendering enemies and the like.

"Who's My Favorite Little Psychopath" [100-200 CP]

If it wasn't already apparent, it takes a certain kind of person to not only do what Subject 106 does, but what all the three factions do. From slaughtering hundreds of combatants without mercy, conducting unethical and painful experiments on people, to committing mass executions of civilians. But despite doing all this, most of these people don't seem to be bothered or emotionally troubled by this, with some making a morbid light of what they are doing. And while such humor may not be to your taste, you may need a way to not let the amount of killing or pain you dole out get to you, which this perk will grant.

Now, with a bit of rewriting, seeing blood, death, and/or gore doesn't bother you anymore, with you seeing it the same way one would see a stain on the floor. This also extends to removing any aversion to hurting or killing people, whether it be in a "clean" and impersonal manner such as shooting them or throwing them off a cliff or a more brutal and personal manner like snapping their neck or beating their skull in. In fact, you get a pleasurable shot of dopamine whenever you hurt someone, with that being even bigger if you kill someone. But this doesn't mean you have to become a complete psychopathic madman, as this pleasure is non-addictive, and you can still keep an aversion to hurting/killing innocents, or those you don't deem worthy of mutilation or death, and keep aversions to certain kinds of killings such as being fine with shooting someone, but not with ripping them limb from limb. As a bonus, this perk also makes it much easier to turn enemies into gory messes as your weapons, punches, and the like spill more blood and organs than should be in a person, though this doesn't affect their durability at all.

Also, if you spend an extra 100 CP, for a total of 200, a sort of fear factor to your killings that scares the hell out of your opponents, even if they happen to be highly trained elites, in two ways. The first is through just how brutal you can be, with the more bloody and violent you are in combat the more scared and demoralized your enemies will be, particularly those who haven't been "hardened" by combat. And the second is the seeming inevitability of your opponents' death, which builds and builds as you tear your way through their allies.

Chatter Of The Damned [200 CP]

One of the odd things that isn't really explained about Subject 106 is the fact that he is able to listen in on the communications of his enemies, with this applying even during his escape from Site 14 when he had nothing but an orange jumpsuit. Regardless of the exact reason for this, it is a valuable tool, as it allowed 106 to gain valuable info from his enemies without them being any the wiser. And by taking this perk such a tool will aid you as well.

At its basis, this allows you to sort of automatically hack and listen into the communication system of any enemies you are currently facing, whether it be technological or magical, with the effective "range" of this being limited to a single building/facility and its surroundings. But as this may cause any important info to be lost in a sea of mindless chatter, all communications will be filtered by default and only allow you to hear pertinent conversations with a luck boost so that you happen to hear said pertinent conversations when needed. For example, a security team commander relaying that his team is two minutes away from your location, a HVT(High Value Target) panicking and saying they are hiding in their office as you try to find them, or a base commander laying out a strategy to contain you. But that filter can be modified, just in case you're the sort of sadist that loves hearing your enemies shitting their pants as you slaughter your way through them and their allies.

Body Shield [200 CP]

Another one of the tricks that 106 makes use of that's more on the mundane side is the taking of hostages as meat shields. Not only does it give him a second to breath, as all of his enemies seem to hesitate for a few seconds, it also provides a bit of protection

against the hail of bullets he faces on every mission. And by taking this perk such a tool will aid you in the future as well.

Specifically, when you take someone as a hostage body shield your enemies will hesitate and stop trying to attack you, even if they have a clear shot from another angle or are the type to not give a damn about saving hostages, though in that instance they'll only hesitate for a few seconds. And if and when the enemy starts attacking again, their attacks will be sort of magnetized towards your meat shield, so long as said meat shield is roughly between you and the attacks, with this even working if said attacks are AOE's like explosives with your meat shield eating all of it. Also, your meat shield will seem to be a lot tougher than they normally are, with their armor and flesh surviving and lasting longer than they should when being hit. As a bonus, you can stick grenades or other explosives to your meat shield, even if they aren't normally sticky, in order to turn the person into a throwable weapon.

Protective Scavenger [200 CP]

Body armor is a very potent tool on the battlefield, as it can help keep you in the fight longer by turning what would be fatal or crippling blows into ones that are a bit less severe. However, as a firefight drags on your armor is more than likely going to be shredded and rendered useless, unless you happen to be some rapid moving god that can easily dodge all attacks. And trying to replace it can be a pain as you may not have a calm moment to do so and your armor may be one of a kind that needs to be repaired instead of replaced. So to help in such an event, this perk will provide a way of repairing any and all armor you wear into combat.

Now, whenever you kill an enemy that is wearing some kind of armor, they'll drop blue armor plate pickups that will repair any armor that you're wearing. It doesn't matter if what you're wearing is plate armor or a super science suit of power armor, the plates will repair them by twenty percent.

TrePayne [200 CP]

A sort of staple for high octane shooters is the ability to dual wield guns as doing so not only has a cool factor, it can double the amount of lead you can pump at your enemies. However, trying to attempt this has a whole host of problems ranging from dealing with the recoil, poor accuracy, and having to figure out a way to reload both guns during intense combat without slowing down. But, if such an impartial skill is something you want, taking this perk will grant it to you.

This is done by making you perfectly ambidextrous and highly skilled in effectively dual wielding various types of firearms, melee weapons, or a combo of both, so long as you are strong enough to lift and fire/swing them one-handed. This also includes hand waving of some of the difficulties that dual wielding presents, such as making sure the recoil isn't too much to the point it throws off your aim and giving a moderate increase to your hip fire accuracy, with the biggest one being reloading. More specially, you now have the skill, hand eye coordination, and other such skills needed to not only reload any kind of weapon one-handed, but do so in a quick and efficient manner.

HVT On A Platter [400 CP]

As a part of their plan to take down Horizon, The Syndicate and its task forces marked out important individuals, or high value targets, that worked for the corporation. The plan being that the elimination of these targets would hamper Horizon's efforts in various ways such as killing scientists to hamper research or skilled spec ops members to deprive them of their talents. And if such a piece by piece method of dismantling your enemies appeals to you, this perk will serve as a potent tool to aid in that.

Specifically, you now have a constantly updating list of information on all the HVTs (High Value Targets) that are important to the various enemy groups you may combat. This information includes their names, what their rough current location is, what they do for your enemies, and a bit of backstory on them. And to make confronting them a bit easier, when you're out and about doing your covert ops and the like you have a sizable luck boost for running into them, even if they are in a non-combat or command role that would be away from the fighting. For example, if you assault the lab a HVT researcher is working at it's highly likely you'll just happen upon them as you work your way through the place, even if they try to run or hide. And while you're doing that, a spec ops operative HVT may be dispatched from another location to combat you. And after killing them, or just removing them from the picture by kidnapping them, a significant blow will be dealt to your enemies, either in the tactical scope such as killing a base's commander which throws it's organized defenses into disarray, or a strategic scope such as killing a group's lead scientist which causes all research to stagnate for a good bit of time.

Erase Your Light [400 CP]

One of the common traits among all three factions is their use of different forms of brainwashing in some capacity. The Syndicate makes use of an unknown form to try and ensure the loyalty of their Cycles, Horizon has a video known as Serenity that they've made use of to break and possibly replace the brainwashing of any Cycles they capture, and The Cult makes use of good old fashion indoctrination. With all of this mind control flying around, you're going to need a way to protect yourself, especially in cases where you may not be aware that it was used on you, which is where this perk comes in.

At its base, this provides a highly potent protection from any kind of mind control or compulsion, whether it be technological or anomalous/magical. This also comes with a mental alarm system that alerts you when such things are trying to be used on you and points them out, whether it be a mind control drug that was slipped into your food or a mind controlling song that plays in an office that is a front for a cult. But sometimes making whoever attempted to use mind control on you believe it worked can be a strong tool for infiltrating them, so you can choose to allow said methods to "work" by creating a temporary second mind that's in control of your body that behaves as if the mind control worked.

Not only will whoever used mind control on you fully believe without a shred of doubt that it worked, they tend to immediately share incredibly useful information. For example, they would freely show you a "kill switch" that instantly shuts down all of their killer robots and how to operate it in case enemies manage to subvert them or give you a list of all the people they've managed to mind control so that you could work with them. At any time you can assume control of your body again, and swap back in case you still

want to be undercover, and you have a guarantee that your new master won't order you to do anything too heinous so you won't have to deal with any guilt.

Break The Cycle [400 CP]

One of the major phrases that gets repeated endlessly through 106's various missions is "Break The Cycle." This phrase has been the bane of The Syndicate as an unknown party sending it to Anton is what caused him to go rogue, with this possibly applying to the Patriarch as well, since he tells 106 to "Break The Cycle" as he dies. And in the end the phrase came true as after being betrayed by The Syndicate, 106 detonated the nuke in Task Force 2-7's hideout which obliterated the Cycle cloning system. But that wasn't the end of The Syndicate, and by taking this perk you'll gain a tool to do better than what 106 was able to.

More specifically, this turns you into a potent tool in dismantling conspiracies or other hyper secretive groups by granting various benefits. As you chase and hunt them down you'll be fed a breadcrumb trail of clues that can be used to aid you in taking them down such as the location of hidden bases or info on who is a linchpin figure for a conspiracy's local cell. The more secretive and hidden a particular conspiracy is, the less clues you'll get and the more cryptic they'll be. But, to help with that you also have a super level of deductive reasoning along the lines of an actually competent conspiracy theorist and so long as you have some level of info to work with, you can get into the rough ballpark of figuring things out and come up with a few likely answers, and the more info you have the more you can narrow it down. And finally, your efforts to destroy conspiracies and take advantage of any weak points you figure out tend to rapidly snowball and send out destructive shockwaves through the entire conspiracy, exposing more weak points for you to use, and at a certain point will cause the whole thing to disintegrate with any survivors unable to reform.

Subject Jumper [400-600 CP]

The Cycle Super Soldier system can be seen as The Syndicate's greatest ace in the whole, assuming they don't have anything else special up their sleeves. Split into combat and non-combat types, they seem to have been the major reason The Syndicate is where it is now from one of the first possibly aiding in the extinction of "anomalous" entities called Krakens, one stealing an anomaly from the ship the CSS Icarus, to how 106 was a major instrument in taking down Horizon and The Cult. But not all Cycles have helped them, as evidenced by Anton and The Patriarch, two Cycles who managed to build themselves up into somewhat suitable rivals to oppose them, and if you'd like to join the ranks of the Cycles, either to help or hurt The Syndicate, this perk will grant your wish as a mashup of the combat and non-combat variety.

At its first tier, you could be considered a sort of pseudo-Cycle as the seven areas that see improvement and the level of said improvements aren't too far out there, all things considered. With said areas being:

- **Strength**-You see an increase to the point you can easily snap cuffs that were rated for 1000 lbs of force, throw full-grown men in combat gear across the room with one hand, snap necks with enough force that you can decapitate someone, completely shatter stone statues with kicks, and punch clean through skulls. The only real known limit to this strength is exhibited by 106 as he was unable to break prototype titanium cuffs rated for 25,000 lbs of force and is unable to

throw Horizon soldiers in modified EOD suits, though the latter may be more of game balancing than an actual limitation.

- **Reflexes**-Your reflexes and reactions are heightened to being near instant, which makes it so you are generally never surprised by things and can easily move/react in the middle of a hectic three-way shootout, which can be likened to a dance.
- **Durability**-Your durability sees an increase that puts you around twice as durable as a peak human, with this also coming with the ability to fall from multiple stories with no injury and notice, but not feel or be hindered by pain. Your body also clots superfast to the point that something like a severed limb will stop bleeding in a second or two.
- **Stamina**-In this area your stamina gets an add-on that functions somewhat similarly to “**Whose My Favorite Little Psychopath**”, as killing an enemy will completely refill your stamina and cause it to go into overcharge. In this overcharged state, you are unable to become tired no matter how hard you push yourself, with the state only lasting for a few seconds, but it can be refreshed by simply killing someone before it's over.
- **Charisma**-In this area, you sort of just instinctively know the best way to convince people of something, get them to do what you want, or simply get some intended effect by changing your tone of voice, body language, etc. This also includes knowing how to build a water tight case using the truth and logic, that no one will be able to deny, and how best to come up with a convincing lie.
- **Intelligence**-And finally for intelligence, you can be described as the world's best scientist as all kinds of research, even on the anomalous, seems to easily click in your head, and you can do various high level mental calculations, as well as other thinking, near instantly such as figuring out how heavy something is or how to bounce a grenade off walls to get it in a specific spot.

But if you'd like to take things up a notch for an extra 200 CP, for a total of 600, you gain the more supernatural abilities that Cycles are known for, which are.

- **Focus:** This ability manifests as a bullet time mode that you can enter and exit at will, and at full “charge” lasts around 15 seconds, which is in relation to you. While in the mode everything is drastically slowed down to the point that you can see bullets flying in the air, while your own speed and reflexes are boosted, and your accuracy will become almost laser like, even with rapid firing machine guns with spread weapons like shotguns and the like having as tight a spread as possible. This mode's “charge” is replenished by killing people, both in and out of it.
- **Cloak:** This manifests as a perfect invisibility cloak that also muffles all movement sounds you make and even allows you to slightly bump into people without them noticing. It lasts for around 5 seconds, but it can be exited earlier, either at your choice or when you do something like shoot, throw grenades, or

punch people. Unlike Focus, Cloak's "charge" replenishes over time.

- **Dash:** This ability takes the form of a sort of flash step dash that allows you to nearly instantly cover up to twenty feet in a straight line, leaving behind streaks of color of your choice. This has a cooldown of a few seconds between each dash and if someone/thing happens to be in between you and your end point you can choose to attack those in your path, whether that be with the slash of a sword or any other melee attack.
- **Regeneration:** This ability grants a regeneration factor that is moderate in its capabilities. While it won't be able to do things like regrow entire limbs or organs, it can fix almost anything else that isn't as severe, like setting and healing broken bones, pushing bullets out of gunshot wounds, and soothing/repairing burns.
- **Psionics:** This ability grants you psychic powers that allow you to communicate telepathically with speech or images and "spike people's vitals" which on the lower end can be used to throw off their movements and can cause them to black out, and on the higher end can even kill them via a heart attack or stroke.

Syndicate Operative

Surviving A Mayday [100 CP]

In most cases, one would assume that being in something like a helicopter crash would be more than likely fatal. At best, you would think being in a crash involving something that weighs a few tons falling out of the sky, that may or may not have been hit by a missile or something, would leave you crippled, but it seems TF 2-7's pilots have a good deal of luck. As Sparrow, who was shot down by multiple missiles, managed to survive her crash into the ocean with just a headache, and Raven, who was shot down while at the top of a massive skyscraper, is said to have survived by word of god. So by taking this perk, such luck will be able to bless you.

So when you're in some kind of transportation, whether it be a car, plane, or something like a spaceship, and it crashes, you are guaranteed to survive the initial crash. This also applies to any dangerous debris or other hazards directly coming from the crash so if you did something like hop into an escape pod as two spaceships are crashing you wouldn't have to worry about being hit by flying debris.

A Leech In The Ear [100 CP]

As the world's most powerful secret society, The Syndicate has done a lot of undercover work and infiltration to further their goals. The biggest example of which is Dr. Emmerson, otherwise known as Subject/Cycle 95, whose mission was the infiltration of Horizon's Pandora Institute, both to learn what they were doing and to sabotage whatever it was. And since The Syndicate is so big on being the puppet masters in the dark, such operations can be seen as how they normally operate and by taking this perk you'll be able to pull it off yourself.

Since groups that you may want to infiltrate will most likely have wildly different expected behaviors, you're a good actor, able to create and play various different personas from a cold amoral scientist to a mad raving cultist. It's very difficult to break you out of character, and you are also good at quick thinking improv to help in sudden surprising circumstances that may blow your cover. And to further aid in infiltration you have a small luck magnet for joining groups, as chances to attend interviews, initiations, etc., seem to fall into your lap. This isn't a guarantee that you'll pass them, just that you'll luck into being able to take them, though you will be aware of what qualifications they say they are looking for and those they truly want. And finally, to help with the whole spy work stuff, you're a deft hand at lock picking and hacking as well as knowing the best way to sabotage something, whether it be a device or an entire facility.

Working In The Dark [200 CP]

As the supposed puppet masters of the world, The Syndicate has a vested interest in doing its best to make sure no one is aware of their existence. Not only could this be done via any media sources they've subverted by covering up news, but they also seem to keep knowledge on a "need to know" basis for their members. This is somewhat evidenced by the seemingly sincere reaction's that the TF 2-7 troopers had upon being told Subject 106 had betrayed them after he had escaped his incineration, with them possibly truly assuming he had gone rogue. And this sort of info manipulation can be turned to aid you by taking this perk.

Specifically, you are an expert in masking the activities of you and your followers, primarily by either cleaning, manipulating, or fabricating the evidence you all leave behind. This is to either make the activities seem more mundane than they truly are, making it seem like one or more unknown third parties are behind them, or making them seem like they never happened at all, with these ploys being particularly hard to see through. You also know how to manipulate the media, such as if you own or control a media source, in order to put out fake news to draw attention away from you and/or onto someone else.

This also includes knowing how to best compartmentalize information on a need to know basis for your followers, both so that members of your group can't spill too much of your information if they happen to be captured or betray you, and to keep them in the dark about your more dubious goals when they aren't loyal enough to stomach them. And in that latter case it can be used to get them to commit acts they normally wouldn't with few questions, so long as what you tell them isn't too far from the truth. For example, if you simply tell your pilots that there are going to be enemy helicopters on their next mission, they won't raise too much of a stink when said helicopters don't fight back and instead are doing their best to escape with civilians.

Gorging On The Defeated [200 CP]

As previously mentioned, The Syndicate is an old, but not ancient group that has been seemingly operating since the 1850s with their beginnings being a nomadic group. One of their major tactics back then, that they possibly still use today, is "swelling their ranks with vanquished foes," allowing them to rapidly increase their numbers as they took down enemy after enemy. And by taking this perk, such an avenue of recruitment will become open to you.

Now, when defeating/destroying enemy organizations they tend to shatter/fragment into smaller, easily findable remnants that in the grand scheme of things bare little risk of properly reforming. When approaching these remnants, you can easily absorb them into your own group, with all baring the most fanatically loyal choosing to join and assimilate into you, with their loyalty being set to that of a new recruit. And for those that don't bend the knee, it is trivial to mop them up. Also, these remnants seem very hesitant to go scorched earth, meaning that they'll never destroy any of their own information or assets to try and deny them to you, meaning you can swoop in to secure them for yourself, whether that be simple supplies or a network of blackmailed informants.

Ghosts Toppling A Tower [400 CP]

Out of the three factions in the shadow war, it can be said that The Syndicate is on the smaller side, at least with what is seen. While their true numbers are unknown, every mission that 106 goes on has him and his TF 2-7 allies be heavily outnumbered, with him sometimes having to complete large parts of a mission alone. But such things are what a super soldier is for, and by taking this perk you'll at least be able to match one in fighting off overwhelming odds.

As now, you gain two abilities to aid you when you are outnumbered. The first is a constant mental awareness of your immediate surroundings, which includes the current room you are in and any directly adjacent ones if you're in a building or an area around

the size of a football field if you're outside, which highlights things like enemies, thrown grenades and weapons, with you being able to specify more things to highlight. This awareness, which also comes bundled with a danger sense, is to the point that you can shoot, throw, dodge, or just generally interact with things with no loss in accuracy or efficiency. And the second is a sort of debuff that weakens the enemies you fight when they outnumber you. The larger the difference is, the worse things like their accuracy, reaction speed, and general skill seem to be with this also getting bundled with a luck boost that causes enemies, even if they should know better, to get into situations where you can kill a large number of them with little effort. For example, them bunching up so a grenade kills a good chunk of them, or them standing on top of a structurally weak bridge that you can bring down.

Cyberdizing The Future [400 CP]

As was said in **Gorging On The Defeated**, The Syndicate has a history that stretches back to the 1850s and besides filling their ranks with those they managed to defeat, they have another tactic they still make use of in the modern day. That being “merging man with machine,” which is evidenced both by Subject 107 and possibly their elite troopers, nicknamed Cyber Mercs. And while it may not be known how such a thing was possible back in the 1850s, by taking this perk you’ll be able to wield cybernetics to beef up any that fight for you.

Besides being able to create powerful examples of stereotypical cybernetics, such as limbs strong enough to equal a combat Cycle, eyes with built-in night and x-ray vision, and highly efficient organs, you have two more specific ones. These are nerve enhancements which removes synaptic lag and grants a person instant reaction times and internal armor that exists just below the skin, around bones, and organs which doesn’t sacrifice flexibility. You also have a high level of creativity and skill in coming up with new cybernetics by incorporating any new tech you come across, along with mass-producing them, and as a bonus you never have any problems with installing cybernetics or other implants. This is due to both a high level of skill and the fact that any implant you create will never be rejected by a person’s body.

Turning The World Against You [600 CP]

With how much power The Syndicate seemingly has at its disposal, one would more than likely ask why they had to go through with all the extra work of attacking places like the Pandora Institute or Gunnarson Complex. And while a direct all-out attack on Horizon may have worked, it ran the risk of exposing The Syndicate as, due to the good public image Horizon had, Anton could probably convince people of The Syndicate’s existence due to the coordinated attacks on his company. So they had to first expose his sin’s in order to “soften” him and his company up, which by taking this perk is something you’re now able to take advantage of.

First, any incriminating info you happen to gather on your enemies, whether they be a individual or something like a nation, and release to the public will deal heavy damage to their reputation, regardless of if it's something big like them running a secret genocide or something minor like them kicking old ladies. In fact, if your enemies happen to be the sort of goody two-shoes that would oppose a conspiracy builder like yourself, you are also expertly skilled at fabricating said evidence, whether that be disguising your own crimes as those of your enemies or misconstruing, taking out of

context, and blowing out of proportion more minor crimes/events. As you plan to release said evidence, you will have a guarantee that it will easily and rapidly spread, with your enemies being unable to stop it and it being impossible for them to convince people it's fake, if said evidence is real, with it just being incredibly hard if you fabricated it. Releasing enough evidence or releasing evidence of particularly heinous crimes and the like will make most, if not all, of the world turn against them, regardless of how good and kindhearted they originally seemed. This also includes any criminal or other shady elements that may not normally care, as they aren't going to want to associate with someone with that big a target on their back.

Besides almost everyone pulling any support from your enemies and putting bounties on key members, among other things, this also includes members of the group leaving en masse with only those truly loyal to the group or to the leader staying. Also, this turning the world against your enemies basically gives you a blaring green light to destroy them in any way you see fit, with no one really being as concerned as they probably should be that you're doing so or that you're committing war crimes and similar brutality. For example, the global community turning a blind eye to you invading a country whose secret ethnic cleansing you exposed or no one investigating the fact your shadowy military grade spec ops teams are attacking your enemy's holdings, even if they are in public spaces, and slaughtering everyone in them. As a final bonus, if your enemies happen to be important to the world for one reason or another, such as being the owner of an operating system around 80% of the world uses or holding up a fundamental law of reality, then getting rid of them never seems to cause problems. In the former, and more mundane cases, you find it easy to rapidly fill in the hole which gains you a good deal of good faith, and in the latter said law or other supernatural things depending on them simply can exist without them.

The Eye See-ith All [600 CP]

In the grand scheme of things, the true extent of The Syndicate's reach is hard to know as the only real evidence of their involvement with governments is a US congressman Horizon managed to assassinate. But if they are anything like their inspiration, the Illuminati, then it's safe to assume in the 185 years they had to operate they've managed to take control of most of the world from the shadows to various degrees. And if you'd like to be able to pull off similar feats, albeit in a smaller time frame, this perk is the thing for you,

First, it seems you have eyes in every secretive place as you are constantly aware of any and all conspiracies, masquerades, or other secretive groups in the world, as well as any new ones that form, with this also including some basic information about them. This includes stuff such as their true overall goals and those they use as a cover if they have a public face, estimated membership which includes rough information on key members, areas of control, some important figures/groups they have under their thumb, etc. This also comes packaged with an awareness of any and all plans in a world which range from your next door neighbor trying to get another neighbor falsely arrested to a conspiracy trying to eliminate guns, with this coming with an adjustable filter so you aren't overwhelmed with garbage two-bit thug level plans.

Second, in order to combat these groups and establish your own influence, you are very good at planning. This not only includes making highly effective multi-layered and

complex plans, both to confuse enemies and provide protection/redundancy to your actually important ones with a luck boost so that favorable circumstances for your plans seem to constantly fall into place, but also grants you master level skill in hijacking the plans of others and figuring out what you can gain from them and ways to modify them to get those gains, whether that entails making sure the plan succeeds by offering help to the planners covertly or overtly, or sabotaging it. To aid in this planning, critical information of your enemies, which can include things like the movement of important assets or highly incriminating evidence of their misdeeds, seem to easily fall into your lap as you do “battle” with them. Specifically, you and your followers seem to constantly come across things like important documents folders casually lying around or computers being left logged-in with important tabs/files open whilst you assault their bases to their HVTs carrying critical documents on their person that somehow doesn’t get damaged if you mulch them. This also helps boost any hacking you all do as when hacking something like a database, you all somehow get redacted, moved, or deleted information.

And third, you are an excellent puppet master, able to turn other organizations and people into puppets. For this, you know how to approach said people/groups as a third party individual or group and offer your aid, such as the previously mentioned hijacking of plans, and use this to start exerting control over them. The more you seem to help them, the more they’ll start to hand things off to you and come to rely on you, which means you can manipulate them easier. For example, using the recruitment drive they handed off to you to get your own members hired in, using their logistics system to transport highly sensitive goods, and other such sabotage, corruption, misuse, etc. In the end, this will lead to the groups/person in question becoming full puppets, which may or may not require you to get rid of the current leadership to let their more “agreeable” subordinates take over. To further help this when making use of or supporting puppets or shell groups you create no evidence of your involvement with them can ever be found, whether it be a lobbying group to influence a government or a shipping company you subverted to handle transporting things under the table.

Horizon Corporation Staff

Horizon Leaves No One Behind [100 CP]

One of the biggest questions lingering over Horizon is if the ends justify the means when it comes to them trying to better the world and combat The Syndicate. As shown by 106 fighting his way through their facilities they have their fair share of skeletons in their closet with them doing unethical human experimentation on patients coming to them for end-of-life care and doing assassinations on those that would try to expose this. Though if you can say one thing about them, they've cultivated the idea that they will support their workers as best they can, as evidenced by a grunt saying "Horizon leaves no one behind", and by taking this perk you can make that saying a bit more true.

As now, this perk makes it so that you always have the opportunity to save your subordinates when they are in a tricky situation, assuming that it isn't instantly deadly. For example, if one of your facilities suffered a containment breach of an anomaly, so long as that anomaly doesn't have the ability to insta-kill all of your staff you'll be alerted early enough to have the chance to send a rescue team to try and save them. This doesn't guarantee that you will be able to save all of them, or any of them at all, just the chance to and this also doesn't give you the tools to do so, so if that aforementioned anomaly had the ability to teleport itself and all the staff to a pocket dimension this perk wouldn't give you the tools to break into it.

Ads Are Everything [100 CP]

While the purpose of Horizon has been shifted to be in opposition to The Syndicate that doesn't mean Anton has neglected its megacorp side. In fact, Horizon has a very productive marketing department, as evidenced by the sheer shit-ton of promotional ad posters you find strewn around their facilities and the fact they run a social media campaign centered around Pandora Institute. And seeing how that has led them to the historic heights they had before their fall, taking this perk will let you tap into a bit of that.

Specifically, this perk turns you into an expert at creating highly effective advertisements for everything from products, services, to even recruitment, along with knowing the best way to exploit various mediums like social media, with PR campaigns and just marketing in general being included as well. Part of this is due to the fact you now are very good at descriptive writing, able to get people to vividly imagine what it would be like to use your product/service. And to further aid in your advertising efforts, your ads also seem to spread all over the place like a plague, whether they be physical or online ads. For example, putting some ad posters in a town will see copies of all the poster ads you've ever created start popping up all over town, or putting a banner ad on one website will have it spread to others. This spread also seems to cause ads to find their way to those that would highly benefit from your product or service. As a small side bonus, simply providing a good product/service is some of the best advertisement you can do, beating out any extravagant displays competitors may use.

Surplus Bargain Hunter [200 CP]

As shown on Horizon's own [website](#), they have access to multiple division level strength military units, coming equipped with what you would expect and capable of military deterrence, counter-terrorism and disaster relief, with them also having access to

aircraft carriers and fighter jets. And seemingly the main reason they have all of this is due to them constantly buying surplus military equipment such as from the US military, and by taking this perk you'll be able to make similar deals.

Now, you have a bargain hunter's luck as various organizations will every now and again seem to get into a state where they need to sell an excess of things, with you having a constant awareness of when they are in said state and who to approach in order to buy said excess. This includes stuff like a grocery store needing to sell excess grocery items, a car dealership needing to sell excess cars, or a government needing to sell excess military equipment/vehicles and even land/facilities. You'll be able to buy these surplus items at relatively cheap prices compared to what they would normally go for. This also applies to personnel to an extent as you become an expert at acquiring talent, both in terms of being a magnet for those who are skilled and have left their field for whatever reason, even if they happen to be wanted criminals, and poaching those in other organizations. But don't expect this to rapidly boost your own man power, unless the areas of work you seek to fill have had a mass number of layoffs, such as the aftermath of a massive war. You also are aware of what is needed to keep people loyal, such as simply paying them a large amount of money or making them feel like they matter, and what is needed to try and convince someone to leave their organization to join you.

Thuggin In Corporate Life [200 CP]

The HSS, which possibly stands for Horizon Secret Service, is the sort of Praetorian guard of Anton Lazar, serving as his own personal bodyguard and personal force of assassins. And somewhat similarly to the elite of Task Force 2-7, these "Lawyer Thugs" have been enhanced in some way as evidenced by their orange glowing eyes, and by taking this perk you'll be able to gain similar enhancements, or at least what said enhancements seemed to give them.

The first of these boons is that the armor you wear encumbers you and restricts your agility/mobility a good deal less than you would expect. Though, unless you happen to be particularly strong, this isn't enough to let you do something like compete in an acrobat competition in EOD armor, but you'd still be able to move faster and with much more agility than others that wear similar armor. And the second boon is a set of fast hands and fingers which let you push the fire rate of certain weapons to new heights. More specifically, when firing non-fully automatic weapons, like a semi-auto pistol, bolt-action rifle, or even single shot ones like a bow and arrow though not a musket, you're able to do so fast enough that they could be mistaken as being fully automatic with no loss in accuracy.

Meat That Breaks The Grinder [400 CP]

When compared to both The Syndicate and The Cult, Horizon appears to be the most numerous, at least in regard to their military assets, as they are rarely if ever outnumbered. But this superiority in numbers didn't seem to help them much, both in regard to combating the Cycles of The Syndicate and when their teams had to face off against the flesh golems and Patriarch of The Cult. So to give you better odds when facing these singular, but powerful enemies, this perk will make you a commander people would kill to have.

More specifically, you now can nullify the advantage in power/skill your opponents have via the numbers you command into two different ways. The first manifests by turning you into a high level expert in the realms of tactics, strategy, and command, skilled in assaulting and defending locations, as well as just general forms of warfare, but where you shine with this is being able to use tactics to counter numerically weaker, but strong/skilled enemies. You can come up with complex tactics on the fly, to account for the higher operational reaction speed your enemies have due to their lesser numbers, that are highly effective at blunting the advantages in power/skill your enemies have, with your subordinates being equally quick to adapt them and put them into motion. This also comes with instinctive knowledge on how best to sell the lives of your troops when needed to gain an advantage.

And the second way you're able to better combat numerically weaker, but stronger/more skilled enemies is by simply outnumbering them, as when that is the case said enemies get debuffed. The more you outnumber them, the more things like their speed, durability, and killing power are reduced, with the latter being specifically in regard to any AOE attacks they use with them killing/hurting your troops less than they should. Also included in this is a luck debuff with unlucky events happening to your enemies such as them missing shots, losing their footing as they run, and getting clipped by attacks that they normally would be able to avoid.

What Lay Over The Horizon [400 CP]

As it was mentioned in **Horizon Leaves No One Behind**, the question of if the ends justify the means sits at the core of Horizon, and it's a question that Anton believes the answer to is yes. To him, you can't "play it safe" when it comes to trying to better the world and take down those like the Syndicate and if you also subscribe to a similar mindset this perk will grant you the ability to enlighten others to it.

Now, you are an expert at getting people to accept your "ends justify the means" actions, so long as actual helpful ends are achieved, or real quantifiable progress is being made towards them. In such situations, people will always give you the benefit of the doubt and will objectively view your actions through the lens of how many people you've helped/made happy, or how good of an impact you've had in cases like cleaning the ocean, vs how many you've hurt. The larger the number of people helped/made happy and the better the impact in comparison to the number of those you've hurt, the easier to convince them what you're doing is right. While this won't force people to like you or what you're doing, as those with strong morals and the like may still continue to oppose you, they won't be able to deny the good things you do which may make them hesitate or refuse to oppose you and can even sway them to your side, dragging them down into your own mindset.

And to make sure you can come up with ways to help people, you also have a mind highly tuned to problem-solving, able to take in all the assets, skills, and powers you have at your disposal, which includes those of your followers, and come up with the best step-by-step solution to a given problem. This will do its best to conform to your own morality, with it giving hints to what may be needed if you don't happen to have a necessary asset, but in the event that the only way forward is to enact a plan outside your morality you can harden your heart and quickly come to terms with it, with any stress or despair being eliminated.

As a bonus, any good deeds you do or are responsible for will build up a “good will” bar, which will protect you from any repercussions for evil/amoral acts committed without the intent of helping people. Such acts will decrease the bar, with the amount it decreases depending on the severity of what you did, and be brushed off as mere rumors, with any accusers fading into the background.

S.C.E(Secure, Contain, Exploit) [600 CP]

Like the world of a certain three letter organization, this version of earth you find yourself in has a number of anomalous entities scattered around it, though unlike that other world the concept of the anomalous exists within public knowledge. And it is through the securing, researching, and exploitation of anomalies that Anton plans to not only help better the world, but also take down The Syndicate and by taking this perk you’ll be able to follow in similar footsteps.

First, to help with finding anomalies, authentic clues about anomalous sightings seem to easily and constantly fall into your lap. These include things such as finding first-hand accounts of anomalous activity in the news, getting anonymous tips if you happen to be public in your anomaly hunting, or your agents randomly coming across the aftermath of an anomalous incident. These will not only give you areas to hunt for an anomaly, but also some insight into its basic anomalous qualities and appearance, enough to build a basic profile document of it so you don't try to capture it blind. And speaking of capturing, you are highly capable of formulating effective plans to capture and contain anomalies that have near 100% success rates depending on your level of info on a given anomaly. From the best way to pacify an anomaly, such as how to knock it out or disable/protect yourself from its abilities, to how to come up with containment measures in regard to both transporting it to a facility or containing it on site, your able to put an anomaly into a position that allows you to study it safely. And while success is guaranteed in most cases, this won't make an anomaly any less dangerous, so don't expect all of your capture missions to go without any losses and there is always a chance they'll pull something completely unexpected out of their ass or that they are so far above you survival, let alone capture, is out of the picture.

Second, once such entities are in containment you are an expert at formulating various intensive tests and experiments, both ethical and unethical, in order to fully map out what an entity is capable of. This comes with a guarantee that any test or experiment done won't spiral out of control into too bad of a containment breach, such as finding out that an anomalous object moves around at mach 20 with intent to kill after hearing slow jazz. And once these experiments are done, you can then easily find ways to exploit the capabilities of contained anomalies for your own ends in ways that can be mass-produced, such as harvesting anomalous biological material to make some kind of supplement to turn your troops into pseudo-super soldiers. This also includes finding ways to combine what you discover from different anomalies, such as how Horizon was testing a combination of the healing anomalous substances Pandorium and Miracle Water in order to counteract the weaknesses of both, with this fusion testing coming with the previously mentioned guarantee that you don't have to worry about any devastating out of control consequences of doing so.

And third, to make sure you have enough testing fodder, you are good at acquiring expendable test subjects through various different means. From advertising an end-of-life care facility, buying patients from hospitals, hatching a deal to take death row inmates, to simply kidnapping people, all of these methods will be untraceable with very few questions being asked, such as the family of terminal patients not prying too much into their sudden death or the fact that you had cremated them to cover up the testing done on them. For some odd reason, these sources very rarely dry up, and it seems the use of human test subjects in experiments and the like seem to produce far better results than the use of other things.

And as a final bonus, this perk will cause anomalous entities, mainly in the vein of the SCP universe, to appear in future settings, with it being up to you if the existence of such entities are public knowledge or not.

From Puppet To Trillionaire [600 CP]

One of Anton's biggest feats can be said to be the build up of Horizon into a globally relevant mega corp. While it's hard to say what his starting point was when doing so, with the biggest theory being that he was tasked by The Syndicate to create Horizon to aid them in some way, he seems to have outgrown said original task as show by the fact his Horizon OS is used by around 80% of the world. And if you'd like to be an equal to Anton, at least in terms of business acumen, this perk will aid you in such a goal.

First, you have a high level of general business sense, skill, and business related luck, to the point that you could take any business, even if it's something as small as a barely afloat BBQ shop with only a single building, and turn it into a global juggernaut of a monopoly as well as instinctive knowledge on what to do and what not to do when managing specific types of business such as a restaurant chain, shipping company, or PMC, and you find it ridiculously easy and fast to add new departments for new business types letting you easily build up a mega-corporation. You also gain a good deal of business related foresight as you have a good feel/read on where the market is going to go and what's going to be the next new thing, with this also including the stock market, with it being exceptionally rare for a change to catch you off guard. And you can sort of inject a healthy deal of idealism into any business you have with idealistic business practices, causing said ventures to do a lot better than if you were to use cold and efficient hard logic. For example, using the freshest highest quality ingredients you can find in a restaurant, rather than settling with the cheap "ok" quality stuff will drive up profits rather than tank them or implementing a policy where you don't fire staff, unless they do something malicious or criminal, and instead help them to correct honest mistakes will see them become a lot more productive than normal as well as increasing their workplace happiness.

Second, speaking of monopoly, you are also an expert in various kinds of corporate warfare, both legal and illegal, and other means of bringing down and absorbing competitors. This includes simple and "nice" stuff like figuring out what deal to offer to buy ownership of a local mom-and-pop shop, and if you happen to let the owners and the shop stay the same they'll be affected by the aforementioned idealism boost, as well as more "evil" things like severely undercutting competitors, launching cyberattacks, or sending covert teams to steal info. Also, you find that, outside of competitors, few will directly oppose your monopoly building as you also become good at entrenching

yourself into communities/nations by providing economic prosperity and other forms of aid like building hospitals or cleaning up the environment. This entrenchment can get to the point that communities/nations that benefit from you will even aid in helping to fight off your enemies, both because they want the benefits you bring and because they're afraid that of getting rid of you would be similar to trying to rip out a parasite that has connected themselves to major organs.

And third, you are also very good at planning and launching revolts, rebellions, coups, etc., that leave you in a very advantageous position. To start, you are an expert in the pre-planning phase, able to take stock of what assets you have under your direct control as well as make highly effective plans to bring more under your control with your master seemingly blind to most of your efforts assuming they aren't something drastic or obvious. For example, performing well enough to get you certain promotions that bring more under your direct control, pulling strings to get those loyal to only you into important positions below or beside you, getting yourself and your allies assigned to a location or facility that would be advantageous to start your revolt from, etc. And once all the pieces are in place, you can launch your rebellion at lightning speed, rapidly taking over land and breaking off from your parent group/nation. This speed is such that your former masters will be stunned on the macro level for a good bit of time, letting you consolidate what you have, eliminate any loyalists still remaining, and in general ready yourself for properly fighting them.

Child Of The Patriarch

For The Patriarch [100 CP]

Like any cult, The Cult has its own induction process for new adherents in order to make sure that their minds and bodies are pure enough to serve The Patriarch. And one part of that process that was showcased by a former Horizon staff member that joined is the ritualistic mutilation of one's face, which is seemingly done with a partner with both of you mutilating each other's face. While this in the broad sense may not be something you aspire to, the level of fanaticism and determination showcased can be something you'd like in your day-to-day life, which is something this perk can provide.

Specifically, you now have a high fanatic level of motivation in your day-to-day life, with you being able to break through procrastination and throw your all into everything you do, even if you find it boring. This also comes with a determined will that makes it mentally easy to commit self harm, face your deepest fear, or do something you consider disgusting, but you don't have to worry about becoming a self-harming masochist unless you want to be one. This is due to this only working when you deem it necessary, for example, if your arm got trapped under a rock during a fight you wouldn't hesitate to shoot or cut it off to free yourself if you deemed it necessary, if you needed to inject something into your eye you'd be able to focus yourself in order to it without messing up, and if you had to crawl through a filthy sewer filled with your most feared insect you'd be able to push yourself forward.

Mind Of An Archivist [100 CP]

Out of all the members of the cult, one of the most important in regard to its continued existence and preservation was the "Archivist" Clark Wilkins. A former historian who joined to "seek a more unconventional lifestyle," his main role is the record keeping and preservation of The Cult's history and occult knowledge. And the main tools he used in this was his highly advanced memory, and if you take this perk such a thing, as well as some other bonus, will be yours.

As now, you gain an endless photographic memory that can be indexed, along with making you a very fast reader. This also comes with a high level of art skill in various different art mediums such as painting or sculpting, as well the ability to perfectly replicate things from your memory. This includes stuff such as reading the entirety of an ancient library and copying all the old scrolls and books into new ones, or recreating a stone slab with an intricate ritual circle carved into it that you saw in an occultic dream. Finally, you also become an expert in languages, with you being able to learn them and all of their intricacies at a rapid pace and even decipher ancient texts and languages that have no known current speakers.

"Self" Sufficiency [200 CP]

One of the core tenets of The Cult is self-sufficiency, which more than likely came around when The Patriarch took over. This could be because in his quest to take down The Syndicate, he possibly didn't want to rely on outsiders as that could be a fault point The Syndicate could take advantage of. And if you'd like to better follow this idea, taking this perk will lead you to become highly competent at self-sufficiency.

This mainly entails you instinctively knowing what you can gather/harvest in your nearby environment, as well as how to efficiently go about doing so and squeeze as much out of it as you can. For example, you'd know some of the fertility facts about local soil, what crops and plants you could easily farm in it and how to go about farming them, you'd know how to properly purify water sources from various different contaminants, and even knowing what rocks, metals, and minerals are in the area plus how to start your own mines. This also comes with knowledge on how to personally set up efficient production lines to mass produce things you know how to make such as guns, ammo, medical supplies, etc.

But The Patriarch's idea of self-sufficiency isn't just limited to growing/harvesting stuff yourself, as his cultists have a habit of raiding the nearby countryside outside Jorvik Castle. So you also gain expertise in raiding others for supplies, with you having a nose for what places you need to raid in order to get certain things like medicine, weapons, or even captives as well as finding more loot than you would expect. This also includes other minute knowhow for raiding, such as how long you should wait to raid a location again so they let their guard down and restock, how to quickly locate what you need in order to get in and out fast, and a rough mental clock on how long you have before a big response is sent.

Home For The Broken And Lost [200 CP]

Now, while The Cult is a lot more overt in their evil misdeeds, they do have a slight light spot in regard to a central theme of those they recruit. That being that seemingly for most of them their lives immediately before joining had been their lowest points, as evidenced by the HVTs "The Enforcer" and "The Alchemist" with the former being an ex-soldier racked with PTSD and the latter being a doctor who had to watch patients die during the Covid outbreak. And if you'd like to be somewhat similar to The Patriarch and grant people like them belonging and fulfillment, this perk will aid you in your "noble" cause.

Specifically, this perk turns you and your organizations into magnets that cause those who have been broken, used and abused, grown disillusioned, or who just no longer have a purpose in life to be drawn towards you. This may manifest as them approaching you as you're out and about, seemingly drawn by a welcoming feeling coming from you, or them being drawn towards your public properties and even your hidden bases, with a guarantee they won't snitch. Though this is more about quantity than quality as your going to be attracting people from all walks of life, with no guarantee that they are skilled in anything. However, just by treating these people well, they'll gain a large starting sense of loyalty to you, with you becoming a sort of guiding light for them, with them quickly taking to anything you try to teach them and becoming cured of their problems as they become more loyal.

Martyr Of The Patriarch's Flame [400 CP]

Out of all the cultists following The Patriarch, some of the most fervent and fanatical are his holy martyrs. This is mainly evident by the fact their main form of combat is using firebombs to suicide bomb enemies, with the ensuing immolation proving their devotion to The Patriarch. And while dying in a glorious rampage of fire may not be your style, taking this perk will transform fire into a very formidable weapon.

This manifests in two different ways, one that affects your body and one that affects any fire you use. With the former, you gain a massive resistance to the fire related attacks of your enemies, meaning they have to hit you with a continuous stream of fire over an incredibly long time or use some super powerful supernatural types of fire in order to do damage. This resistance becomes a complete immunity when your own fire is in the mix, allowing you to wreath yourself in your own flame without any fear, which can serve as a potent defense against those that want to get up close and personal. And with the latter, your flames seem to burn hotter and for longer than they normally would, and are harder to put out, especially if they are attached to enemies as they sort of stick to them like napalm. You also have complete control over what they do and don't burn, they move and seek out enemies as if they had a mind of their own, and they seem highly effective against supernatural entities or material with your flames bypassing any resistance in the vein of "can only be damaged by x, y, and z". And as a final cosmetic bonus, you can pick and choose how your flames look, such as making them blue or having them have a black core with green highlights.

Partaker Of Flesh [400 CP]

While The Cult has access to an untold amount of occult knowledge, examples of what they have learned are few and far between, with the only real one being their creation of "flesh golems". These are flesh monsters created by fusing multiple bodies together and breathing life into them, and their existence seems to be a recent thing, as The Cult only managed to create two of them before the assault on Jorvik Castle and their destruction as a cohesive group. But these mighty monsters were enough to stand toe to toe with Subject 106, at least in regard to physical ability, so by taking this perk you'll be able to create them for your own means.

To start, in order to create the body of a flesh golem you now have access to a ritualistic form of flesh shaping that primarily can be used on corpses, which you can teach to others, allowing you to mold and shape bodies as if they were clay. With this you could do things like form blades made of bone, fuse multiple bodies together, and even transmute flesh, bones and organs into different types of tissues such as using muscle to create organs that you understand the structure of. And once your little amalgamations of flesh are all put together you can proceed to breathe life into it, via a combination of lighting, alchemical solutions, and religious prayer/rituals. The ensuing flesh golem won't be particularly smart, with them around the level of a particularly intelligent dog, but they will have an intrinsic and unbreakable loyalty to you, and you don't have to worry about them rotting. And in the event you simply created a limb or organ, the flesh shaping can be used in a limited fashion to implant them in or attach them to someone with the process being easier than normal surgery, but still requiring concentration and focus.

Furthering the alchemy side of this entire thing, you also become an expert in concocting various alchemical solutions, specifically in regard to healing all manner of injuries and illnesses, even if they are of anomalous or magical nature, as well as creating things like potent firebombs. This also comes with an eye for alchemical ingredients, knowing what their effects are and what solutions they can be used for just by looking at them, as well as how to properly grow and/or harvest them. And finally as a slight bonus, you also become a cannibal, losing any aversion and negative health effects from eating people and eating raw meat in general, with the ritualistic

consumption of “human” flesh boosting the power/strength of any ritual you or your followers are a part of, as well as any alchemical concoctions you use it as an ingredient in.

Path To Ascension[600 CP]

Scattered around multiple documents in Jorvik Castle, there is mention of an idea that the occult knowledge located in the castle can be used in some sort of ascension. The exact specifics of what this ascension would entail is nonexistent, though you could make the assumption that The Patriarch managed to achieve this ascension, as evidenced by his body seemingly being made from fire. So if you'd like to work towards achieving something similar, this perk will guide you and your followers down a path similar to The Cult.

First, whenever you or your followers partake in any kind of occult/religious ritual, no matter how big or small it is, your bodies will start progressing towards “Ascension”. In more specific terms, this means that your bodies will become better and better, becoming tougher, faster, and stronger for each ritual that you take a part of, the more “powerful” or significant the ritual the larger the increase. This also includes granting a regeneration factor and making your bodies fully compatible with any and all biological enhancements such as new organs and the like, treating them as if you've always had them and giving you all instant mastery in the use of new limbs even if they are from something like an Alt-Form. You all also, at your discretion, will start manifesting biological mutations in the vein of the toothy maws that begin to take over the faces of those in The Cult. All these improvements cap out at making you all equal to a combat Cycle like 105, 106, and 107 in terms of physical ability, with your regeneration allowing you to heal things like bullet holes in seconds, though it will take a good deal of time and numerous rituals to reach close to that point. And in order to surpass these limits, you also gain access to a ritual to transfer your soul into a new body, such as one created and brought to life via **Partaker Of Flesh**.

And second, to help further your future occultic studies, you and all of your followers become immune to any detrimental effects of any occult or supernatural rituals and/or knowledge you find and make use of. This means you all are only left with the positive benefits and can choose whether you're affected by any “neutral” changes. For example, if you found an occult ritual that lets you teleport one person you know the name and face of to you, but in recompense a random body part of a participant of the ritual goes missing, no one would have to pay that body part “tax” and you all could choose to keep the tattoo that would normally appear around the body part that would have gone missing.

Twin Patriarchs [600 CP]

Now, while Anton has a variety of impressive feats under his belt, one of the areas that The Patriarch beats him out in is building loyalty. This is mainly evidenced by his take-over of The Cult, as he started as an outsider to it, somehow took over the leadership, and converted it from what it originally believed into an equally fanatical cult of personality centered on himself. So if you'd like to build up your own cult for whatever purpose you need one for this perk is the one for you.

First, you are a master of taking over pre-existing organizations/groups, whether that be by simply killing the leadership, joining them and rapidly rising through the ranks, or a combo of both. In either case most members don't seem to mind too much that you're now in control, baring staunch and fanatic loyalists of the previous leaders that are easy to cull, and if you choose to go the "peaceful" route, you can choose to ignore any prerequisites or process one would normally have to go through to become a leader.

Second, once in an overall leadership position, you can easily convert the organization into your own cult of personality centered on yourself, or build one from scratch, regardless of what the organization originally stood for or did, such as them being a different cult dedicated to someone/thing else or it being a charity. This is achieved by you being able to directly turn people into worshipful fanatics of the highest degree in around a month's time, which is due to your new powerful raw force of personality that just draws people in and instinctive knowledge on various methods of subsuming people into a cult. For example, preying on their feelings of loneliness, allowing them to feel like they matter, or just using your force of personality to inspire them, and any cultists you create are also capable of turning people into fanatics to the same level you can, though they will do it at a slower pace. Speaking of which, the level of fanaticism you can instill is to the point you can get your cultists to see you as a literal god and have them do practically anything you want them to do, with them even willing to sacrifice their lives for you such as taking part in your experiments or being martyr suicide bombers with big genuine smiles on their faces. This fanaticism is also incredibly hard to subvert, as your cultists will flat out ignore any mundane attempts to turn them against you, and things like brainwashing or supernatural efforts are heavily resisted and can be easily reversed if they take hold. Their children also somehow always inherit this fanaticism and devotion towards you, as if it was genetic.

And third, you've managed to gain access to one of The Patriarch's special powers, which possibly came from occult study, teleportation. This teleportation has a range that encompasses a large castle and has you disappear and reappear in a cloud of colored smoke of your choice. This can also be taught to others.

As a final bonus, you also have the tendency to run into hidden pre established cults that are extremely trivial to take over. Maybe you, or one of your alt-forms, coincidentally bears a striking resemblance to the god or entity they worship, or maybe their leadership is so bad they instantly jump at the opportunity to pledge their undying servitude to you if you just kill them. These specific cults tend to be on the smaller side, with an occasional few considered "moderately" sized.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100cp items for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

General [Undiscounted]

Workhorse Of The Shadow War [100 CP]

As with any global conflict, the various participating factions are going to need a way to move both men and material around. And while things like ships and large cargo aircraft are made use of, at least by The Syndicate and Horizon, the true workhorse of covert operations is the Blackhawk helicopter, which is something The Cult probably really wished it had. So by taking this item, you'll gain your own personal one to ferry you from mission to mission.

Besides just being a standard Blackhawk in terms of things like speed, durability, and capacity, it comes with two special features. One of them is that it has infinite fuel, which, when coupled with a highly advanced GPS system, allows it to practically go anywhere and stay in the field indefinitely. And the other is a twin pair of guided missile launchers that never seem to run out of missiles.

Tools For Slaughter [100-400 CP]

While one would assume a shadow war would primarily be fought with very secretive means like assassination and simple infiltration, this one's a bit different. While those more low-key methods are still used, one of the main ways that things get done is via direct action special ops missions, at least for The Syndicate and Horizon. And in order for these to be possible those involved need to be armed to the teeth, and with this item you'll make sure you're always well-equipped for shoot-outs.

At this item's first tier, you are granted an armory that is full of the various mundane weapons that can be found in the hands of The Syndicate, Horizon, and even The Cult. This includes pistols, SMGs, shotguns, and rifles, as well as throwables such as flash bangs, frag grenades, and proximity mines. This also includes mundane attachments like 2x scopes and laser sights as well as mid-grade combat body armor for the chest with smaller bits for the arms and legs, ballistic combat helmets, gas masks, hazmat suits and NVGs.

For an extra 100 CP, for a total of 200, your repertoire of weapons gets expanded to include some of the more exotic options that are on offer. This includes the explosive Bolt Launcher, Minigun, and the heated edge sword with your throwables expanding to

include acid zombie gas, vortex, and thruster grenades. This also bumps up what attachments you have, such as the smart gun scope and smart bullet blueprints for the Minigun and you gain specialty EOD Juggernaut suits that are made for combat. And regardless of which of the previous two tiers you pick, the room comes with all the tools and stations, both to maintain/modify these weapons and produce ammo.

But if you'd like to not have to worry about that, at least in regard to ammo, you can pay an extra 200 CP, for a total of 400, to make your armory "infinite". Specifically, you can now take out an infinite number of guns, ammo, throwables, attachments, and even armor, allowing you to equip an entire force by yourself. You can also feed the armory blueprints of any weapons, ammo, etc., that you have, and it will start stocking them too.

For a list on what weapons and attachments you get [\[See Notes\]](#).

Weapon Mod Box [100-200 CP]

But even if you have all the weapons in the world at your disposal, you'd be hard-pressed to carry all of them unless you have some kind of dimensional inventory. This goes especially for attachments, as certain attachments can change the entire function of a weapon or are only useful in specific situations that can be subject to change as you go through a mission. So by taking this item, you gain something that will let you swap out attachments even while you're on a mission.

Taking the form of a special box, it can always be found nearby, with only you or your allies able to notice and use it, but it will only appear when you are not currently in a fight. Once you get to and open it you are allowed to swap out any weapon modifications currently on your weapons for any you have access to, with this also applying to ammo, whether it be adding a scope on your rifle to account for you fighting at larger distances or swapping out some/all of your current ammo for an equal amount of a different type to account for new enemies. This also works on supernatural modifications, so could use this box to change the enchantment gems attached to your sword to get past someone's resistance. This box also comes with a set of skins you can apply to your weapons, with there being a sort of challenge system that will generate various challenges that grants you more skins when you complete them.

But if you'd like a little extra benefit to go with this, by paying an extra 100 CP, for a total of 200, your Weapon Mod Box is accompanied by a second box. This second box is linked to all of your supplies of ammo and other consumables, like grenades or healing potions, which also includes items that grant an infinite supply of consumables like infinite ammo/grenades/etc. You can pull out these "consumables" to restock yourself, for example, you can pull out ammo from your supply, which you can choose whether it be loose rounds, magazines, speed loaders, ammo belts, etc., assuming you didn't already put the ammo into such things.

For a visual on the Mod Box [\[See Notes\]](#)

Combat Sim Chamber [200 CP]

Normally, one would assume that after a hard day of running and gunning their way through Horizon and The Cult, that Subject 106 would want to unwind. But their status as a combat Cycle has basically made it, so they thrive off of battle, and seemingly due to

that they had been given a combat simulation for use in downtime and training. And by taking this item, you'll gain the same system that was used in the Task Force 2-7 hideout.

Specifically, you'll gain a large transparent cube that, while not looking too big when looked at on the outside, is a lot bigger on the inside when entered, basically being an endless white void. Once inside, you can summon a series of floating UI which allows you to choose what environment or location that the inside will replicate, such as a patch of forest or the inside of a military base, with it by default coming with the various Survival mode maps from the game [\[See Notes\]](#). More map options can be added via invisible drones that come with this that can be set to follow you around, as you are out and about with them mapping out places you go. From this UI you can also pick four different game modes to play on a chosen map which include:

- Horde: You fight against a set number of enemy waves that get harder and harder.
- Endless: You fight against an endless number of enemy waves that get harder and harder and continue until you quit or die.
- Survival: You fight across multiple different maps while having to pick up food to fill a hunger bar. If that bar hits zero, you constantly take damage until you can find more food.
- Sandbox: You get to spawn various enemies, weapons etc., you've encountered and can generally dick around in a map similarly to GMOD.

The enemy types present by default are all the same ones found in game, and how they are composed in the waves you have to face can either be random or something you personally design. New enemies can be added either with the aforementioned drones who are also able to scan in new enemies you fight in the future or via an inbuilt enemy creator.

For a visual on the chamber [\[See Notes\]](#)

Syndicate Operative

Vital H.U.D [100 CP]

As was stated in **Cyberdizing The Future**, one of the main fields of expertise The Syndicate dabbles in is technology, as shown by the cybernetic enhancements they used on Subject 107. But that isn't the only way their tech advantage is shown, as all the helmets their troopers and pilots wear are highly advanced with each coming with their own heads up display, something that not even Horizon has. And by taking this item, you'll gain one of your very own.

Taking the form of the fully enclosed helmet of the TF 27 Elite Troopers, aka Cyber Mercs, this helmet comes with basic shooter game HUD elements such as an ammo and grenade tracker, a crosshair, and your armor and health "values". It can also keep track of your vitals, take twice as much damage as a normal ballistic helmet, use an in-built comms system, function as a gas mask, and can link to any computer or vehicle like a helicopter to display their instruments or screens inside the helmet. Also, if you so wish, instead of having the helmet look like that of a Cyber Merc, you can choose to have it look like either that of a TF 2-7 grunt or pilot and for visuals on all three [\[See Notes\]](#).

Smart Weapon Adaptor [200 CP]

But a helmet with a HUD isn't the only form of personal high-tech The Syndicate has access to, as evidenced by two weapons and their special attachments that Subject 106 has had access to. These are the Minigun and Grenade Launcher, with both being able to be equipped with smart scopes and smart ammo, with the scope allowing the ammo to follow and track enemies that are seen through the scope. But the main problem with them is the fact that the smart ammo flies a lot slower in order to track enemies, meaning they deal less damage, but taking this item will provide the best of both worlds.

More specifically, this item grants you smart weapon tech blueprints that can be used to create smart scopes and ammo for a wide variety of handheld guns, which somehow is able to work on things like laser guns. And the main advantage over what you could get with **Tools For Slaughter**, at least in regard to projectile guns, is that the smart ammo you can make doesn't suffer from a reduction in speed, and thus stopping power, while still being able to accurately track enemies by being able to control their own flight and turn on a dime.

Taskforce Jumper [400 CP]

Happen to have your ambitious eye gaze towards a leadership position in The Syndicate? Well, being able to call the shots with your own task force full of elite troopers can be an inviting proposition. And by taking this item, such a thing will become a reality as you become the director of your very own Syndicate task force.

Located on an extremely remote and hidden island, your task force, with your exact number being up to you, consists of a large concrete fortress that extends underground with some separate buildings above ground. The entire thing is incredibly hard to find, to the point that intensive and lengthy personal recon is needed to even get the rough location of it, with things like satellites, scrying, and any other such means not being able to find it. On the inside you have various different facilities such as a command and control room, some research labs and offices, a shooting range, a large barracks for all

task force members, some warehouses, and a number of empty rooms to use as you see fit. The main base also has a number of security measures such as laser gates to block pathways and explosive laser turrets to shoot intruders, as well as a nuke that is permanently located in the depths of the base, that can be detonated to deny any resources or knowledge from would-be invaders. And to compliment said nuke, your main base also has a variety of escape passages for you and your followers which lead to things like small coves with boats or caves with a helipad and a large door on the roof that enemies are hard-pressed to find.

But a base would be nothing without people to staff it, so your task force comes with staff split into two groups. The first are operational staff which includes office workers, researchers, mechanics, and command & control staff, all of whom number around three hundred. And the second group are your combat teams which number around seven teams, each of which comes with a call sign with all of them following one central theme, such as how TF 2-7's team's call signs are all based around Ghost and synonyms of Ghost, such as Banshee, Ghost, Phantom, Shade, Specter, and Wraith. Each team is made up of five squads of seven soldiers each, with one squad being a lightweight recon squad, one being made up of Cyber Mercs who stand a good deal above even elite spec ops forces due to cyber enhancements, and the rest being assault squads, that still stand slightly above normal spec ops, for a total of two hundred and forty-five troopers. You also gain a fleet of Black Hawk helicopters to ferry all of these soldiers to and from missions, with the number being thirty-five helicopters and pilots, with each coming with homing rockets and there being facilities on the surface to service them.

If the number of followers from this item, which includes anyone you recruit to it, were to fall below the original amount of five hundred and forty-five, then over the course of a week your numbers will rapidly replenish back to the original size. These rapid recruits will have the same skill level as the original followers before any changes you made to them. For visuals on the base and your task force soldiers [\[See Notes\]](#).

Cycle Rebooter [600 CP]

The prized crown jewel of The Syndicate, or at least Task Force 2-7, is the Cycle cloning system, as with it multiple highly effective and valuable super soldiers have been created to carry out and fulfill the goals of The Syndicate. And it could be questioned whether The Syndicate would have been able to take as much control of the world from the shadows as they have without them, which makes the destruction of the system a major blow to them. But it seems that by taking this item, the system found in the bowels of the Task Force 2-7 hideout wasn't the only one in existence, as now you have your very own.

First, you gain access to two base template bodies, one for cloning Non-Combat Cycles like Anton and Dr Emmerson and one for cloning combat Cycles like 105 and 106. The former is more suited for infiltration, making puppet organizations, and other more "intelligent" work as it has an extremely high level of intelligence and charisma as well as a high level of expertise in their relevant skills like deductive reasoning, investigation, research, debate, leadership, etc. This body also has psychic abilities, able to communicate telepathically, show images, cause people to black out and can even kill them by "spiking their vitals" leading to a stroke or heart attack and while not as combat oriented its body does stand near the peak of what normally people are capable of. And

the latter is suited for assassinations, stealth spec ops missions, and just general combat with it having access to the focus and cloak modes of Subject 106 and 107, a stamina boost upon killing someone, the dash/flash step of 107, and an increase to strength, speed, reflexes, and durability. It also has a high level of inbuilt knowledge and skill in various kinds of weapon use and martial arts, which far outstrips what most people can obtain in a lifetime.

And second, you have sixty-four cloning chambers, which double as cryogenic holding chambers to keep any cycle you create on ice. They are linked to two template holding chambers, which hold the two aforementioned template bodies, and can clone anything that is in said template chambers, which includes copying any supernatural or cybernetic qualities as well as skills/instinct. You can also program in any personality traits, behaviors, etc. You gain blueprints for both types of chambers, both to expand production and increase the "templates" you have access to and any Cycle you create with this system will have unbreakable brainwashing in place to make them absolutely loyal as well as a powerful dead man switch bomb implanted in their chest that can be detonated at will, though you can choose to leave that out.

Horizon Corporation Staff

Anomaly Hunter Goggles [100 CP]

While most of the business that Horizon has expanded into are things one would normally expect from a global mega corp, one of the odd men out is their foray into Anomalous Sciences. This was seemingly due to Anton believing that such a leap was necessary to get the tools needed to better humanity, as well as possibly giving him a leg up over The Syndicate. And as a foot slogger for Horizon your probably going to be sent after anomalies and so by taking this item you'll gain a potent tool in tracking them down.

Taking the form of a pair of goggles, not too dissimilar to NVGs, this item grants access to multiple different vision modes. Not only does it include standard vision modes like night vision and thermal, it also includes three exotic ones which are x-ray, "invisible" which outlines invisible objects, and "anomalous" which highlights anything related to anomalous/supernatural entities. This includes things like tracks of an anomalous monster, bits of the anomaly that have fallen off, or things that have been changed by the anomaly like people turned into zombies.

HNS Omega [200 CP]

As was mentioned in **Surplus Bargain Hunter**, most if not all the military gear Horizon owns was bought from different militaries that had a surplus of gear they weren't using. And one of things they may have bought was the HNS Omega, a nuclear-powered submarine that was possibly from the Royal Navy, and that was used to guard the Omega Facility. With its weaponry and "drop pods" it served as one of the more unique enemies Subject 106 has had to face, and by taking this item you'll gain your very own copy to do with what you wish.

As was previously mentioned, this item is a simple nuclear-powered submarine, which comes equipped with homing AA missiles that can also be used to target anything around the size of a single person or bigger. It also has a special feature in the form of its "drop pods", with it being capable of launching six at a time with each holding a single soldier. To aid in the use of this drop pod system, the sub is a lot bigger on the inside with enough internal space, to carry a "sizable" marine detachment of one hundred and twenty on top of its normal crew of a hundred and thirty along with facilities to create more drop pods.

Subsidiary Of Horizon [400 CP]

One may assume that Anton is a bit crazy publicizing the location of Horizon's HQ, as its one of the first things that can be found on their website. But, like a number of things that Horizon lets loose into the public knowledge, that location is a lie as Horizon's true HQ is located somewhere in the Caribians on the Horizon Islands with it playing host to a wide number of facilities. And if you'd have one of the best starting points for your own mega corp, with a few extra bits added on, this item is for you.

Taking the form of a large skyscraper located on a small archipelago, it has a wide variety of facilities to get a mega corp in the vein of Horizon up and running. These include facilities for a PMC, a PSC (Private Security Company), a surveillance company, highly advanced research labs, engineering and manufacturing areas with some for

weapons, software/hardware development labs, a highly advanced and spacious hospital, various normal business departments like QA and Marketing, a resort area around the base of the tower, and a good chunk of empty space for other industries you may want to get into. It even has facilities for Whole Brain Transplant, allowing you to both transplant memories and also copy the entirety of someone's mind either into someone else or into a blank clone by rewriting the recipient's brain to match the donor. Housing also exists for all potential staff and their families, with these being located on the other islands of the archipelago with there being bridges to connect all of them. And finally, the skyscraper also has a secret underground black site that spans nine large floors and is dedicated to the containment, research and experimentation of anomalies.

The entire skyscraper, as well as the housing on the other islands, are powered by advanced versions of the Pandorium bio-reactors that were found in Pandora Institute. Moving on to staff, those that come with this item are split into two groups. The first, are your "general" staff which number five thousand and are split across your various departments, excluding the PMC, with five hundred of them there being a part of an elite force of fanatically loyal Secret Service bodyguards that double as assassins. And the second group which also numbers five thousand is concentrated wholly within the PMC department, with them forming a small division of your preferred layout, which also includes various types of vehicles, with five hundred of them forming a spec ops unit.

If the number of followers from this item, which includes anyone you recruit to it, were to fall below the original amount of ten thousand, then over the course of a week your numbers will rapidly replenish back to the original size. These rapid recruits will have the same skill level as the original followers before any changes you made to them. For visuals on your tower and your PMC soldiers and Secret Service [\[See Notes\]](#).

Sweet Sound Of Serenity [600 CP]

Another avenue that Horizon has been working towards is the development of potent brainwashing tools, as evidenced by what Subject 106 was undergoing at Site 14 before Subject 105 broke them out. What was being used on them was a special video, with the goal being the deprogramming of the brainwashing Subject 106 had courtesy of The Syndicate. And if you plan on tackling enemies you make frequent use of brainwashing, this item will grant a potent countermeasure.

More specifically, you gain a special video that takes the form of a slideshow accompanied by music with lyrics. Upon watching the video any brainwashing implanted in someone will start to unravel, with the stronger or more ingrained the brainwashing is the longer it takes. But this doesn't have to be purely an altruistic thing on your part, as the video also implants your own brainwashing that is so subtle that very few people can tell it's there. This brainwashing that the video inflicts comes in two flavors, the first is your standard "you will do whatever I say" type, while the other instills a self-destructive martyrdom into them. If you let them go or allow their allies to rescue them, they'll start subconsciously sabotaging their allies, all the while becoming more and more suspicious of said allies and whoever put the original brainwashing on them. And even if your "deprogramming" is interrupted for whatever reason, the person you're using it on will have a lingering effect that will continue to break their original brainwashing and instill your own, albeit at a slower rate.

As a bonus you also gain the visual and audio parts of the video separate, both of which retain the mind effects allowing you to sneak them into other things like put the reversed lyrics in another song. While this isn't as effective, it does provide a bit of cover to mask what you're doing.

Child Of The Patriarch

Symbols Of The Faithful [100 CP]

With most cults, there is usually some form of symbology that not only marks out who they are, but enforces a sense of conformity and unity among their members. The Cult is no different, with its identifying mark being their masks that are nailed into the faces of its cultists. And if you'd like to have a similar identifying mark for your cult, or any other organization, this item will grant you one.

Specifically, this item gives you your own unique custom mask, similar to how The Patriarch has one, and a supply of lesser custom masks for your cult/followers. These don't need to be nailed into the skulls of you or your cultists, though they do feel like a second skin when put on, and the lesser ones provide a sense of conformity, community, anonymity, and submissiveness to those that wear them, especially when you wear your mask, and they are in your presence. Also when you or your followers are wearing your masks, you all don't have to participate in any self mutilation when joining/infiltrating cults and other groups as it is seen as a mark of true faith.

Rat Boltholes [200 CP]

After the assault on Jorvik Castle, and its possible destruction, The Cult was scattered to the winds, doing their best to consolidate and reform. The biggest of these remnants was the group operating out of Kellington Colliery, an abandoned mine, and led by "The Chaplin", though they didn't last long as they found themselves the target of one of Subject 106's side missions. But their overall plan wasn't too bad, and if you'd like some insurance that follows a similar vein, this item is for you.

As now, every property you have has a few boltholes located at random distances from it that can be used as meeting points if the properties are compromised or destroyed, but can also just be used as small forward bases for a variety of things like raiding. These boltholes can take many different forms, such as natural caves or abandoned buildings, but regardless they have an air such that most normal people won't bother them, and they all have hidden passageways that lead back to the property they are attached to.

Sibling Of The Cult [400 CP]

Jorvik Castle is a place with a bloody history, befitting its current cultist occupants. Founded and created before the Romans had even set foot on the English mainland, its original inhabitants were more than likely an old cult who had built the place to house their extensive collection of occult knowledge and to serve as their home. But, once Rome came knocking they were slaughtered to the last with the castle falling under control of their murderers, who later mysteriously disappeared and were later down the line replaced by English nobles who again mysteriously disappeared. But while this may seem bad, the castle itself is a fine secluded base, and by taking this item you'll gain your own copy of it.

It takes the form of a large, secluded castle that is well hidden, though not to the same degree as **Taskforce Jumper**. It is well furnished with there being offices, studies, store houses, bedrooms, a moderately sized medical area, multiple workshops, and other necessities to keep a self-sufficient cult running along with a large number of extensive libraries with bookshelves being found practically everywhere and a good number of

empty rooms. There also exists a large central courtyard that has a special monument shaped elevator that leads to a grand auditorium with there also being a basement area that not only has a massive wine cellar, but massive training area the size of a large neighborhood with facilities to design and create building mock-ups to be used to hone your follower's skill in urban fighting. But there also exists one special addition to the castle, which is a large crypt with numerous sarcophagi located all throughout it, each of which holds a "body" of the castle's previous Britton, Roman, and English noble inhabitants. The bodies are eternally fresh, so long as they remain in their sarcophagus, and range from looking entirely human to looking like melded together flesh monsters with a near infinite amount of variety in terms of size, body layout, and biological weapons/adaptations. Once a body is taken out, it takes a week for another to appear.

And finally, a cult castle wouldn't be a cult castle without cultists, so you also gain a cult that numbers around a thousand members. Seven hundred are normal adherents who come from all walks of life and thus have a wildly varied skill set, with the remaining three hundred being split between a two hundred strong elite "crusader" force and a one hundred strong support group made up of alchemists, occult scribes, and priests/priestesses. They all are slavishly devoted to you, to the same degree as if they had been affected by **Twin Patriarchs**.

If the number of followers from this item, which includes anyone you recruit to it, were to fall below the original amount of one thousand, then over the course of a week your numbers will rapidly replenish back to the original size. These rapid recruits will have the same skill level as the original followers before any changes you made to them. For visuals on the castle and your cultists [\[See Notes\]](#).

Depth Of Olden Knowledge [600 CP]

Though, there is another thing that Jorvik Castle has that you are going to need if you want to equal The Cult. That being their extensive collection of occult knowledge that has been gathered since the castle's creation, and something that The Patriarch had burned to prevent it falling into the hands of The Syndicate. So by taking this item, you'll gain your own repertoire of occult knowledge that will help elevate you.

It takes the form of a seemingly infinite library chock-full of various kinds of occult and eldritch knowledge which range from rituals, "spells", alchemical solutions, and the location of occult/eldritch communities, ritual sites, or materials, alongside just general knowledge. This starting selection will have a large theming of flesh, bones, and fire where applicable, and you can also use it as a standard library with you being guided to what you want by just walking and having either a specific book, scroll, etc., in mind or a general category of information. It also has the means to protect itself as any unauthorized intruders to the library will be attacked in some way, whether that be being zapped with occult energy and turning into mindless "tamed" flesh monsters, being crushed by bookshelves closing in on them, or being forever lost as pathways transform into an infinite maze.

Post jump this library will update to include all occult, eldritch, and just generally magical knowledge.

Companions

Companion options are not affected by origin discounts, and Companions can't purchase more companions.

General [Undiscounted]

Build-A-Merc [50-300]

While being a one-man killing machine, able to rip and tear through countless PMC grunts and cultists may be fun, it can be a lot harder than what Subject 106 makes it look like, especially if you don't have the same physical ability or skill set. And so the best way to make sure you survive in this world is to have a team that watches your back, whether they be entirely new to you or some old companions you've brought along. So you

may either import/create a Companion for 50 CP or do eight for 300 CP. Each gains an origin and a budget of 600 CP to spend on anything other than companions.

Subject 97-The Mothman [100 CP]



As was previously mentioned, one of the ways that Anton plans on aiding the world and breaking the control The Syndicate has on it is the exploitation of anomalies. And one of the biggest examples of that is Subject 97, aka The Mothman, as through researching them Horizon was able to discover an anomalous material dubbed Pandorium which is harvested from Subject 97. However, with the destruction of the Pandora Institute all of that went up in flames, but by taking this companion you'll gain a way to restart the research in the form of a breeding pair of "Mothmen" in an abandoned Horizon facility.

As it turns out, “Mothman” is an anomalous species rather than just an individual, as evidenced by an intel doc detailing a Syndicate task force’s mission to kill one back in 1967 at the Silver Bridge. And with a tamed breeding pair you’ll be able to expand upon Horizon’s efforts far better than they were ever able to.

Both “Mothmen” stand a bit taller than an average person, with their “arms” taking the form of wings, which grants them the ability to fly. They are also almost entirely covered head to toe in strong bulletproof armor plating, with their face having a sort of mask they can open/close and the inside of their wings being a bit fleshy, with the things like high explosives needed to get past it. But even in that case they are tough as hell as the one in Pandora Institute managed to survive the massive explosion in the basement, climb up an elevator shaft, and engage with Subject 106 and some Task Force 2-7 grunts, with the damage being limited to their armor plating and the flesh underneath on the right side of their chest being ripped away to expose their insides and half of their face mask being gone. In terms of combat, they make use of kicks with their powerful legs and a highly acidic projectile puke attack with said acid puke being able to zombify anyone/thing they kill, turning them into the “affectionately” named “Jiggly Bois” [\[See Notes\]](#).

These “Jiggly Bois” are a good deal tougher than what they originally were, can turn others into more of themselves via their own acid puke attack, explode into an acidic goopy substance when killed, and in the case of people will occasionally still be able to wield weapons. But the main star is the anomalous material called Pandorium that you can harvest from your “Mothman” pair, with it being basically any biological material from their bodies, with this including the “Jiggly Bois”. For uses of Pandorium [\[See Notes\]](#).

Subject 83-The Shard [100 CP]



Another example of Horizon attempting to find ways to exploit anomalies can be found at Site 83 in Siberia, Russia. The site was originally created and ran by the Soviet Union to study a crystal like anomaly they discovered, but after a rash of disappearances and other anomalous activity the site was metaphorically buried and sealed with Horizon coming in later to re-open it. They, too, suffered the same fates as the Soviets before them, with the entire situation culminating with the arrival of Subject 106 and the disappearance of the entire facility. And at the center of all this was Subject 83 aka The Shard, and by taking this companion it seems they’ve decided to randomly appear in one of your properties, albeit with a more cooperative mood.

Subject 83 takes the form of an amorphous blue crystal that constantly pulses and changes shape, with the rectangle seen in the picture more than likely being a containment case. And while it may seem like Subject 83 is just simply a crystal with anomalous properties it is seemingly sapient, though its exact personality is unknown as it did try to guide Subject 106 to it in order to seemingly kill it, as it was capable of anomalously communicating with Subject 106 via the site's speaker system with it and providing aid to Subject 106. Speaking of which, the anomalous abilities of Subject 83 are a wide variety that are as follows.

- The ability to tap into and make use of the electronic comm system of the property it appeared in, as well as the comm system of those that enter said property, along with being able to speak in people's minds, similar to auditory hallucinations.
- The ability to constantly spew a hallucinogenic inducing gas, that in higher doses can cause blackouts and an unknown horrific event to happen to an individual, with it being able to cause the gas to spread and encompass the entirety of the property it is in. You, your followers, and allies don't have to worry about the gas with it only affecting intruders.
- The ability to at will teleport objects and people both around the property and into/out of a special pocket dimension. This dimension can also be accessed by walking into Subject 83, and they can freely modify the dimension, such as closing off pathways behind people and rearranging rooms so long as people aren't observing the pathways or rooms. For visuals [\[See Notes\]](#).
- The ability to electrify various things inside the property it is in, as well as absorb electricity to boost its own abilities.
- And finally the ability to create three types of shadowy ghost like figure both in the property and its pocket dimension, which are
 - Whispers: Shadowy black masses with hidden faces that are blind and have sharp hearing. They can move at six hundred KM/H, will maul intruders to death, and share Subject 83's ability to teleport those it catches.
 - Phantoms: Humanoid shadows that are hard to see and will rush down and maul intruders.
 - Holeheads: Humanoid shadows with holes in their heads that can physically block off people's paths, eviscerate those they manage to fully surround, and play various tricks. These tricks include being able to teleport around the dimension, disappear the second people see them, and play back any communications those in the dimension use.
 - These ghosts are unable to be harmed by conventional means, but the Holeheads can be temporarily dispersed with electricity. For visuals [\[See Notes\]](#).

Subject 617-The Hidden [100 CP]



With how the Cycles are numbered, you would assume that The Syndicate has only managed to make a hundred and seven. However, as evidenced by chatter from some of Horizon's Talon Black Ops operatives, there seems to be a discrepancy with that as they make mention of a Subject 617. While at first this may seem like a discrepancy, the true of the matter is that Subject 617 is a man-made anomaly created by the possible now defunct Infinitum Research department. And by taking this companion, you'll gain the aid of Subject 617, a formerly normal human that has been tortured into what they are now, finding him in the aftermath of slaughtering the I.R.I.S (Infinitum Research Intercept Squad).

While outwardly he looks like a normal human, most people wouldn't know this as his main anomalous property is near perfect invisibility, with the only thing betraying his position is slight disturbances in the air and hard to see smoke coming off of him. He also possesses extreme strength, speed, and agility, able to turn an armored trooper into a pile of gore with a full force stab of his trusty K-bar knife and leap into the rafters of a two-story warehouse in a single jump, all the while being able to cling to any surface. He also has an "aura" vision that allows him to see people through walls, and can heal himself by cannibalizing those he kills. And for some odd reason he is able to pull out an infinite number of grenades with around thirty seconds between each after one is used.

Due to the tortuous DNA experiment the Infinitum Research department did to him, he was homicidally insane and in constant pain, but for some reason when you come across him something changed. His insanity and pain abated a bit, and he became able to turn off his invisibility. For that, he will gladly serve by your side, though his treatment by Infinitum has left him jaded and sadistic.

Subject 32-The Biomass [200 CP]



And one final example of Horizon's attempt to exploit anomalies lies in the anomaly Subject 32, aka The Biomass, which potentially is the source of one of Horizon's biggest accomplishments. Subject 32 is an anomalous biomass which Horizon secured and then contained in Site 32 located in Arkansas, but like Site 83 shit quickly hit the fan after a change of the on-site staff. Specifically, Subject 32 broke containment and killed all on-site researchers and a few of the guards that came to investigate the radio silence, with the few remaining survivors booking it into the surrounding wilderness where they died of exposure. But by taking this companion and coming across the abandoned site, it seems Subject 32 has undergone a bit of a change into being more docile.

As was previously mentioned, Subject 32 is anomalous biomass, with its main anomalous trait being that it is capable of rearranging its genetic sequences in response to electrical signals and input data, in a manner similar to a machine learning algorithm. In this regard it actually far outpaces normal learning algorithms due to using its DNA for computations, as when one of the on-site staff fed multiple religious texts to Subject 32 as training data, after feeding it all other available data that was on-site, it gained sentience immediately and became an end of the world lunatic, leading it to break containment. But by the time you run into it, it's mellowed out, losing most of the doom and gloom in their personality, but still retaining some spirituality as well as some pessimism and a talking pattern and vocabulary/grammar reminiscent of an ancient era priest/priestess. Another anomalous trait it has is the ability to meld into computers and the like by manipulating its biomass into tendrils and "interfacing" with them, not only adding their computational, storage, and other capabilities to itself, but also being able to effortlessly hack into them.

This combined with its DNA computational power practically makes them a super computer, with them being able to use analytical prediction to predict future events with the accuracy based on the amount of related info you feed them, and they can grow by converting the biomass of other living beings like humans into more of itself. It can also defend itself via two more traits, with the first allowing it to disrupt technology that isn't incorporated into itself or belongs to you, and the second letting them spawn red ghost orbs. The former reaches out to a certain distance based on the size of its biomass and incorporated computers and can do things such as jamming communications, messing up the navigation system of vehicles, and scrambling GPS systems. And the orbs of the latter are able to phase through all matter to attack people and will completely deafen everyone nearby.

Smaller pieces of biomass can be safely removed and incorporated into other pieces of tech to boost their capabilities, with its disruption and ghost orb abilities being nonfunctional at small sizes.

Syndicate Operative

Personal Pilot [50 CP]



One of the smaller, but still intriguing questions surrounding Task Force 2-7 is whether the common grunt is aware of the fact that Cycles are meant to be disposable. While The Quartermaster and the two grunts that were tasked with incinerating Subject 106 were seemingly aware, the rest of the Task Force 2-7 members he fought his way through seemingly felt sincere anger at being told that 106 had betrayed them. But there was one person who was possibly the closest to Subject 106 and if they got to witness the apparent “betrayal” there is a chance of them siding with 106, with that person being their “personal” pilot Raven. And if you're going to be in a group that is very willing to bump you off when you being alive is a liability, you're going to need someone in your corner, which is where this companion comes in.

Taking the form of a Syndicate pilot that just recently joined the task force you're in, assuming you're a **Syndicate Operative**, they seem to have been personally assigned to you as your own personal pilot and in that role they are a highly skilled individual. Regardless of the type of aircraft they have to fly, even if it's something like a spaceship, they'll do so as if they've spent their entire life doing it, being able to push said craft to limits most other pilots can't. And through some strange method, they are always able to become the pilot of any craft you happen to be on. For example, if you join an organization that makes use of air/spacecraft then they will somehow become a pilot in that organization with the higher ups assigning them as your personal pilot or if you take a commercial plane they'll be the pilot for it somehow.

In terms of personality, they are very amicable with them striking up conversations as they take you to and fro, and in the event you get stranded or go missing they are going to be one of the first people doing their damndest to find you.

Housekeeper Quartermaster [50 CP]

The running of a secret operation cell is something that can be split into the macro and the micro. On the macro side, you need someone who is capable of large amounts of planning as well as playing mental games of chess against opposing groups and on the micro side you need someone who can take care of things like supplies, the health of operators and the like. And since to most the former is a lot more fun and fulfilling than the latter you're probably going to want someone to handle the tedious stuff, whether it be in your own operative cell or other organizations, which is where this companion comes in.

Taking the form of a Syndicate quartermaster, they are highly skilled in the day-to-day running of any organization, to the point that as your second in command all the nitty-gritty stuff is noticed and taken care of before you or anyone else realizes that there is a problem. From making sure weapons and other supplies are stocked up, making sure various facilities are in good repair, and ensuring operatives and other staff are in tip-top shape, they'll make sure all the background elements of your organization(s) run as smooth as butter regardless of the number of them. And in the event they happen to be watching over an organization that is supposed to be secretive, they are also highly skilled in hiding any traces of the movement of supplies or personnel whether that be physical like masking the movement of staff between locations or non-physical like forging transportation documents.

In terms of personality, they are very professional, though they will throw some childish jabs at whoever you are opposing every now and again, and they are very team oriented. And when things aren't serious they'll be a bit more relaxed, striking up conversations and "hanging out" with subordinates.

Bot Killahxtwenty [100 CP]



As was previously mentioned, The Syndicate has been making use of Cycles since the 1850s with them possibly being one of the biggest assets to their world domination. But it seems that their production is solely limited to the system in the Task Force 2-7 hideout, which became a problem for The Syndicate upon its destruction by Subject 106. Though that fact seems to disagree with the existence of this particular individual as they seem very similar to a combat oriented Cycle, and if you decided to take them as a companion you'll gain a potent tool.

Taking the form of a standard Task Force 2-7 grunt, albeit one that is heavily armored, this individual's origins are completely unknown. Maybe they're a Cycle that one of the staff of Task Force 2-7 decided to nickname after their gamer tag, or maybe they are a proof of concept for some cyber-enhancements that Cyber Mercs may get in the future. Regardless of which, they are a potent combat tool as their skills and physicality, while not having the entire arsenal of a true combat Cycle, still provide a leg up over normal enemies. Specifically, they have the same boosts to durability, strength, and reflexes that normal combat Cycles have access to, but they lack the stamina booster, Focus mode, invisibility cloak, and dash. They also have a master level of skill in gun play, with their accuracy bordering on the supernatural.

In terms of personality they can almost be considered a cold and aloof mute as they rarely talk and tend to not interact with those around them, but when it comes to you and a few others they click with they are more emotive in the physical sense almost acting like an excitable kid.

Director 27 [100 CP]



Being a Director in The Syndicate can be seen as a very stressful job, which wouldn't come as a surprise. Not only do they have to deal with the stresses of being leaders in a shadow war where their enemies can rapidly and without warning descend upon them, but it's unknown if they even have all that high of a position in The Syndicate. For all that is known, they could be considered disposable pawns, albeit to a lesser degree, to the leadership of The Syndicate, similar to the operatives they themselves order around and dispose of when it becomes convenient. And it seems the stress has gotten to this particular Director as by taking this companion they'll decide to join you in an effort to get away from it all.

They are the Director of Task Force 2-7, or one of her twin sisters who also happens to be a Director if you happen to be stationed at another task force, and will provide aid through the use of her skill set. As **Housekeeping Quartermaster** handles the micro side of running a clandestine operator cell, she handles the macro by being a master level planner. Coupled with a high level of intellect, she can serve as your sole master planner or as another head to bounce ideas off of, with her being able to also plan around and incorporate the most minute of details. She is also very good at playing mental chess with people, being able to form mental profiles of them based on information you feed her and use that to accurately predict their next move or how they are going to respond to a plan of yours.

In terms of personality, she has two different "faces" with the one she outwardly shows on a day-to-day basis being that of a cold and efficient professional with a light veneer of being friendly and affable that keeps things to the point with very little banter, and at most glaring at those that start to get on her nerves. However, if she manages to get surprised or if things don't seem to be going her way she becomes a lot more vocal and emotional, especially in regard to anger, but she is good enough to quickly compose herself.

Horizon Corporation Staff

Elite Mall Cop [50 CP]



One of the major weaknesses that Horizon has in comparison to The Syndicate is that their operations are of a more public nature. While they do have their fair share of hidden black sites, a good number of their facilities are out in public such as Gunnarson Complex, making it harder for them to defend them as The Syndicate is always aware of their locations. To that end, highly skilled chiefs of security are a must, both to prevent infiltrations and to help make sure facilities can withstand attacks, and this recently promoted one is ready to show their stuff if you decide to take them as a companion.

Having fought tooth and nail to rise above their lowly position, which is referred to in a derogatory manner as a “Mall Cop”, they are highly skilled in designing defense and security plans for all kinds of facilities. And unlike a certain chief of security named Elias Fletcher, they have actual experience securing and defending places from attack. From planning optimal patrol routes, formulating emergency response plans and drilling them into staff, placing cameras in optimal positions to prevent any blind spots and ensure redundancy, to reinforcing power grids and info networks to prevent hacking or destruction, they are a worthy asset in securing any property you own. This also includes finding ways to mitigate disadvantages that pop up due to a facility's location, such as it being in a public space, and coming up with defensive measures and layouts in case of attack, such as barricades, choke points, turrets, and the like, with them also being able to find ways to make these measures hidden if the property can be accessed by the public.

In terms of personality, they are a bit of a self doubter due to their lowly starting position and as such will tend to second guess themselves. This leads to them overworking themselves to make sure things are perfect, as well as being very receptive towards praise.

Anomaly Researcher [50 CP]

While most would assume that the anomalous is something that is unknown by the world, it is in fact the opposite. The concept of anomalous entities is such common knowledge that they have their own official branch of science and people are able to go to legitimate schools to get a PhD in Anomalous Sciences. And this individual happens to be a recent graduate from such a program, and by taking them as a companion they'll be able to provide their skill set to your pursuit of anomalies for whatever use you have for them.

To start, they have a borderline obsession with the anomalous and supernatural, which came from a childhood of reading creepy internet stories, and when that is coupled with a highly intelligent mind, allows them to rapidly understand any anomalies you manage to capture down to the most minute details. This is also due to everything sort of clicking in their head when it comes to anomalies, as well as their ability to make shockingly accurate leaps of logic in regard to how an anomaly functions and while these leaps aren't always a hundred percent accurate, they are always at least on the right track. They also are a certified professor in Anomalous Sciences, meaning they can help found an anomalous acquisition and research department and pass along some of their knowhow.

In terms of personality, they are very enthusiastic about their work with them being ready, willing, and able to talk anyone's ear off about the latest anomaly they worked with. Said enthusiasm is also tempered by a sense of professionalism that they will try to enforce among their subordinates to prevent accidents from the underestimation of anomalies.

Thuggin Bodyguard [100 CP]

One of the few areas that Horizon and Anton manage to edge out their Syndicate opponents and Cult "allies" is the matter of true loyalty. While the Directors of The Syndicate seem ready and willing to sell their lives for The Syndicate when needed, it's hard to tell if the grunts share the same feeling, and while the cultists of The Cult are fanatics for The Patriarch that comes from various levels of cultic brainwashing. On the other hand, while Horizon was crumbling around Anton his elite bodyguard refused to leave him, calling him "the greatest mind of a generation", and were ready to sell their lives to allow him to transfer his mind. And if such dogged loyalty is something you're after, this individual will provide it in droves if you decide to take them as a companion.

They are a highly component bodyguard, being a master in various different skills one would expect which range from handling various kinds of weapons, keeping an eagle eye on your surroundings for potential threats, searching rooms from top to bottom to find hidden traps, and other general bodyguard duties. Body guarding isn't the only thing they can do as they also double as a highly proficient assassin, with them being skilled in various different assassination skills and methods, as well as being able to make most of their missions seem like accidents or the work of an unknown third party. Furthermore, they are also able to lug around armor and weapons heavier than one would expect with their body frame, including being able to sneak around with them, and they always seem to be able to accompany you, even to locations where you're supposed to be alone. But beyond being a simple bodyguard/assassin, they are fully able to form, train, and lead an entire body guarding and assassination force.

In terms of personality, they have a high sense of adoration for you, which is mixed with a very laid back attitude as they'll casually do things like hang out or shoot the shit with you. They also sort of fell in love with your worldview, morality, and/or vision for the future, and thus, besides seeking to protect you with their life, they'll be a sort of spokesperson for it among your followers. As a final note, they have an incredibly foul mouth, with them using swears in almost every sentence and coming up with

brand-new insults for those they face that always seem to land home, and they have a fondness for wearing balaclavas.

Idealistic CEO of The Future [100 CP]



In the end, Horizon and what it was attempting to do can be considered a failure. While they were successful in bettering parts of the world such as cleaning up the oceans and other charity work, said successes were more akin to a house of cards that almost immediately came crashing down when their skeletons in the closet were exposed. And one of the people most devastated by this failure was none other than Anton Lazar, as evidenced by him emotionally breaking down as Subject 106 tore their way through Anton's last ditch effort to save Horizon. But that wasn't the end of Anton, and by taking this companion, you'll play another part in a secret plan he had well before his "end".

More specifically, a theory goes that the reason Anton survived in the secret ending was that he had already copied his mind to another body well before his "final stand" with the aid of his unknown benefactor that pushed him to go rogue. And it seems said benefactor has gifted you a copy of him in both mind and body, maybe to see if you can help Anton realize his dream. Said copy mirrors him in every way as it has his "once in a generation" level mind, granting a super high level of intelligence, but also business acumen. The copy can take almost any business and turn it into a global juggernaut and is also highly skilled in both deal making and PR, to the point that very few people will be able to out-haggle or think them in regard to the former, and they can engineer goodwill along with sweeping "untrue" rumors about misdeeds as well as any corrupt CEO.

In terms of personality, like it was said previously, they are a complete copy of Anton meaning that they are highly charismatic and affable, as evidenced by the bodyguards the original had. They also share his fiery thirst for knowledge, with something like sharing information over a hot cup of coffee possibly being their idea of a good time.

Child Of The Patriarch

Disillusioned Doctor [50 CP]

One of the biggest targets of cults are those that have become disillusioned with the world or broken in some way or form. Their nature makes it easy to subsume them into a cult's rhetoric and convert them by providing what they are missing in life, such as a sense of safety or community. And this individual seems like the textbook example of an easy target, and by taking this companion you'll gain a worshipful follower.

In their previous life, they were a doctor who got into the profession out of a want to save people, but time has worn away and trampled all over that dream. From the worldwide Covid pandemic that forced them to watch a large number of patients die despite their attempts, to the whole medical practice becoming corrupted in their eyes due to greed being valued at the expense of patients, they have become disillusioned with the whole thing. But after running into you, they noticed a bit of their original warmth and want to help people had been rekindled, and thus they decided to follow after you and provided aid with their toolbox of skills. Specifically, they are a highly trained doctor with a varied skill set which ranges from doing surgery to being a dentist with this being supplemented by a more unorthodox skill, that being alchemy. They seemingly picked it up after traditional medicine didn't seem to help the patients they lost, and by combining it with their traditional medical skills, they have elevated their ability to heal as well as modify people. Another helpful skill they picked up is that they have a blood hound-like nose for alchemical ingredients, and they are well versed in the growth, harvesting and processing of said ingredients.

In terms of personality, as was mentioned previously, they have a drive to help people which makes them very people oriented and grants impeccable bedside manners. But their rekindling seems to have gifted them a deep fascination with injuries and diseases which, while not impairing their ability to heal, does make them a bit creepy which oddly seems to endear them to patients even more after they get over the initial creep factor.

Eccentric Archivist [50 CP]

And on the other side of the coin another favored target for cults, that is a bit rarer, are those that come to freely join them. The reasons for this are varied, but these people do erase the need of trying to butter them up in order to bring them back to the cult. And by taking this companion, you'll gain the service of such an "eccentric" individual who was looking for a change of pace.

Before coming across you, they were just an ordinary historian, with some training on the side in the field of linguistics, and while being one was a childhood dream, the truth of the matter is that they found it boring when they entered the profession. To them there wasn't anything new to learn as most of the big and important bits of history had already been thoroughly documented, and the more niche bits had little true information to hunt down and find. But somehow, somehow they managed to come across your occult dealings and, seeing a potential avenue to some history that very few people have the privilege of knowing about, they offered to serve you. And in this service they provide the same skills they trained their life for, as they can rapidly find and learn about the history, culture, etc., of new locations you go to and format it in both

an easily digestible form, like a guide book, and a more in-depth, highly detailed form. They can also help in both deciphering and teaching of languages which, similarly to **Disillusioned Doctor**, also come with a nose for occult or generally hidden knowledge like ruins.

In terms of personality, they are sort of a loner and tend to prefer to be alone with their books and the like. But if the opportunity arises to learn and record bits of history, culture, etc., that they don't already know about, they do a sort of one eighty and become a lot more outspoken and almost giddy at the prospect of interviewing people. This also extends to them having a love of presenting any new knowledge they find such as in the form of PowerPoint presentations.

Right-hand Enforcer [100 CP]

Though while simple chaff to help fill out the ranks is welcome, what a cult truly is in need of is those capable of providing leadership and enforcing doctrine. And while a cult leader themselves is expected to do both, they may need some help, especially if a cult grows past a certain size. So by taking this companion, you'll gain a highly valuable right hand in the event cult building happens to be in your future.

Before being "saved" by you, this individual was a career soldier as they served many different roles over their multiple decades in the army such as a common footslogger, combat engineer, sniper, NCO, vehicle turret gunner, and a number of others. This culminated with them joining a spec ops unit and serving with them for a number of years before retiring, however their time at war left plenty of scars, both physical and mental, as they suffered from PTSD and feeling like they had no place in the world. But similarly to **Disillusioned Doctor**, they felt a sense of warmth and belonging when they ran into you one day and leapt at the opportunity to pledge their worshipful service to you. In that regard, they pull double duty, serving as both your right-hand assistant and as a sort of drill sergeant for any of your followers. With the former, they can handle the day to day running of any organization you own to the same level you would have, to the point that they'll make decisions in the exact same way you would. And with the latter, due to their experiences and skill in teaching, they'll be able to turn anyone, even the most sedentary of civilians, into competent soldiers and even spec ops operatives, with them also having a good eye on what role would be the best suited for a person. This basically allows you to form a well-rounded military force from nothing that can stand up to an actual professional military, assuming you manage to get your hands on good enough weapons, vehicles and other gear.

In terms of personality, they seem very worn down due to their time in the military, but at the same time they are also very worldly and down to earth. This leads to them having plenty of advice for younger members of your cult or other groups, and they tend to enjoy watching them grow, learn, and develop.

Patriarch Of The Occult [100 CP]



Similarly to Horizon, The Cult in the end can be considered a bit of a failure, possibly even more so. As while Horizon at least managed to proactively do battle with The Syndicate, in the grand scheme of things all The Cult managed to do was pester British citizens in the countryside and steal large quantities of weapons. This failure to achieve much could be attributed to the lesser amount of time that The Cult was under The Patriarch's control as well as their more secretive nature, preventing the mass recruitment that Horizon benefited from. And it seems that the secret benefactor that meddled with Anton Lazar has become aware of this eventuality, and if you happen to take this companion, they'll decide to convince The Patriarch to join you.

While on the outside he may look like a normal person, in actuality The Patriarch has managed to undergo the ascension his cult keeps talking about. This seemingly involved transferring his soul into a new body that looks like it's made of fire, which grants him strength, speed, and reflexes, on par with combat Cycles like Subject 106 along with a flash step dash. But he also does have gifts from being a Cycle himself, particularly in regard to his charisma, as well as his psychic abilities, which outstrips even Anton's as evidenced by his take-over and transformation of a cult into one of his own. In regard to that, he can serve as an effective high priest in any cult or religious group you decide to form, being able to covertly draw in large numbers of people, such as by kidnapping or spreading secret invitations, and transform them completely into fanatic worshipers. In this role he can also expertly train up other priests, priestesses, chaplains, etc., to a similar level of skill to help in swelling numbers, and in general is very good at inspiring speeches. He can also serve as a foremost expert on occultic and other magical things, being a prodigy at learning and using things like spells and rituals, along with passing and teaching said knowledge to others.

In terms of personality, not too much is known, but a few things do stand out. For one, he seems to have a fondness for those under him, as not once during Subject 106's attack on Castle Jorvik did he demine or talk down to his cultists as they failed to stop him. And another point is that he seems hesitant to kill those he doesn't have to, assuming he didn't attack first, as evidenced by him telling Subject 106 to simply leave, though whether the only reason he did this was because it was Subject 106 he was talking to is unknown.

Drawbacks

Gas Mask Syndrome [+100 CP]

In some missions Subject 106 took part in, certain precautions had to be made to keep them safe from any mission hazards. The most common was the use of a gas mask, which happened at Site 83 and 32 as the former had the site's only anomaly spew hallucinogenic gas and the latter was more of a "just in case" affair. But in both cases there was one major problem, that being the gas mask hampered Subject 106's movement in regard to their speed and stamina for some odd reason. And by taking this drawback, it seems whatever caused that has infected you in a manner of speaking.

As now, the fastest you can move is a slight sprint, and your stamina has been reduced to the point you can only keep that slight sprint up for twenty seconds before tiring out. This stamina reduction also applies to other ways you exert yourself, so you better pace yourself in fights, lest you be caught out and have to try and waddle away from gunfire.

Reality Of A Psychopath [+100]

While being a one-person killing machine that rips and tears their way through hordes of enemies may seem like fun to you, to those on the outside looking in it can be kind of horrific. Seeing someone effortlessly kill large swaths of people, and possibly even revel in doing so, can inspire a sense of fear in even the most hardened of killers. And so by taking this drawback, you'll be faced with the same situation that plagued Subject 106 in regard to his "co-workers".

Specifically, everyone that you now work and fight alongside, and any allies you gain in the future, will get the unshakable impression that you are a blood crazy psychopathic killer that can snap at almost any moment, even if they themselves are amoral murderers. This applies even if you haven't killed anyone and will make it so that they all do their best to stay clear of you, with any allied facilities you go to seemingly being deserted the second you step into them, barring a few important people who have to interact with you standing behind bulletproof glass. Also, unless they are absolutely needed for a mission, your allies will tend to not join you on said mission.

Holehead Infestation [+100]

Out of the three different kinds of ghost like entities that come from Subject 83, the most benign are the aptly named Holeheads. They are basically humanoid shadow creatures that have holes in the center of their heads and while they may be less dangerous of the three they can still kill people. But by taking this drawback, you seem to be hunted by some that simply want to fuck with you rather than kill you.

So now regardless of where you go, there will be a small gaggle of Holeheads constantly following you around and pestering you. This mainly manifests as them constantly appearing around corners and in the corner of your eye in order to try and jump scare you, constantly whispering nonsense that only you can hear, and even occasionally physically blocking your path. They can't be harmed or destroyed, but can be temporarily driven away with electricity.

Unescapable Effects of War [+100-200 CP]

Now while all the running, gunning, and other aspects of an action shooter may be your main interest in coming here, the whole behind the scenes shadow war may not be your cup of tea. Maybe violence is all you're here for, with anything else being boring set dressing, or maybe you see the shadow war as being something akin to a child's first attempt at lying as thus beneath you. Regardless of the reasoning, by taking this drawback such thoughts will be rendered useless as the shadow war will constantly be shoved into your face.

To be a bit more specific, if you attempt to try and avoid taking a part in the overall plot then events will always occur that drag you into it. For example, if you try to lie low in an apartment, maybe a Syndicate task force launches a "kill everything that moves" attack on it due to a Horizon agent living there turning you into a person of interest, or maybe while you're out and about you come across the containment breach of an anomaly which exposes a Horizon black site and thus making you a target of Horizon's silencing efforts.

But if such involvement would still be boring to you then for an extra 100 CP, for a total of 200, this drawback now makes it, so dull moments are a rarity. As now, you are constantly going to be in the thick of things as danger gets constantly drawn to you, with things like the other factions launching excessively large and well planned assaults on the bases you are at to unexpectedly running into highly dangerous or unorthodox anomalies being very common.

Using What You Pick Up [+200]

One of the biggest concerns when going on a firefight rampage is the matter of ammo consumption. While you could scavenge extra ammo from enemies or have allies drop off a resupply cache, the former wouldn't work if you make use of specialty ammo and the latter isn't always feasible. And by taking this drawback, it seems the entire situation has become a bit harder for you.

As now, you are unable to reload any guns you have, regardless of if they use bullets or some kind of energy cell. Instead, if you want to make use of any type of gun when your current one runs dry you have to pick one off of a dead enemy, meaning that if you get into a protracted gun fight all the guns you could pick up will have less ammo for you to use.

Sticky Butter Fingers [+200]

And another concern with participating in large running gun fights is lack of awareness. Even if you are entirely focused on your enemies to the best of your abilities, said focus may cause you to slip up in some area, sometimes even literally. And by taking this drawback, it seems your hyper focus leads you to constantly make pretty big slip ups in combat.

More specifically, as you engage in fights, you have a nasty habit of randomly and inexplicably dropping your weapons, with this being a lot more common if you happen to be running, jumping, and dashing about. And if you happen to try and scramble to pick back up said weapon, you more often than not somehow end up picking one of the weapons of your enemy up when you don't mean to.

The Jiggly Boi Inside Us All [+200 CP]

One of the good things about the fact that most of your enemies here are going to be basic humans is that when they are dead they stay dead, barring anomalies getting involved. Though, it seems such an assurance no longer applies as by taking this drawback, whenever you kill an enemy they manage to get up for round 2.

But, instead of simply getting up as normal people, they instead undergo the rapid mutation into Jiggly Bois as if there was a vial of Pandorium in their body tied to a dead man switch. Not only does this mean that every fight basically has twice as many things you have to kill, these specific Jiggly Bois are a bit special as they are around twice as tough as a normal person in terms of durability and the amount of the acidic goo they spray upon death is increased by a large amount, letting them coat a good deal of their surroundings.

BOOM!! Headshot [+200 CP]

Due to all the special additions that the combat oriented Cycles of The Syndicate have, you can be safe in the assumption that they are capable of killing people in very impressive manners. From chucking a tomahawk into the back of someone's head at extreme range to eviscerating an entire squad in the air before even touching the ground, these feats do show how superior they are compared to normal soldiers. And by taking this drawback, it seems you've been forced to try and emulate a particular kind of super soldier feat.

That being hitting headshots on every single enemy you face, as now hitting them anywhere else deals absolutely no damage. And to help up the stakes a bit, it seems every enemy you face knows about this fact as they all now wear helmets if some sort that are around ten times stronger than normal, meaning you're going to have to deal out a good deal more firepower to get through them.

Always On The Minimap [+200-400 CP]

Now while you may assume that combat oriented Cycles are all the sort to run in guns blazing, they are capable of doing things stealthily. This is evidenced by Subject 105 who snuck into Site 14 to save Subject 106, and 106 themselves can make use of stealth when needed. But by taking this drawback, such a strategy will no longer be available for you.

As now, the second you step foot into an enemy base, or when enemies do the same while you're in an allied base, they'll instantly become aware that you're there. They also will constantly be aware of your exact location, as if they had a video game objective marker and a minimap. And in the event you try to use something like invisibility, they'll no longer know your exact location, but they'll still know the vague area you're in.

But, maybe that is too easy for you to deal with, so for an extra 200 CP, for a total of 400, this awareness will be in effect even outside of combat. As now, your enemies will know your exact location regardless of where you are in the world, meaning they will always be able to track you and if you're not careful to constantly keep moving, they'll be able to figure out the location of any hidden bases you or your allies have. Though, as a small bit of comfort, the invisibility clause of the previous tier still works.

HVA(High Value Anomaly) [+400]

In this shadow war that has engulfed the world one of the deciding factors is the supernatural elements each side has at their disposal. The Syndicate has its Cycles, Horizon has the anomalies it tries to research, and The Cult has their libraries of occult knowledge, but if an opportunity to gather more supernatural advantages pops up you can bet they are going to scramble over it or at least try to prevent the others from getting their hands on it. And by taking this drawback, it seems that the next big thing they all are scrambling for is you.

Now, the higher ups of the three factions in the shadow war are fully aware of your jumper nature and all that it entails. And this leads to all of them making a mad dash to capture you for their own needs or kill you to deny you to the others, with them sometimes flip-flopping between the two, and this is including the faction you decide to join. They'll bust out all the stops in order to get their hands on you, with The Syndicate ramping up the production of Cycles and using embedded agents to start a global manhunt, Horizon dedicating a large number of its PMC units to hunting you and throwing contained anomalies at you, and The Cult making a lot more flesh golems and utilizing more of their occult knowledge. But this doesn't mean they won't still fight among themselves, which is something you can take advantage of.

Flickering Backrooms [+400 CP]

One of the most out there and blatantly supernatural anomalies that Subject 106 encounters was Subject 83, aptly named The Shard. This mainly comes from its ability to teleport both people and objects to a pocket dimension composed of an endless maze of yellowish walls with fluorescent lights. And while normally the only way for Subject 83 to take you there is by being inside the facility that holds it, which is Site 83. But by taking this drawback, it seems that Subject 83 has been allowed to affect you regardless of where you are.

And this is something that the anomaly will constantly abuse as every now, and again you will suddenly be transported to that same maze-like environment with the only warning that it is about to happen is that your vision starts to become a grainy black and white like an old TV. The only way to get out of the maze is to explore it and find a special hallway that ends in a vibrant green light that will deposit you "relatively" close to where you originally were. And while trying to find said hallway can be a massive pain, you also have to contend with the three types of spectral anomalies that infest the dimension.

One of these are Whispers, which are black shadowy masses that are blind, but have super sensitive hearing, meaning they can track you from a good distance away just by the smallest noise, and can move at around six hundred kilometers per hour. If they manage to catch you, they will deal a good chunk of damage and teleport you to a random location in the maze. The next are Phantoms, which are shadowy humanoid ghosts that are more straight forward in how they hamper you, as they will simply try to maul you to death when they find you. The main problem with them is that they are incredibly hard to see without a direct beam of light to highlight them, with the only indication you get is the faint white glow of their eyes. And the final type are the same Holeheads that are in **Holehead Infestation**, with the only difference being that they will try to pin you in and surround you and if they manage to do so they'll be able to

start eviscerating you. None of these entities can be harmed by conventional means, but you can make use of electricity to temporarily disperse Holeheads. For visuals on the dimension [\[See Notes\]](#) and for the entities [\[See Notes\]](#).

Eternally Hunted [+400 CP]

Like with any good shadow war, infiltration is a major tool that is mainly used by The Syndicate and Horizon, with one of the biggest examples of this being the Horizon HVT (High Value Target) "The Infiltrator" who managed to sneak into the Task Force 2-7 hideout. And by taking this drawback, it seems you're going to be the constant target of agents similar to him.

As now at completely random times you are going to be attacked by infiltrators that are always able to silently get within striking distance of you completely undetected, as if they just materialized out of a nearby shadow. The appearance of these infiltrators are unable to be predicted, and they can appear anywhere, whether it be the inside of a base with super max level security or the inside of your warehouse. And in the event you show yourself able to handle the lone infiltrators then they will start to be sent ever larger groups.

At Hatchet Point [+600]

One small theme that can be found among some of Horizon's HVTs (High Value Targets) is that a few of them are criminals of some degree. The most common are war criminals, but the crime of one specific HVT, Tyler "Hatchet" Johnson, is a bit more mundane as he was a bank robber that killed a number of police. However, it seems his personality is a lot more uncontrollable when compared to those Horizon HVTs that committed war crimes, as Horizon staff over him decided to implant him with a bomb. And by taking this drawback, it seems whatever faction you joined decided to do something similar.

Specifically, due to having next to no trust of you, the faction associated with your origin has decided to implant an instant kill bomb inside of you to better control you. So long as you fulfill all the tasks given to you, they won't blow it up, but it seems they are keen to abuse this as much as possible by giving you incredibly hard solo suicide missions that no normal person can do alone, and that are somehow difficult even for you. If you fail a mission, or try to rebel against your faction, they'll be able to instantly detonate the bomb, with said detonation counting as a chain fail.

Victim Of The Anti-Anomaly [+600 CP]

In the grand scheme of things the most dangerous things one would have to face in this world are anomalies. They could be bulletproof juggernauts like The Mothman, entities that fuck with your mind and affect you in ways beyond your ability to prevent like The Shard, or they could be super soldiers that far out pace you in terms of speed, skill, and strength like the Cycles. And due to this it seems someone, who either is a member of The Syndicate or Horizon, was making an attempt to develop a countermeasure for anomalies, but by taking this drawback it seems your intrusion to this world caused you to crash land in their lab before being sent to your starting location.

And such a landing seemingly caused their anti-anomaly project to go haywire and affect your jumper nature, as now you are locked out of any out of jump perks and items. You can still bring in companions, but they are also affected by the perk and item loss.

Rage Mode [+600 CP]

While being able to effortlessly rip and tear your way through hordes of enemies is fun, maybe you'd like a bit more of a challenge. Maybe you want things to be so hard that barely being able to survive a single gun fight is a major achievement. If such a thing interests you, by taking this drawback, you can make your time fighting in the shadow war a constantly harrowing and teeth clenching affair.

As now, all enemies you face will behave similarly to the Rage mode difficulty, making every single fight, no matter how small or normally inconsequential, a matter of life and death. This is due to your enemies gaining a number of powerful boons, which includes seemingly having eyes in the back of their head and a hyper awareness of their surroundings. Having the accuracy and reactions needed to allow them to land snap headshots on you the instant they notice you, or snipe you at far distances with a simple pistol. And increased damage output to the point that a single shotgun shell at anything closer than mid-range is capable of ripping through all of your armor and insta-killing you.

Decisions

You have three choices ...

Go to next Jump

Stay

Go back

Change Log

v1.0: 9/18/2024

- Fully Completed First Version Of The Jump

v1.1: 9/19/2024

- Added the Drawbacks “Unescapable Effects of War”, “The Jiggly Boi Inside Us All”, “BOOM!! Headshot”, “Always On The Minimap”, “Eternally Hunted”, and “Victim Of The Anti-Anomaly”.
- Added A Clause To The 400 CP Base Options To Allow A Rapid Replenishment Of Followers In The Event Their Numbers Drop Below The Original Amount.
- Added A Credit To The Artist Of The **Director 27** Companion.
- Added Hazmat Suits To The First Tier Of **Tools For Slaughter**.
- Added A Link Onto The “Combat Sim Chamber Visual” Note Which Leads To A List Of All Spawnable Enemies In Sandbox Mode
- Added Images To The “Combat Sim Chamber: Survival Mode Maps” Note That Show Of The Enemy Builder.

Notes

Director 27 Image Source

The two pictures come from an artist named [FrogPuffin](#) on Twitter.

Other Horizon Locations

The other known Horizon locations are as follows.

- Gunnerson Complex-A base for Horizon's intelligence gathering operations in Europe. Located in Stockholm, Sweden.
- Iron Dragon Data Center-A data center that holds thousands of Horizon's servers for their operations in the Pacific. Located somewhere in Singapore.
- The Oil Rig-A oil rig that is used to monitor a UFO that crashed into the sea. Located somewhere in the Labrador Sea in the North Atlantic Ocean.
- Omega Facility-A series of sea platforms that play host to an anomaly called Miracle Water. Located somewhere in the Pacific Ocean.

Tools For Slaughter: Weapons And Attachments

- Pistol-Based on Heckler & Koch Mark 23



- Barrel-Suppressor and Compensator
- Light-Laser
- Fire Modes-Semi Auto, 3 Round Burst, and Full Auto

- SMG-Based on Kriss Vector



- Barrel-Suppressor and Long Barrel
- Light-Laser
- Stock-Folded and Unfolded

- Rifle-Based on the VHS-K2 and VHS-D2



- Barrel-Suppressor
- Light-Laser
- Scope-2x Scope
- Has a fire mode selector that isn't used in-game

- Shotgun-Based on the SPAS-12



- Barrel-Suppressor, Choke, Incendiary(Comprised of a special barrel attachment and incendiary shells)
- Stock-Folded and Unfolded.

- DMR-Based on the Heckler & Koch SL8



- Barrel-Suppressor and Compensator
- Light-Laser
- Sight-3.5X

- Revolver-Based on the Ruger GP100



- No in-game attachments

- Machine Gun-Based on the Surefire MGX



- Barrel-Suppressor
- Light-Laser

- Grenade Launcher-Seemingly based on a fusion of the FN EGLM and Milkor MGL



- Scope-Homing (Composed of a Smart Scope and special grenade rounds. The best explanation for how this works is that you can lock onto enemies by looking through the scope, similar to the Titanfall Smart Pistol, and when you fire the special grenades will home in on a locked-on enemy.
- Normal grenade rounds explode on contact, while the smart ones stick to enemies and explode a second or two after making contact.

- Bolt Launcher-Modeled after the Brügger & Thomet GL-06



- Bolt Type-Sticky Explosive Bolts and Solid Penetrator Bolts
- Scope-2X
- Fire Mode-3 Round Burst and Semi-Auto

- Minigun-Based on the Mk 46 Mod 0 with a tri-rotary barrel



- Barrel-Suppressor and Bayonets
- Light-Laser
- Scope-2X and Smart Gun(Similar to the grenade launcher, this is composed of a smart scope and special bullets, with both functioning in the same way)

- Sword



- The edge appears to either be superheated or possibly composed of the same tech used in the laser gates and laser turrets used by Task Force 2-7.

- Throwing Knives



- Flashbangs



- Decoy Grenades-Grenades that deploy a holographic decoy of yourself with realistic sound effects, particularly gunshots.



- Tomahawks



- Fire Bombs



- Frag Grenades



- Proximity Mines



- Gas Grenades-Grenades that are filled with undiluted and aerosolized Pandorium that is enough to kill and turn normal people into Jiggly Bois.



- Thruster Grenades-Grenades that when attached to someone/thing will activate a thruster that is strong enough to cause a soldier in full kit to go flying through the air. After flying for a bit of time, the grenades explode.



- Vortex Grenades-Grenades that cause a sort of vortex to appear in the air that sucks in and crushes everything close to it.



- Rat Bombs-Literally normal frag grenades that have been attached to rats who then home in and run to the nearest enemy.



Weapon Mod Box Visual



Combat Sim Chamber Visual-For a list of spawnable enemies, see this [link](#).



Combat Sim Chamber: Survival Mode Maps



Construction



Site 83 Hall



Atrium



Auditorium



Brutalism



Cafe



Cavern



Complex



Concert



Crypt Yard



Cultist Courtyard



Dinner Time



Supply Depot



Forklifts



Front Yard



Loading Bay



Office Lanes



Oil Rig



Presentation



Reactor



Reactor Hall



Server Room



Study



The Shard



Underground Base



Legacy - Horde1



Legacy - Horde2



Arkansas



Cryo Chamber



Nuke



Penthouse



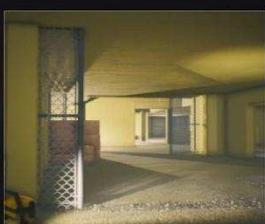
Waiting Room



Flip Tricks



Lit



Backrooms



Grounded



Little Lobby



Crematory



Miracle Water



Heat Sink



Site 44



Dry Docks



Cargo Wing



Crossroads



Skylight



Excavation Point



Hideout



HEALTH	100
ARMOR	0
WALK SPEED	400
SPRINT SPEED	800
STAMINA	200
FACTION	106
ACCURACY	304%
AIM TRACKING SKILL MULTIPLIER	700%
REACTION SPEED	562%
VOICE TYPE	LAWYER THUG
VOICE FX	DEFAULT
SPAWN WITH RIFLE SHIELD	<input type="checkbox"/>

Custom NPC 2

RENAME

DELETE

BACK



Weapon 1	
Weapon 1 Skin	
Weapon 1 Customizations	
BARREL	NONE
SCOPE	NONE
LIGHT	NONE
Weapon 2	

Custom NPC 2

RENAME

DELETE

BACK

Vital H.U.D Visual

Left to Right

"Standard" Task Force 2-7 Helmet, Task Force 2-7 Pilot Helmet, Task Force 2-7 Cyber Merc Helmet



Task Force Jumper Visuals-Last Image is of the Base's Nuke





Top to Bottom: Recon Squad Members, Assault Squad Members, Cyber Merc Squad Members



Subsidiary Of Horizon Visuals





Top to Bottom, Left to Right: Soldiers, Soldier Elites, Black Ops, Juggernauts, Unarmored Secret Service, Armored Secret Service





Sibling Of The Cult Visuals





Left to Right: Cultists, Tactical Cultist Elites

*If you purchased **Symbols Of The Faithful** then your cultists will automatically have the masks from it.*



Mothman Jiggly Bois



Pandorium Uses

As was mentioned in the Subject 97 companion option, Pandorium is the name used for any biological material that comes from your Mothman pair, with this including the Jiggly Bois they create. Pandorium was found to have three main uses which where:

- **Power Generation:** Pandorium has the ability to consume and convert almost any kind of organic biomass into energy which seems to be highly efficient as only four Pandorium reactors were needed to power the Pandora Institute tower, its nine floor research basement, and possibly even the complex surrounding the tower. Also pieces of Pandorium can consume and convert other pieces which seems to produce a massive amount of energy, as the Task Force 2-7 Director came up with the plan of causing a melt down in Pandora by having Subject 106 throw Jiggly Bois into the reactors. This could mean that Horizon just simply didn't have the capabilities to make reactors that could handle that massive influx of energy, so depending on what tech you have, you should be able to make use of this.
- **Hazardous Material Clean-up:** Another use that Horizon found for Pandorium is that it can neutralize various different kinds of hazardous materials, with this specifically being mentioned as a method of cleaning up the environment. It isn't mentioned what exact materials it can or can't neutralize, and it's unknown if this process is the same or different from its ability to consume and convert biomass.
- **Medical Healing:** The final use that Horizon was able to find is in the medical field, as when Pandorium is properly diluted it can accelerate the healing process, seemingly without turning people into Jiggly Bois. The exact extent it accelerates the process is unknown, with the only real mention being in an intel doc that said "Initial results were astounding, with all subjects showing significant improvement in their health and an acceleration of their healing process." Also, the extent that Horizon was able to dilute it didn't fix all the

problems as test subjects who took the diluted solution were stricken with hallucinations and became increasingly violent, so you're going to have to find another method of making it safer for human use.

- **Jiggly Boi Creation:** As some clarification, the way Jiggly Bois are created is through undiluted Pandorium getting inside a person's or animal's body, not just the acid vomit of the Mothmen or other Jiggly Bois. When this happens, the Pandorium causes rapid changes to their DNA, which causes the various physical mutations.

Jiggly Bois also seems to be related to the dark green fleshy substance that coats a good deal of the Pandora Institute's basement areas. This substance seems to come from their insides as when they die they explode into a green gooey substance that is acidic, possibly relating to the vomit attack they and the Mothmen have, with that acidic quality degrading after a few seconds exposed to air. Once that happens, it looks very similar to the dark green fleshy substance, albeit very thinly spread, which could also mean that the fleshy substance could be built up by Jiggly Bois and your Mothmen vomiting all over the place and building up layers. But besides that, the fleshy substance doesn't seem to have too much purpose, besides making areas harder to traverse for normal people and possibly recreating the favored environment of Mothmen by building a "nest", possibly similar to a Xenomorph hive. Also, Jiggly Bois seem to be able to rise out of the substance, either meaning they were buried beneath it or Jiggly Bois can be created out of the fleshy substance in response to intruders rather than having to solely be made from other living things.



Subject 83: Backrooms Pocket Dimension

As you can sort of see with the below images, this dimension is based on the first floor of the Backrooms. It's believed to be infinite in size, as the Horizon team sent into it only managed to map out around 30 sqKm of it, with there still being further areas. The green lights in the small openings in two of the pictures at the bottom are the exits back to the normal world.









Subject 83 Ghost Visuals

Top to Bottom: Whisper, Non-Illuminated Phantom, Illuminated Phantom, Holeheads

