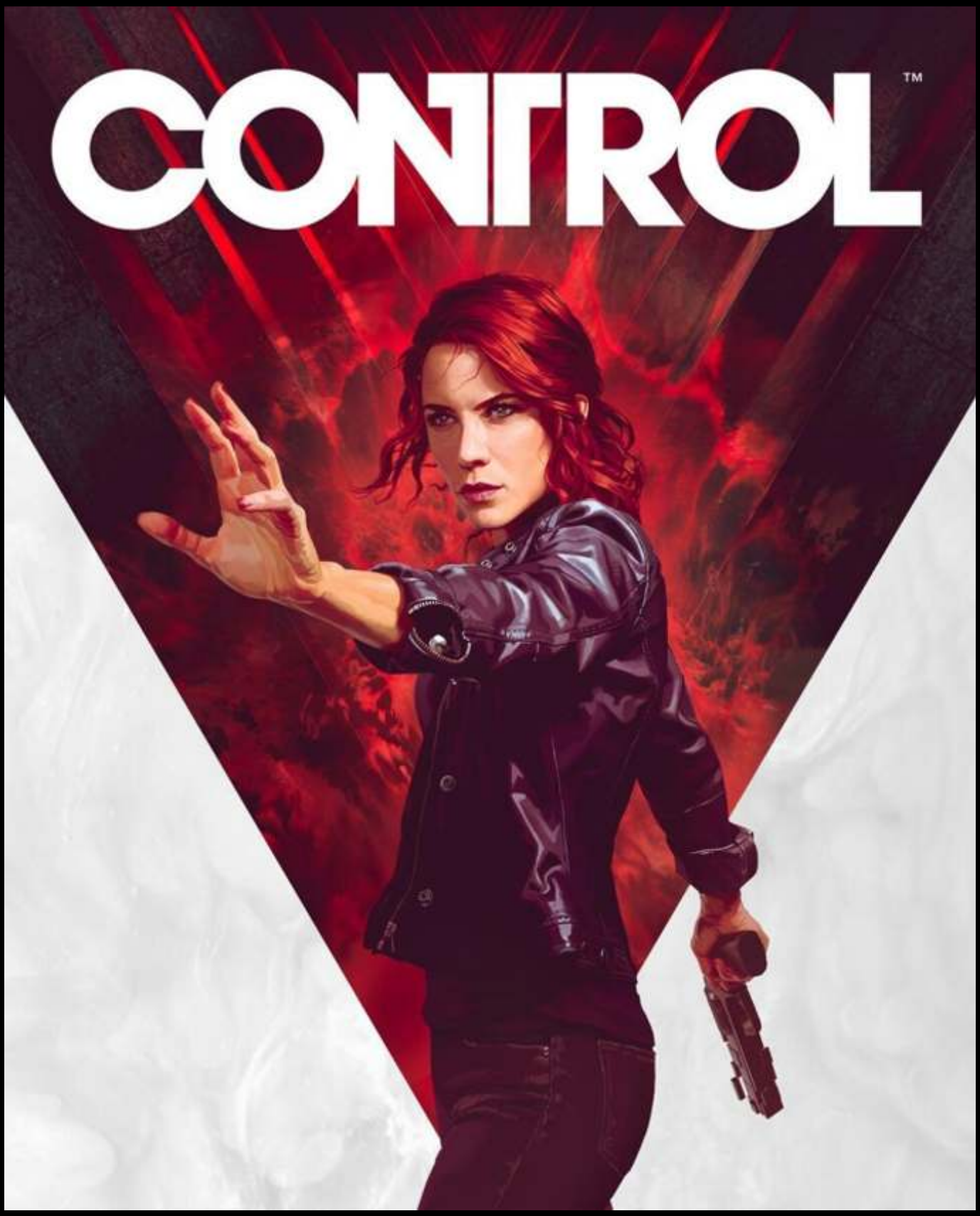


Control™ v1.1 (The “(0) Days since last incident” edition)
by GoodOldMalk

Introduction

“We live in a room, and there's a poster on the wall. We stare at it and we think that's the whole world. The room... and the poster. But it's all a lie. Something to distract us from the truth. The room's not the world, the world (...) is much bigger, and much stranger..."

- **Jesse Faden**

It's October 29, 2019, in a world not so different from Earth. Here, things are about to take a turn for the worse for the people of New York.

In the hallways of an impossible building, hidden in plain sight, humanity is about to wage a secret war against forces beyond its comprehension. Forces who seek to corrupt and assimilate every dimension in its path, and who are capable of manipulating reality to their whim. I'm talking about the Hiss of course, a corrupting virus made of resonant energy that has found the means to infiltrate this dimension, and who will not stop at nothing until everything is made whole under them.

Of course, the Hiss will not stand unopposed. Brave men and women from all walks of life have come united under the banner of the Federal Bureau of Control, a clandestine U.S. government organization tasked with investigating "paranatural" phenomena, that hopes to arm mankind with the means to defend itself against a world that is far larger, and far stranger than what seems.

These men and women will fight tooth and nail against the Hiss threat, armed with exotic technology, impossible powers, and powerful allies, maybe including yourself, to hopefully teach the Hiss that humanity is not to be trifled with. Will we face extinction at the hands of the Hiss, or will we fight back and drive them away?

The world is glad you are here, Jumper. It's time to take Control™

You gain 1000 CP

Age and Gender

Roll 2d6 and add 25 to determine your starting age, You'll be given years of work experience equal to your dice roll. You may freely select your gender. Drop-ins may freely select their starting age instead, just don't forget that you are here for at least 10 years.

Starting Location

You may choose any of the options below, or roll a 1d8 to determine your jump's starting location. You'll begin the jump just a few moments after Zachariah Trench has locked himself in his office.

1) **Manhattan, New York - Oldest House: Main Entrance**

   You start at the beginning, standing right outside of the lobby of the Oldest House. You'll have enough time to meet Ahti and be granted access before the building is locked down.

2) **Manhattan, New York - Oldest House: Executive Sector**

   You'll find yourself locked down inside the Executive Sector, having escorted Emily Pope to the Central Executive bunker.

3) **Manhattan, New York - Oldest House: Maintenance Sector**

   You'll be doing rounds inside the maintenance sector before being hit with the news. In a few moments, a defense will be mounted by Arish at the base of the NSC Power Plant.

4) **Manhattan, New York - Oldest House: Mold Threshold**

   You begin your adventure inside the Mold Threshold of the Oldest House, close to the Research Sector, having been tasked to assist Dr. Raya Underhill in any way you can.

5) **Washington, D.C. - Pentagon**

   You will be offsite touring the U.S. Department of Defense before receiving a ciphered memo of an internal lockdown occurring back at the Oldest House.

6) **Fort Meade, Maryland - NSA Headquarters**

   You'll be sorting some personal business at the FBC's parent branch inside the NSA before being warned of an impending internal lockdown.

7) **Langley, Virginia - CIA Headquarters**

   You'll be escorted to the CIA Headquarters to corroborate a story after an altercation. There you'll be notified that communication with the FBC is currently impossible.

8) **Free Choice:** You may select any location in the U.S. to be your starting location.

Origins

Any of these origins can be taken as a drop-in, in which case you forfeit any potential past history, memories, or work experience, and begin the jump with bare minimum paperwork to claim you exist. You'll still be given a pre-approved job application to the sector of your choice inside the Federal Bureau of Control, just in case you are interested.

Executive Sector: Working in the Bureau is not always glamorous, but someone has to tally all the weird things that happen around here. You happen to be one of the many white collar workers that keeps the Bureau afloat. Your day-to-day includes sifting through publications, mails, and phone conversations that may potentially include clues to paranatural activity, and writing reports of your findings for other departments to handle. While it would be tempting to call your job boring and soulless, nothing is ever easy or even predictable while working inside the Oldest House, and to many being away from the action can be considered a perk.

Maintenance Sector: In a place like the Oldest House the pipes sing, water leaks, and without proper maintenance, all hell breaks loose. Sometimes literally. Maintenance work is always in high demand, and you have to answer that call. Be it fixing machinery, patching holes, unclogging pipes, or just mopping the floors, your everyday job often requires you to get smeared in grime and dust, but it couldn't be any more rewarding. Ahti is there to make life easier, and he's even taught you a few secrets regarding this impossible building.

Research Sector: Researchers at the Federal Bureau of Control are one of the lucky few that can accurately claim to be pushing the boundaries of science. Whether it's advancing physics, chemistry, or biology, it helps to know that there's a myriad of new and bizarre dimensions out there, especially when you get the opportunity to sample them. Your job in the Bureau is never simple, and always has a tendency of becoming a complicated jigsaw of pieces that never quite fit together, but it's comforting to know that reality doesn't always abandon all reason, and that modern science can still suffice when attempting to map the paranatural.

Containment Sector: The Containment Sector contains. For the Bureau, the question "why?" is simple enough to answer, but the "what?" and "how?" are left for someone else to figure out. You happen to be that someone else, as your job revolves around tracking and containing the many Altered Items and Objects of Power that eventually come to pass through the doors of the Oldest House. While other departments have made advances, yours is still still a risky job, one that sometimes requires more blood than sweat, as your day is often spent trying to appease the many objects around here with rituals.

Investigation Sector: While the Containment Sector focuses on the acquisition and control of Altered Items, the Investigation Sector focuses on the circumstances that generate them. You are one of the many brave men and women who follow the leads found by other departments to their natural conclusion, and facilitate the work of the Containment Sector by looking into Altered World Events, traveling the country, unraveling mysteries, and fighting monsters. There's even rumours going around that you participated directly in the Bright Falls' case where the famous writer Alan Wake was involved, although high level clearance means that only you know if you actually did.

Perks

Each origin receives a 50% discount on their respective perk tree. Discounting a 100 CP perk makes that perk free.

Undiscounted/Freebies

Jumper Resonance Amplifier (Free) - As a form of corrupting resonant virus, the Hiss are powerful reality manipulators that are capable of infecting anything, from biological lifeforms like humans, to even metaphysical entities like the Board, or the Objects of Power. There's no guarantee that even you, as a jumper, would be spared from any of this. At least until now. This perk grants immunity to any threat that would corrupt, possess, or wrestle control from your body, mind, or soul, be it from a body-snatching parasitic alien mold, a mind-breaking resonant corruption, or any form of demonic possession. Try as they might, anyone wishing to control you will find no foothold on you.

Janitor's Assistant (Free / 200 CP) - In this place, the Janitor is the one person that holds all the keys to the building, which is impressive when you remember that the Oldest House is a blacksite for the US government. This perk is a personal extension that Ahti has granted to you for the duration of your jump and provides you the highest possible clearance inside the Federal Bureau of Control. Doors will open, documents will swap hands, and protocols will be overlooked to allow you to indulge your curiosity without repercussion. Most people know not to mess with the janitor anyway.

For an additional 200 CP, you can retain this high level clearance for future jumps and apply it to any job or organization that you work for. Simply being a citizen of the U.S. won't let you enter a top secret military base, but working in the ARMY or the CIA, even as a simple janitor, will.

Choose to be Chosen (Free / 300 CP) - And there goes the poster. To say that the world is filled with dangers would be an understatement, but every adventure requires a first step into the unknown, and it's in this first step where a hero must choose to be the Chosen One. This perk is a guarantee, a promise if you will, that you will be able to handle any Altered Item, bind to any Object of Power, or enter any Place of Power, as if you met all the qualifications and requirements needed for it. You could even become the Director of the Federal Bureau of Control if you are willing to step up to the challenge. While you may be guaranteed to be as strong as Jesse Faden, do note that powers and items gained in this manner will not work in future jumps without some form of fiat.

For an undiscounted 300 CP, you'll be able to retain a similar guarantee in future jumps, allowing you to use magical tools, wield legendary artifacts, or enter sacred grounds, as if you met all the requirements, without having to worry for your wellbeing when interacting with them.

Executive Sector

Organization (100 CP / Free Executive Sector) - In any workplace environment, organization is the key to success. This perk makes you amazingly good at organizing anything, be it a report, a dance, a school trip, a company, or even just your own personal schedule. In general, this will allow you to quickly and correctly identify what are the steps needed to successfully complete a task or a project, and will help you sort and prioritize them so that you can finish your work within the appropriate time. As a side effect, you'll also become incredibly good at organizing teams and delegating tasks for others, allowing you to accurately predict if a given team will succeed at a given assignment, what the probability for that would be, and approximately how long it would take them to do so.

First Impressions (100 CP / Free Executive Sector) - Being the new kid on the block isn't always easy, and given the tensions in the air sometimes it takes a special something to blend in. This perk guarantees that other's first impressions of yourself will always be at least neutral, with a higher probability to change for the better. This can be useful to quickly make friendly acquaintances in new places, who will be at least inclined to give you a chance to prove yourself. This effect can be somewhat controlled, allowing you to push people's first impression of yourself towards a particular impression, such as "harmless", "caring", or "funny", but these changes will only be applied to new people you meet and will not affect someone who has already made an impression of you.

Working Offsite (200 CP / Discount Executive Sector) - Working the Oldest House is not like working a regular office, sometimes you'll clock in to a quiet day of writing reports, other days you'll be forced to run for dear life. With this purchase, you'll consistently find alternatives and opportunities to perform your job or occupation in an environment that is more suited to your tastes, whether that means a safer and more secure location, a remote location where you can work alone, or somewhere right in the middle of the action. These opportunities are guaranteed to maintain the same level of benefits that you would otherwise receive in your regular workplace, and they will be presented opportunely enough so that switching won't be a problem, both to you and your work.

Everyday Hero (400 CP / Discount Executive Sector) - Loyalty is hard to earn, trust is hard to keep, and people are not keen to act. But sometimes, someone comes along that manages to turn a mob of complete strangers into a large family. This perk facilitates that by greatly improving the public perception of your actions when doing something that is admirable, no matter how big or small. Whether it's fighting for a cause, fighting to survive, or simply working towards a goal, you'll always find that your actions will have a big impact on the hearts of people around you, and as your actions pile up over time, you'll find yourself more easily building rapport and loyalty over your peers, promoting a closely knit organization that looks after each other. With this, no matter what role you take in an organization, you'll find yourself surrounded with people who'll want you to succeed, and who'll want to succeed with you as well.

Maintenance Sector

Blue-collar (100 CP / Free Maintenance Sector) - Maintenance jobs require a hands-on approach, and it would be better for you to be good at this. This perk gives you uncanny levels of dexterity and finesse, allowing you to manipulate tools and other objects with exceptional precision, and facilitating all forms of manual labor. What's more, this increased finesse will not be limited to your hands alone, and you'll find your entire body benefiting from the increased control and precision, allowing you to do more with less energy. This won't make a pickaxe any lighter, but with the right swing and some good aim, you'll find yourself hitting harder than anyone around you.

Clean and Disinfected (100 CP / Free Maintenance Sector) - Working inside the Oldest House with all this crud around is not exactly a thrilling prospect. You can't always predict what kind of mold you'll come across. This perk is a safeguard that makes you incredibly resistant to the grime and dirt around you, helping you to retain a pristine appearance for longer periods while also removing the chances that you'll inadvertently become a vector for infection. You may still catch a few stains here and there, but they will never be dangerous to others, and they won't detract from your overall appearance. Additionally, this will also grant immunity to diseases, parasites, toxins, and poisons that you may become exposed to, allowing your body to perfectly resist and dispose of them without compromising others in the process.

Perception Filter (200 CP / Discount Maintenance Sector) - The word "Janitor" doesn't carry the same connotations around here, but nobody seems to realize this. This perk provides you with a perfect camouflage that allows you to remain inconspicuous in any situation. While it won't make you invisible, people who don't look for you directly will find it difficult to find you, and anyone wishing to uncover information about you will only be able to grasp what's immediately obvious about you, such as your physical appearance, or your speech mannerisms. This will even work on more powerful means of inspection, such as divination, clairvoyance, or mind reading, which when used on you will immediately reveal their intentions, and fail in a manner of your choosing, such as by feeding back false information. This effect can be toggled and controlled.

Mechanical Intuition (400 CP / Discount Maintenance Sector) - Given the sheer number of moving parts in this impossible machinery, it takes more than just experience to know what exactly is the root of a problem. With this purchase, you are now able to intuit how machines and mechanical systems work at a high level, how they can be operated, how they are supposed to perform, and more importantly, how they can be maintained and repaired. This effect allows for instant understanding of what needs to be done, allowing you to skip the discovery process, and focuses more strongly, if not exclusively, on the elements that you could understand. If you are not familiar with some of the fundamental principles, at best you'll know if something is broken and needs to be replaced. In future jumps, your intuition will even work with special technologies, such as magitech or steampunk technology, provided you become acquainted with the principles that make them operate, such as that setting's magic or superscience.

Research Sector

Level Headed (100 CP / Free Research Sector) - Curiosity killed the cat, or so they say. With this perk, your natural curiosity will never get the best of you. You'll always remain level headed in all situations, allowing you to make rational decisions even in the face of insurmountable odds, without losing sight of the things that are important, such as your own safety. This does not remove your ability to feel emotions or become sentimental, but you'll be able to prioritize the situation over your immediate impulses. In fact, if your emotions would give you an edge in a situation, you'll always find just the right amount of them.

Perseverant (100 CP / Free Research Sector) - Contrary to popular belief, getting a PhD doesn't require genius levels of intelligence, nor does it need a sprawling and creative mind. It is in fact perseverance and organization what truly pushes the limits of modern science. This perk provides a boost to your willpower that manifests as a form of perseverance, allowing you to steadily devote yourself to a task or goal over incredibly long periods of time, without losing motivation over time, or without losing sight of what originally pushed you to the task. This could be used for years or even decades to continuously work every day on a project, without having any limit to the number of projects you can juggle as long as you have enough hours in a day.

Brilliant (200 CP / Discount Research Sector) - There's more to life than books, and any researcher worth its salt knows that observation and experimentation are an important part of the process. This perk gives you an exceptional ability for linking cause and effect, drawing conclusions, and generating theories, allowing you to very quickly formulate an explanation, or a prediction, for any event or situation that you experience. This effect does not prevent you from drawing the wrong conclusions, as sometimes it takes more than just a single picture to understand a pattern, but it will certainly help you to generate knowledge and master new disciplines at an incredibly accelerated rate, at least comparable to peak human standards that may even border on hypercognition.

Self-made Scholar (400 CP / Discount Research Sector) - When you are working on the cutting edge of science, it takes some serious luck and intuition to avoid running into so many "failed" experiments. This perk gives you the uncanny ability to identify if a particular line of research will be useful to you or not, allowing you to preemptively cull large swathes of fruitless study, impossible theories, and useless experiments so that you can focus on the things that will make a lasting impact. It's not to say that there won't be something useful down those paths you've avoided, but you'll at least be guaranteed that the things you ignore will not be mandatory for your personal goals. This effect can also be used in reverse, allowing you to draft a viable strategy towards a specific technological or scientific goal, such as "becoming a surgeon", "curing cancer" or "developing an HRA", by helping you identify what types of studies, research, experiments, and practices you'll need to perform in order to make it real. It might take more than a decade, but if something is possible, you'll know how to get there.

Containment Sector

Empathic (100 CP / Free Containment Sector) - The job of the containment sectors doesn't always involve jumping into dangerous situations and showing up with guns blazing. There is in fact a kinder side to it when dealing with the paranatural. This perk gives you the simple ability to read someone beyond basic social skills, allowing you to accurately guess their current emotional and mental state with just a glance. In fact, this effect is not limited to human beings, and could even be used on any sentient or sapient being, such as an animal, or a seemingly inanimate object like an Altered Item.

Resilient (100 CP / Free Containment Sector) - The Panopticon is a dangerous place, the agents all know the risks, but it's better for you to be more than just mentally prepared for fridge duty. This perk will grant you an incredibly high resistance to ongoing mental trauma and mental fatigue, allowing you to remain well-adjusted even in stressful situations, and allowing you to retain high levels of attention even when doing the most boring, or stressful, of tasks. Additionally, this increased mental fortitude will allow you to become immune to posttraumatic stress disorders, helping you recover from any traumatic, or stressful experience without a hitch.

Eye for the Paranatural (200 CP / Discount Containment Sector) - Being a paranatural entity yourself, you seem to have quite a good eye for the paranatural, Jumper. But just in case you might want to give yourself an edge. This purchase will make you capable of discerning between the mundane and the paranatural with just a glance, giving you the ability to see the resonant traces of Altered Items, Objects of Powers, Places of Power, and Altered Words Events. This newfound sight will not only help you spot them, but it will also make it harder for paranatural entities to hide their true nature, greatly increasing your understanding of them and making it easier for you to pinpoint their strengths or weaknesses. In future jumps, this effect will extend to cover the supernatural as well, such as magical artifacts, eldritch monsters, or divine beings, allowing you to determine their nature, their strengths, and their weaknesses with just a glance.

I'll Be Here, Like Always (400 CP / Discount Containment Sector) - It's not always easy growing old in this environment. I mean, even the Director takes a bullet every now and then. But when faced by adversity, there are people that seemingly find a way to keep out of trouble, and not necessarily through personal might. With this perk, whenever you commit yourself to working a steady job, or just focus on living a modest and unassuming life, you'll find yourself consistently blessed with the opportunity to live another day, even if that life takes place in a dangerous environment like the Oldest House. This is not a perfect form of protection, by all means all hell could break loose through no fault of your own, but it will be noticeable enough so that as long as you're actively taking steps to avoid the heat, the problems you do encounter will not be lethal, nor insurmountable. This effect is toggled off if you decide to involve yourself directly, and can be slowly toggled back on by stepping off the stage.

Investigation Sector

Steel Nerves (100 CP / Free Investigation Sector) - The thing about being a detective in a dangerous world is that you very quickly learn to trust your instincts. This perk greatly enhances your overall awareness and steels your nerves against the unexpected, preventing you from being caught off-guard and allowing you to react to any situation with no delay, as if you were already aware of it. With this you can be sure you'll always react and defend against unseen attacks in a manner that is appropriate and without overreacting, all in record time.

Ranger (100 CP / Free Investigation Sector) - Being out there in the field is very different from working in a desk, and you'll be hard pressed to find any profession more prepared to deal with the unknown than a Ranger of the Federal Bureau of Control. This purchase includes the full suit of regimental training needed to graduate as an FBC's Ranger, including fitness training, basic combat training, firearm training in multiple sub-disciplines, including sub-machine guns, assault rifles, and automatic shotguns, and finally a Military Occupational Specialty in Altered World Event response and Threshold exploration. No matter what the world throws at you, you'll be ready.

Badass (200 CP / Discount Investigation Sector) - Getting to grow old in a profession where many die young is not as easy, you know. This perk makes you incredibly durable, helping you withstand pain and recover from physical trauma with ease, allowing you to shrug off wounds and gunshots like the action hero the situation needs. It's not to say you'll be immune to bullets, those will still hurt, but you'll find that most of the attacks launched at you will miss, and those that do hit will be less likely to result in a crippling or lethal blow that would end your story abruptly. This effect also includes recovery, allowing you to consistently make a full-recovery with no lingering complications or chronic pains. With this, your enemies will have to thoroughly wear you out before you finally bend the knee for the last time.

Favors in High Places (400 CP / Discount Investigation Sector) - The best part about working in a highly secretive government agency and being granted high clearance, is that it only takes a phone call or two to get something done when you need it. This perk facilitates social interactions when dealing with individuals and organizations, allowing you to rapidly accrue influence, standing, and favors with them. This won't be easy, and it certainly won't be free, but you'll constantly find new opportunities to earn yourself some social credit, and you'll be assured that any action that engraces you will always find a way to repay itself two-fold. Additionally, whenever you call in a favor from one person or organization that has you in good standing, it will be more likely that this favor will be granted for free, without hesitation, or with any questions asked. Just be mindful that the people paying for these kinds of favors may end up doing so at great personal expense.

Powers

All origins may apply a 50% discount on a single power in these sections. Discounting a 100 CP power makes that power free.

Meta-powers

Powers in this section focus on interacting with other powers you possess.

Secondary Powers (Free) - Telekinesis, teleportation, pyrokinesis, shapeshifting. While wildly different from one another, there's one important trait they share: mishandle them and you'll be the one suffering instead. This perk provides a remedy to that by preventing the most glaring and unwanted side-effects that come with using your other perks, powers, and paranatural abilities, both old and new, ensuring that they will not trouble you from using them. With this, flames you conjure will warm but not burn you, acceleration from super speed will not crush your internal organs or distort your perception of time, and teleportation will be conducted safely, without the risk of you being telefragged or flung far away from the planet you are currently standing on, to name a few examples.

Parautility (100 CP) - It's difficult to understand a power you can't see, and even more difficult to do so without any form of physical feedback. With this purchase, all your powers and abilities may be bound to a set of "invisible organs" in your body, allowing you to feel the tension, the tugs, and the pulls that come from using your powers, while also helping you translate something intangible into a more physical concept that you can experience firsthand. What's more, with your powers bound to your body, you'll be able to train and exercise your powers beyond their apparent limits, even if it would be otherwise impossible, allowing you to continuously grow stronger, more precise, and more capable so long as you put in the dedication. It might take an entire decade, but you'll be able to push one aspect of your powers to at least the level of a Prime Candidate.

Aim Assistance (200 CP) - Maybe you've trained for it all your life. Maybe you were born under a specific star. Maybe it's some part of your brain, tapping into your latent paranatural abilities. Either way, it seems you've found the uncanny ability to hit anything you see with your attacks. Whether it's swinging a bat, throwing a spear, firing an assault rifle, or telekinetically launching a slab of concrete, this power will help you by actively adjusting the force, swing, speed, and trajectory of your attacks to increase the odds of getting a hit. This benefits from any existing or new powers to further secure the odds, and as your repertoire grows so will the means with which you can land a hit. Note that you still have to be at least a little bit involved for this to work, so don't expect the artillery you ordered to hit unless you're sitting in the gunner seat yourself. This effect can be toggled at will.

Guiding Star (200 CP) - Just like with Jesse and Polaris, just because there's no one by your side, it doesn't mean that you are fighting alone. This power allows you to manifest a single benign consciousness within you that can provide help and guidance, without mentally bogging you down or consuming your concentration. This consciousness connects to new and existing powers, and can analyze, understand, and strategize around them, giving you the freedom to focus on other mental activities while your consciousness handles the firepower. By default, this consciousness interacts intuitively with you, requiring no words, images, or sound to communicate, and without exhibiting signs of true intelligence, but upon purchase you may customize it in any way you like, such as assigning it a personality, a voice, a form, or any additional traits you might deem important.

Control (400 CP) - The best way to gain control of an unexpected situation is to start by controlling yourself. This ability grants you an exceptional control over the target of your powers, helping you easily discriminate between friends, foes, and innocent bystanders on a case-by-case basis, while also minimizing the collateral damage from your powers. This effect can be applied unconsciously such as preventing your powers from aiding your enemies, or consciously such as swerving your projectiles away from your allies. As to how, and how well this is achieved, depends mostly on the powers you have at hand and how creative you are with them. Regardless, you'll at least be guaranteed that no harm will come to the people you care for, including yourself, when using your powers. And who knows? Perhaps with enough tools available you could select your targets using more complex rules, and apply them to more abstract powers.

Altered Touch (600 CP) - An Object of Power is a focus for paranatural energy whose very existence helps manipulate reality. It makes sense that for someone as powerful as you, making new Objects of Power would be fairly trivial. With this purchase, you may infuse a snapshot of your perks, powers, and abilities into any mundane object at hand, allowing one or more individuals to bind to that item and use your powers as if they belonged to them. You'll be able to veto who gains access to them on a case-by-case basis, as well as control the duration, which, how many, and how strong are the powers they receive relative to your current strength. Just be mindful that destroying an Object of Power will remove all traces of your powers from anyone that has bound to it, but not from yourself.

Paranatural Abilities

Purchases in this section unlock an ability as a parautilitarian, and boost your baseline strength and control with them to at least the level of a Prime Candidate. These abilities will become inherent to you, and require no external energy besides stamina.

Cleansing Resonance (100 CP) - The ability to cleanse and restore objects to their natural state. First observed in Polaris and Hedron, this power helps you project a resonant aura that detects, cleanses, and protects against the corrupting effects of paranatural energies. This aura can be toggled or can remain always on for your own protection, but to use it on anyone else you'll need some form of physical contact and a conscious effort. When used on a control point, the cleansing effect can be amplified and extended to cover an entire room and potentially the entire building. Normally this cleansing process would kill a host that has become too corrupted, such as humans possessed by the Hiss, but your powers are guaranteed to always succeed without major drawbacks. In future jumps, this ability could be used to cleanse or dispel magic, curses, possession, reality warping, or other supernatural phenomena that would corrupt or at least drastically change the regular properties of something or someone.

Telekinesis (100 CP) - The ability to manipulate matter with one's mind. Discovered in the 1970s through a Soviet Union's Floppy Disk, this power allows the parautilitarian the ability to lift, manipulate, and launch nearby objects with their mind at a very high speed. This power is delicate enough to lift a lightbulb without breaking, precise enough to manipulate a flashlight to make it point forwards, and above all, it's strong enough to rip chunks of rock and concrete out of the walls and floors to be thrown as projectiles against your enemies. Most parautilitarians would struggle to lift a single mug at most, but you'll be able to lift and launch up to 3 small forklifts without affecting your concentration.

Dash (100 CP) - The ability to move short distances at great speeds. Derived from a Merry-Go-Round horse fixture with the pole still attached, this power allows its parautilitarian to launch themselves telekinetically, accelerating them to great speeds and allowing them to cover about 10 steps worth of distance. This ability is primarily used for avoidance, and as such, will prioritize the parautilitarian safety over traveling long distances. When in the presence of external forces, such as in free fall, this ability can temporarily override momentum for the duration, allowing a parautilitarian to dash in a straight line, however the noticeable delay between activations is just large enough to prevent sustained flight. When combined with Levitation, it can be used to launch oneself in any direction to dodge attacks, including straight upwards or downwards.

Levitation (100 CP) - A power granted by the Benicoff TV that controls gravity around you. It's activation would normally allow Jesse Faden to triple the height of her jump and remain suspended in the air for a short duration but you seem to be able to produce a form of flight instead, similar to the Hiss, allowing you to slowly move in all directions, including upwards, indefinitely. Levitation can be applied to yourself and anything you physically touch, allowing you to float around while disregarding the weight of anything

you are carrying. Do keep in mind that the speed at which you levitate is abysmally slow, about as fast as a brisk walk, so it's probably a good idea to rely on a different form of movement, like dash, if you are in a hurry.

Force Shield (100 CP) - The ability to shield oneself using nearby objects. Originally observed in the Home Safe, at face value the power seems like a simple application of telekinesis, but it differs from it in that it allows the user to subconsciously control and command thousands of smaller objects to produce a shield that is resistant against incoming attacks. The control is so precise in fact, that even the discharge of multiple, fully-automatic machine guns would not even come close to harming the user, as each bullet would be paired and blocked with a single obstacle to safely bounce away from the shield. This forcefield lasts as long as it is consciously maintained, is as strong as the materials used to create it, and can be manually detonated, causing the shield to explode outwards from the user. Using concrete alone, it would be possible to withstand the explosion from a fragmentation grenade, or bullet fire of anything short of a high-caliber rifle.

Mind Control (200 CP) - The ability to mentally dominate weaker entities. Originally observed through the X-Ray Light Box, this ability can be used to hypnotise and dominate any sufficiently intelligent being within direct line of sight. The targets will remain loyally bound to the parautilitarian, and they will follow every command of their master, even if it's against their nature. As a powerful parautilitarian, you may sever the mental connection by triggering a psychic backlash that can detonate the mind of your dominated targets, killing them instantly, or you may slowly return their autonomy, gently enough as to not leave behind any form psychic trauma. This ability pits willpower against willpower, requires a sufficiently intelligent mind to be possessed, at least above the realm of simple animals such as insects and small lizards, and will not work with mindless constructs, elementals, or astral spikes.

Crystal Manipulation (200 CP) - Normally imparted by The Board to navigate the Foundation Sector, this strange ability allows its user to grow crystals out of minerals infinitely, regardless of the starting mass, or fracture existing crystals down to nothing, regardless of how durable the crystals are. Crystals created from this power require a relatively pure mineral seed from which to grow, and the size and surface area of the seed will dictate how fast they do. When used to destroy crystals, crystals you destroy will slowly disintegrate down to their original seed and leave no other traces behind. With enough material at hand you could even use this ability offensively and instantly impale your enemies from beneath their feet with astounding force. This power can manipulate all types of inorganic minerals as seeds, including ice, but will not work with organic materials.

Telepathy (400 CP) - The power to communicate over great distances, possibly across dimensions, or other planes of existence. The Board itself relies on this power to communicate directly and securely with The Director through the use of the Hotline, but you don't need to be so secretive about it. You are capable of establishing a secure, 1-to-1, latency free communication channel with someone you know or have met, allowing you to converse with them as if they were standing in front of you. Alternatively, this

can also be used consciously as a 1-way communication channel, allowing you to listen to someone's thoughts without them being aware of your meddling. If you possess the power Altered Touch, you may instead bind this power to one or multiple communication devices, such as telephones, allowing you and others to communicate using technology by creating a secure telepathic communication network.

Teleportation (400 CP) - The ability to teleport to a variable location at will. Derived from the Songmaster Jukebox, this power allows you to teleport to any location for which you have a strong connection to, provided teleportation is not being suppressed on either end. This teleportation effect operates through association and, instead of using a strong mental image of its destination, it focuses on an object that is familiar to the parautilitarian to determine the final location. This results in the parautilitarian teleporting next to an object or a person, even if they have recently changed places, or are currently traveling at high speeds. By default, your teleportation will allow free travel within the local universe but you'll be forced to target objects you've interacted with directly or persons you've met. If a target is currently outside of the local universe, you'll know intuitively. You'll be able to teleport yourself, anything you're carrying, and anyone you physically touch with you.

Recall (400 CP) - The ability to teleport back to a prepared location at will. Also derived from the Songmaster Jukebox, this power allows you to teleport to a specific location that has been setup in advance. To operate, a parautilitarian must first physically visit the location they wish to anchor themselves to and then create a mental marker. Once this marker is set, the parautilitarian can return to this marker at any point in time, regardless of the distance traveled, but provided teleportation is not being actively blocked on either side. Setting up a new marker removes the existing one. Up to 3 independent markers can be set up at any one time in this fashion. As a baseline, your recall ability may be used to move between the local multiverse but will require you to specifically target your markers. You'll be able to teleport yourself, anything you're carrying, and anyone you physically touch with you.

Maze Creation (400 CP) - The ability to alter the geometry of the space around you. This power was first observed in the Ashtray and Cigarette and it gives the user the ability to create fractal mazes and corridors out of the existing space, making navigation difficult if not outright impossible for a regular human. Mazes created with this power defy conventional euclidean logic and cannot be circumvented by physical travel alone, requiring some form of paranatural assistance. You may design mazes in any way you fancy and reinforce them with other perks, items, or powers that are available to you, turning the space into anything from a soothing walkway, to a deadly labyrinth without end. Mazes created in this matter are always protected against unwanted teleportation both in and out, and can be collapsed back to the original space at any time.

Dimensional Portal (600 CP) - The power to create portals to other dimensions. While teleportation and dimensional Thresholds are a known and studied phenomena that can randomly occur in a Place of Power, the ability to intentionally connect two very different realities was only realized after the discovery of the Slide Projector. This power specializes in opening and closing portals to facilitate travel, and can

circumvent any form of travel prevention short of drawbacks. Much like a slide projector, the size of the resulting portals can be increased by projecting the portal further away from the parautilitarian, and could potentially be used to open massive portals to other worlds. It requires only a concrete destination to operate, allowing its user to create portals to any location they know exists, even if they haven't personally visited or seen it, and can even allow teleportation within the local multiverse, such as to alternate realities, different dimensions, or other planes of existence. Post-spark, this ability could be used to create portals between all known and unknown multiverses, based on something as simple as a description.

Items

All origins may apply a 50% discount on a single item in these sections. Discounting a 100 CP item makes that item free. The appearance of all items, including facilities, can be customized to your liking, provided their core functionality remains unaffected.

Everyday Items

Government ID (100 CP) - This is a handheld wallet containing a passport booklet, a workplace card necklace, and an official badge for the Federal Bureau of Control. They can be used as personal identification, always remain up-to-date, and they are valid anywhere. At the start of every jump, or every 10 years, you may select a different gubermental agency to bind your new identity to, and these objects will update to reflect this.

Tool Bag (100 CP) - A bulky and well kept tool bag that contains an assortment of tools needed for maintenance, ranging from measuring tape, screwdrivers, wrenches, cutters, pliers and even a hammer. At first glance this item is inconspicuous, weighs about 20 pounds, and has a few common tools inside, however the case is in fact a bottomless paranormal artifact that can summon any tool you own. Simply opening the bag, or reaching inside without looking, will result in you pulling out the tool that you had in mind, with the only limitation being that of the bag opening's physical dimensions.

Miniature Laboratory (100 CP) - A laboratory set conveniently packed in a hard case that contains a small magnetic stirrer, beakers, flasks, test tubes, and other utilities used in laboratories. These tools are incredibly sturdy, inert, remarkably easy to clean, and can handle any substance with ease without reacting, or melting. Should any of your tools break or become lost, they will be immediately replaced and you'll find a brand new one inside the case as soon as you check.

Weapon Holster (100 CP) - An unamusing weapon holster that can fit any modern handgun or be adapted to carry another weapon. Unlike a normal item, this paranatural object exudes an aura of normalcy that eases onlookers to its presence, making bystanders feel like there's nothing wrong with a person using the holster and carrying a weapon. This effect even overrides common sense, allowing non-traditional, non-legislated weapons to be openly carried, such as martial weapons or explosives.

Sealed Thermo (200 CP) - A classy drinking flask with a cup cap. Seemingly mundane, this indestructible termo holds inside infinite amounts of any liquid the user wants at the moment of serving or drinking, from cold water, to hot cocoa, to milky espresso. Any liquid goes really, but caution is advised when drinking or pouring, especially if the substance in question only liquefies at very high temperatures. Dishwasher safe.

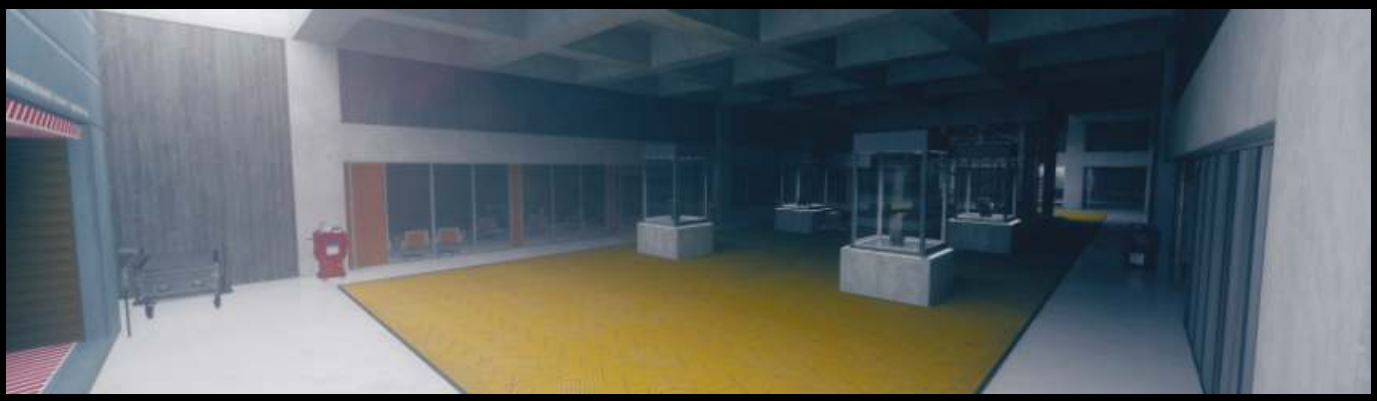
Researcher's Journal Cover (200 CP) - A leather journal cover that, when opened, automatically updates the contents of any notepad found inside with your findings on any given subject of your choice. It's writing style is surprisingly approachable, even when dealing with highly technical subjects, allowing others to dip into your discoveries without problem. By default it comes stocked with a simple notepad inside, but this could be swapped for a PDA, phone, tablet, or even a magical storage device, and the journal cover would still update their contents regardless of them requiring a special input format.

JRA Blueprints (200 CP) - A set of blueprints that detail the inner workings and basic elements needed to produce a Jumper Resonance Amplifier device, including substitutes for any of the materials used. JRA's are an important tool used to defend against the corruption of the Hiss and they can protect their wearer from the effects of the corrupting resonance, as long as the device remains intact. Unlike HRA's from this jump, these devices are attuned to your jumper frequency instead of Hedron's, and their protection is similar to the free version of the Jumper Resonance Amplifier, which will continue to work outside of this universe. Comes with a free, pre-built JRA that is ready for action.

Control Point Toolkit (400 CP) - A set of tools, and blueprints, that can be used to create control points. Control points are leylines of resonant energy that can be used to stabilize local areas and be used as fast travel nodes, allowing powerful parautilitarians to travel from one control point to any other they've discovered with just a thought. Setting up a control point is as easy as aligning the machines and flipping a switch, while dismantling a control point is as easy as packing up. Normally control points are only found scattered throughout the Oldest House, but with these tools new control points can be set up wherever they are needed, allowing you to connect multiple locations together to facilitate fast travel between them. In future jumps, the blueprints will update with alternative designs that use local energies, such as mana or lifeforce, that will enable fast travel to any other control point that shares the same design for any users that can manipulate these energies.

Facilities/Attachments

All facilities purchased in this section will follow you to your next jump and update their appearance to blend seamlessly with the setting. Alternatively they can become a warehouse attachment, or import permanently into an existing property in a manner of your choosing.



A Foundation (100 CP) - This purchase changes the looks of your warehouse to reflect the concrete, stone, and retro aesthetics of the Oldest House. By default, it's appearance will mirror that of the Warehouse Basement in the Foundation sector, scaled to match your original warehouse dimensions, but you may choose to match any other location from within the Oldest House.

It comes fully furnished with conference areas, work desks, archives, safes, and a small cafeteria. None of these additions will generate resources unless you possess a matching upgrade or attachment for your warehouse. On top of this, your warehouse will be installed with a heavy duty lift, an executive elevator, and a control point, which can be used to move to and from any facility attached to your warehouse.

If you do not possess a warehouse, or if you simply want to, this facility can instead become a standalone building that will physically "follow you", appearing near your starting location as well as in any cities you travel to. Once it has moved to a new location, you'll be able to find it intuitively at any point.

Executive Offices (100 CP) - A collection of offices with ample space for work, intended to be used by high-ranking executives and collar workers. These offices are unique in that, much like a good cup of coffee, they always help the occupants perform at their best, without accumulating too much stress or fatigue, and while promoting a genuine enjoyment for the work performed here, regardless of how dire the circumstances get. When deployed as a standalone space, this set of offices will include a befitting building that matches it's layout.

Reinforced Shelter (100 CP) - A reinforced bunker that protects its occupants against both regular and supernatural emergencies. This particular shelter contains a storage locker that restocks daily with many basic amenities, including food and water. It's lined with Black Rock, protecting against paranatural attacks both in and out, and in a pinch it can be used as a containment unit. Besides the obvious benefits, the shelter can deploy an early warning signal that will ensure that at least 6 people get inside just in the nick of time. When attached to an existing facility, multiple copies of this shelter will appear throughout the entire building to protect its inhabitants.

Self-maintaining Power Plant (100 CP) - A massive installation where energy is generated and supplied to every facility. This particular attachment is entirely automated and seems to generate energy without interruption. It's equivalent to the best nuclear power plant of the 21st century and, at the very least, could easily power a city with it. This attachment generates spare parts needed to service all the machinery used inside it, as well as any other property it attaches to. Guaranteed to not use human parautilitarians as fuel.

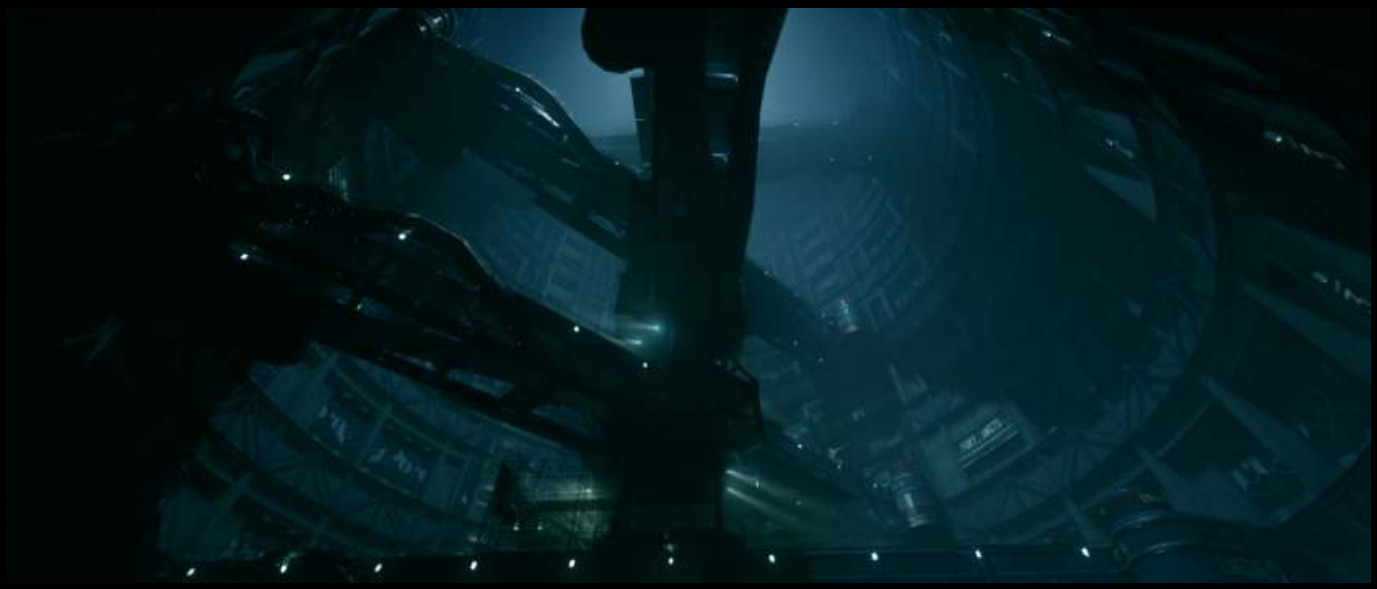
Black Rock Quarry (100 CP) - A set of large doors that lead to a pocket dimension where Black Rock can be obtained in large volumes. Black Rock is a special paranatural material that can actively block resonant frequencies present in paranatural objects, such as Altered Items and Objects of Power, suppressing their effects for containment. In future jumps, you may use this Black Rock to create containers and traps to isolate entities of a supernatural persuasion, such as magical objects, cursed items, or extra-dimensional beings. If imported into a setting, the quarry will be found naturally integrated into the nearby landscape without hints of paranatural behaviour.

Research Center (100 CP) - A beautiful complex that connects multiple research incubators with laboratories and other workshops. This particular installation facilitates learning, training, and discovery, allowing for their occupants to advance considerably faster in all their mental endeavours, to the point where a single researcher could find the cure to a deadly alien fungi in a few weeks. The laboratories and workshops will specialize in any type of work you may immediately need, and should you require something else, a new research wing can be added automatically every 10 years, or at the start of a new jump.

Paranatural Research Facility (100 CP) - A special facility dedicated to the study of the paranatural. This facility is equipped with simple instruments that can identify any affinity to the paranatural and help its occupants develop their special gifts. Candidates and staff are protected from backlash, collateral damage, and accidents inside the premises. In future jumps, you may use this facility to identify and nurture candidates that show supernatural traits, such as magic affinity, psionics, or mutant powers. Do note that this facility only nurtures existing potential, and does not awaken new abilities.

Security Checkpoint (100 CP) - A security checkpoint and armory that can connect to a specific facility, or remain as a standalone installation. This security checkpoint can be used to maintain a number of security personnel and equipment ready to react to an emergency. Besides the obvious benefits, this facility can be used to screen people or process criminals with exceptional accuracy, drawing information from a large number of databases, including the likes of the FBI, CIA, and INTERPOL. In future jumps, this facility will gain access to similar databases.

The Panopticon (100 CP) - A high-sec prison, designed to contain even the most powerful paranaturals entities, from Objects of Power to extra-dimensional beings. This prison is a state of the art facility that actively negates space-time distortions, such as teleportation and phasing, and prevents any entity from moving in and out without your explicit clearance or some other form of external help. This facility in particular does not require a large staff, and is entirely automated, minimizing the risk of human error or containment breaches. If available, it will seamlessly connect to your Security Checkpoint.

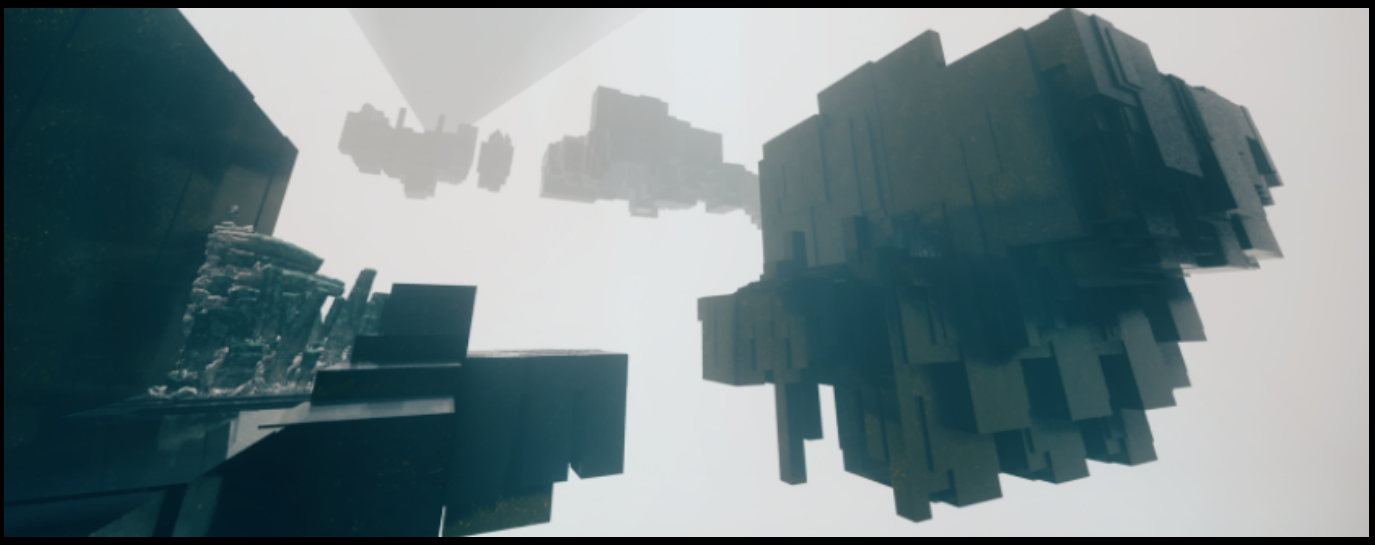


Investigation Department (100 CP) - A large department focused solely on actively tracking paranatural "hot zones" across the country. It includes offices for investigators to work privately, interrogation rooms to interrogate suspects, and an operations center where threats can be monitored in real time by a team. The information flowing from this facility is impossible to trace or be hacked, and curates data from a number of places, including police reports, emergency calls, mail, and surveillance feeds. In future jumps, you can easily repurpose this facility to keep track of any other pressing matter by making use of its secure surveillance capabilities.

Evidence Warehouses (100 CP) - These interconnected warehouses gather evidence from any subordinate, follower, or companion that works for you or your organization. As long as this evidence is generated, such as by taking a photo with a camera, making an audio recording of an interrogation, or filming a procedure, a copy of it will exist somewhere within the warehouse. Physically finding evidence can be done intuitively if one's aware of its existence, or can be done instead by cross-referencing the many ledgers, databases, and crates inside of it.

The Nail (200 CP / Discounted for The Director) - A large statue of obsidian. This 50 meter structure generates a radiation field that anchors the nearby space to it, preventing dimensional bleeding from occurring. It can be used to stabilize space-time and suppress teleportation effects and portals inside the protected area or facility, and up to 1 kilometer around it. In addition, the radiation generated by this structure will also actively suppress biological lifeforms, stunting their growth and slowly weakening them, until the point of death. You may whitelist individuals or groups at your discretion, protecting them from either effect, or turn off either feature entirely. As a standalone facility, the protection covers an entire city.

Personal Astral Plane (400 CP / Discounted for The Director) - Your own personal mindscape of pure white void. The islands in this plane generate tutorials that can be used to pick up the basics of any perk, power, or ability you acquire, and time spent inside this mindscape will flow differently from the real world, compressing the learning process to an instant. Being a mindscape, the owner of the facility can astrally project here with just a thought, and will be protected from lasting harm while inside. Other users will require to somehow travel to it before the owner can give them the same privileges. When imported into another building, it will create doors that physically connect to your Astral Plane, and as a standalone facility it will remain independent of other metaphysical realms that already exist in the setting.



The Oldest House (800 CP / Discounted for the Director / 100 CP Discount per Facility purchased) - An impossible skyscraper that towers over the nearby landscape, yet only attracts the attention of those who know of it. This structure is a Place of Power that does not abide by the laws of reality. It is much larger on the inside than what it seems, and can only be perceived by receiving directions to it. Once inside, non-secure communication with the outside will be blocked, and any non-approved devices, such as cameras or cellphones, will be deactivated. This tower has a will of its own, and in case of emergency it can protect itself and the different departments and sectors inside it by shifting its internal geometry and growing concrete in a fractal fashion. After the jump, you may select to keep the original from this jump, or keep a special copy designed to your specifications without any active threat or personell, including the likes of The Board, the Mold, or the Hiss.

Companions

Jumper Division (100 CP) - With this option, you may import, create, or select up to 8 individuals to become your companions. The individuals selected can be canon characters from this jump. Each companion receives 600 CP to spend on Perks, Powers, and Items. They may select a starting origin and will receive all discounts as normal.

Prime Candidate (100 CP each) - The Bureau desperately wanted to scout potential candidates for The Director position, but never allocated proper human resources to the task. Rather than letting these poor souls fall for the wayside, it seems like you have the opportunity to bring one of them on your travels. All Prime Candidates you recruit are incredibly powerful parautilitarians that exhibit an impressive control over their powers, and will adapt to new powers with exceptional ease. Their inquisitive mind naturally accepts the supernatural, making them feel at ease with the weird and the impossible, and much like the relationship between Polaris and Jesse Fayden, you'll become a comforting sight to them. They receive up to 1000 CP to spend on Perks, Powers and Items. They'll possess their own unique backstory but receive no discounts.

Entity A-OO1 "Ahti" (100 CP / Limited to 1 / Free for The Director) - The janitor for the Federal Bureau of Control. This kind, eccentric, possibly Finnish person, is in fact a paranatural entity that showed up in the Oldest House one day. He appears to be incredibly powerful, capable of moving in and out of the Oldest House at will, and is seemingly in cahoots with the Board, considering them his associates. Ahti is interested in following you in your journey to keep an eye on you, and maybe crack a few beers on an alien beach. He comes with the entire Maintenance Sector perkline, the Telepathy and the Dimensional Portal powers for free, and would not mind tending to your facilities in your absence. Compared to his original job this could even be considered a vacation.

The Bureau (100 CP per 10 000 followers / 1st Free for The Director) - Let's face it, maintaining a wide array of facilities and organizations would be near impossible for a 1-man operation, and this being a full blown governmental agency that is supposed to monitor all of the United States means that there's a need for more than a few heads to handle things. This purchase gives you an entire selection of highly trained individuals, up to 10 000 in total or less depending on your needs, ready to fill all the roles needed by your company or organization. These followers are drafted on every new jump and from all viable backgrounds. They are loyal to you and your organization, meticulous, receptive to your input, and highly competent in their work as to not disrupt your every day operations. The Bureau will actively manage your facilities, organisations, and any other institution you need them to, and will receive formal training in your technology prior to the start of the jump.

Scenarios

The Director

The rewards and discounts for this scenario are frontloaded. Successfully completing this scenario makes this reward and all discounted purchases permanent.

Maybe Jesse and Dylan Faden never made it out of Ordinary, maybe they did and they are living their best lives right now, maybe they are still around but are not ready, or willing, to take command over the Bureau. Regardless, it's clear that the Federal Bureau of Control is in dire danger and there's no backup on the way. Without the help of external entities like Jesse, the Hiss will take over the Bureau and everything inside it, including the Board. It will only be time before the doors of the Oldest House open wide and the Hiss bleed into this dimension unchecked. But you may still have a say on this.

Your mission, should you choose to accept it, is to take over the job of former Director Trench and eradicate the source of the Hiss resonance inside the Oldest House. Whether through personal might or the collaborative efforts of the entire Federal Bureau of Control, you'll need to complete your task before your jump ends or risk walking away empty handed. To facilitate this, you'll be given access to the Service Weapon, a legendary weapon of yore that can be used to fight against the Hiss, as well as the command of the Federal Bureau of Control and the Oldest House to help you on your task. You'll know you've succeeded when the doors of the Oldest House finally unlock.

Failure to complete this scenario will have you rescind your service weapon, your position as The Director, and any purchases that were discounted as a result of your directorate position.

The Director: Reward

Service Weapon (Unique Reward): A legendary item that has taken multiple forms throughout history, from Mjölnir, to Excalibur, to Varunastra. This legendary weapon can change its form and function to better suit the needs of its wielder, allowing them to alternate between precision or brute force with ease. It can only be wielded by the Director, requires no maintenance or even ammunition, and can absorb other weapons to change its form. Your service weapon starts as a handheld revolver, but you may combine it with any new or existing weapon you come across, allowing you to change its form in the middle of combat. It shouldn't be too hard to get your hands on a grenade launcher around here anyway. Post jump, and regardless of its current form, your service weapon will always retain the traits, perks, and special powers of every weapon that it has ever been combined with.

Drawbacks

No limits on drawbacks.

Extended Universe (0 CP) - Ever wanted to fight time itself alongside Jack Joyce? Or rub shoulders with the legendary Alan Wake? Well now you can! With this drawback you might weave other Remedy Entertainment narratives into your jump, allowing you to cross paths with the places and characters you know and love. This can include titles like Alan Wake, Quantum Break, or Max Payne, among others. You might decide how these elements come together, and if you've previously taken those jumps you may even maintain the continuity of your story.

Toodles! (+100 CP) - Like a certain sapient space suit locked in the Investigation Sector, you seem to have some trouble with simple communication. With this drawback you'll find yourself using a very peculiar form of english where every odd word and phrase you use is changed for another, making communication seemingly impossible. This language tick is consistent and given a simple enough context it would be possible to make sense of the dialect, but for the most part complex speech will remain incomprehensible to your average listener. Attempting to communicate in a different language or through a different medium will result in the same communication tick, so no sidestepping the problem.

Corporate Ladder (+100 CP) - You thought that any random rookie who enters through the front door can make it all the way to Director? That's not how an organization works. With this perk you'll be forced to play the slow and awful game of corporate ladder to make it anywhere in this world. This will force you to earn recommendations, send resumes, nail interviews, earn your promotions, and perform strategic lateral movements until you can finally find your place in life. If you've taken the Director scenario, this means you'll have to do all of this within your 10 years stay to reach the Director position, or you'll fail the scenario. Who knew there were so many steps needed to reach Janitor's Assistant?

Contained (+100 CP) - It seems the Hiss was not the only threat that needed to be contained behind the walls of the Oldest House, and now that you are here, it's finally become a full menagerie. With this drawback, you and your companions will be forced to remain within the Oldest House for the duration of your stay, unable to leave the premises to visit the outside world. This will also set your default starting location to somewhere inside the Oldest House, just in case. You'll still be allowed to project astrally, and you'll still be treated fairly cordially, not so differently from Ahti actually, but understand that, if you misbehave, the FBC will find a way to place you in a much smaller cell, or worse.

Overworked (+100 CP / +200 CP) - Ahti wasn't fooling around when he said you'll be his assistant, and now that he's decided to take his vacation it's up to you to pick up where he left off. With this drawback, every threat and every problem lurking in the Oldest House will come out from the woodwork to take a stab at you, half expecting you to prove more manageable than the god of the Cosmic Ocean himself. For +100CP, you'll be forced to deal with monthly tasks and chores that if left unchecked will slowly kill the personnel, like the Clog. For a total of +200 CP you can expect Hiss level threats every year.

Not a Soldier (+200 CP) - There are a lot of expectations for the personnel of the Federal Bureau of Control, but fighting is not always one of them. This drawback will temporarily lock away all prior knowledge and expertise you had regarding combat, as well as disabling any learning and training boosters you possess, including anything purchased from this document. This won't prevent you from training and developing your skills during the jump, but if you choose to do so you'll have to do it from first principles, as you'll find yourself no better than any ordinary civilian.

Ever Shifting (+200 CP) - Hope you are not claustrophobic, because things are about to get real tight. With this drawback, you'll be constantly pressed by the Oldest House to be on the move, as prolonged stay in any office, department, or sector will result in the environment shifting to trap you, and likely kill you. Shifting can be quick and sudden, so good reflexes will be needed to avoid being squashed like a bug, but if the fractal concrete doesn't get you, the prolonged isolation, the hunger, and the thirst will. Best stay light on your feet, Jumper, wouldn't want to end in a concrete coffin.

Missing Geometry (+200 CP) - They say that it is the empty space that makes the bowl useful, but having this particular space empty might prove to be your downfall. This drawback guarantees that Hedron will fall to the Hiss within 24 hours of the start of the jump, severing Earth's connection to Polaris, rendering any existing HRA device useless, and potentially dooming the FBC in the process. You'll still be immune to the Hiss frequency, but with the entirety of the FBC compromised, protecting Earth may prove to be impossible. Better get to work then.

First Responder (+300 CP) - Ever noticed how, in horror movies, the very first person to find the monster usually ends up dying? Yeah well, entirely unrelated but the squad leader says you're running point on this mission. For the duration of the jump, you'll find yourself to constantly be one of, if not the very first responder tasked with securing and containing a dangerous situation, and be it from design or sheer happenstance, you'll find yourself at the forefront of the action no matter how hard you try to avoid it. You won't be in any more danger than you normally would be, at least given the circumstances, but because of the nature of this universe you should be ready to face everything and the kitchen sink if you wish to remain alive. Be careful, Jumper, ten years might prove to be enough time to make a single big mistake.

repmuJ (+400 CP) - It seems like a curious character has found a way to escape their enclosure, and they are not happy with you, Jumper. With this drawback, you'll find yourself being the target of a distorted copy of yourself, who will actively try to undermine you at every turn, or even kill you if possible. This evil twin from the mirror dimension possesses a copy of all of your skills, perks, and powers and is as strong and cunning as you'd expect yourself to be. If you have taken Straight out of Ordinary, your doppelganger will only be able to use purchases from this document, but otherwise no other drawback will apply to them.

Straight out of Ordinary (+400 CP) - You probably have seen this before, but something about this universe doesn't seem to mingle well with your nature. With this drawback, any powers you had prior are now locked, including access to your warehouse and all items inside of it. You will still receive all items purchased here as normal, and will find your items conveniently located in any property you own or inside the first available shelter you enter within the Oldest House. Should any item be lost or destroyed, they will be returned immediately to you on your next visit.

Notes

- Control takes place on the same continuity as other Remedy Entertainment games. Especifically, it takes place 10 years after the events of Alan Wake (2009), and 3 years after [redacted] (2016), although only Alan Wake has been confirmed canon.
- This setting is heavily inspired by the [redacted], but it's apparently more tame in its scope. At least it hasn't had the time and community to expand the lore of the universe to the same proportions.
- Paranatural is another word for paranormal or supernatural.
- Parautilitarian is the in-setting word for gifted individuals that can display paranatural abilities, such as telekinesis.
- Paranatural abilities in this universe seem to be primarily driven by "resonant energy", which according to the lore enables different types of reality manipulation depending on the frequency. This energy is directly manipulated by a parautilitarian's mind. Gameplay wise this energy may as well be stamina, since it's not exactly limited or even scarce in any way, shape, or form.
- Lorewise, there's a physiological reason as to why certain people can bind to some Objects of Power while others can't. This is hinted at but not explained. Know that most parautilitarians can at most lift a mug telekinetically and only the Hiss, Polaris, and the Prime Candidates have shown any degree of proficiency and strength using paranatural abilities. As a jumper you can sidestep these problems using this document.
- In lore, the Astral Plane can be entered through astral projection, which is a paranatural ability some people exhibit. The Director does it all the time during the in-game tutorials. The Astral Plane is a shared mindscape, and much like our planet there's multiple entities that have control over it, including the Board.
- Perks that refer to the paranatural will, in general, also apply to the supernatural or paranormal. This usually includes magic, reality warping, divinity, eldritch entities from outer space, etc.
- Choose to be Chosen is a free pass to try out any powers you want from this jump, and if you want to, to replace the original protagonist. You will still need out-of-context perks to retain powers gained in this matter, or to allow items to work outside of their original setting.
- Ever seen a character try really hard and physically struggle when using their powers? Ever seen a jedi force push someone? That's what you can expect out of Parautility: lots of hand waving and constipated sounds. Also, much like weight lifting, the more you force push and struggle, the more gains you'll get.
- The Control power is, at its core, a power that will protect against friendly-fire. Additional functionality depends on how creative you get with your ability to precisely select your targets. If you have a perk that lets you see the karma score of someone, there's no stopping you from using that score to discriminate with your attacks.

- A lot of fun things can happen with Telekinesis, and since this is not DnD the rules aren't exactly water tight. If you've taken Parautility you could eventually work towards better precision and more strength. You could even replicate other powers from this document given enough time and practice.
- Facilities in this document grant additional benefits besides the obvious, and are thematically split in sectors for both discount purposes and to offer smaller, bite-sized, purchases. If you bought the Oldest House you can immediately integrate purchases from this document, or you can just keep your properties separated from the FBC.
- The Oldest House is one of those "bigger on the inside" kind of buildings. It's internal geometry is large enough to have bottomless chasms separating certain departments.
- Normally the technology found in the Oldest House would be limited to 50s and 60s tech for plot reasons that are not explained (read: they're redacted). In fact, cellphones are known to catastrophically [redacted] inside the Oldest House, but you can safely ignore this restriction post-jump.
- The Oldest House can grow concrete out of the walls, and will greatly limit movement between sectors because of it. Your version of the Oldest House will ensure that these shifts won't dangerously trap or kill any working personnel, which is surprisingly common in the lore.
- The Board does not come with the Oldest House purchase unless you want to.
- Dimensional/reality bleeding is that thing that happens when "the fabric of space and time breaks" or when "dimensions collide". The Nail prevents this. Narratively, this could mean a number of things, such as powers from another dimension not working within its radius, so fanwank responsibly.
- You can, in fact, double discount the Oldest House using your item discount and The Director discount, then apply 2x facility discounts to make the purchase "free" (technically a 200CP minimum purchase). Just don't fail the scenario!
- If you have any comments, please check the Google Doc!

Changelog

Changes v1.1:

- Added missing introduction. Shit still be whack tho.
- Corrected the wording in the Ranger discount in the Investigation Sector (should be free).
- The free version of Choose to be Chosen now guarantees you'll be as strong as Jesse Faden for the duration of the jump.
- Added a new meta-power: Guiding Star.
- Added a new paranatural ability: Recall.
- Removed the restriction on pure elements from Crystal Manipulation, since they are technically found as native minerals.
- Maze Creation can now explicitly collapse mazes made using this power.
- HRA Blueprints in the item section are now JRA Blueprints. Same effect but bound to the Jumper instead of Hedron.
- Added Telepathy to the list of powers used by Ahti.
- Added new drawback: Missing Geometry.
- Resized images to hopefully reduce file size.

Changes v1.0:

- Jumpable release.