

Limitless

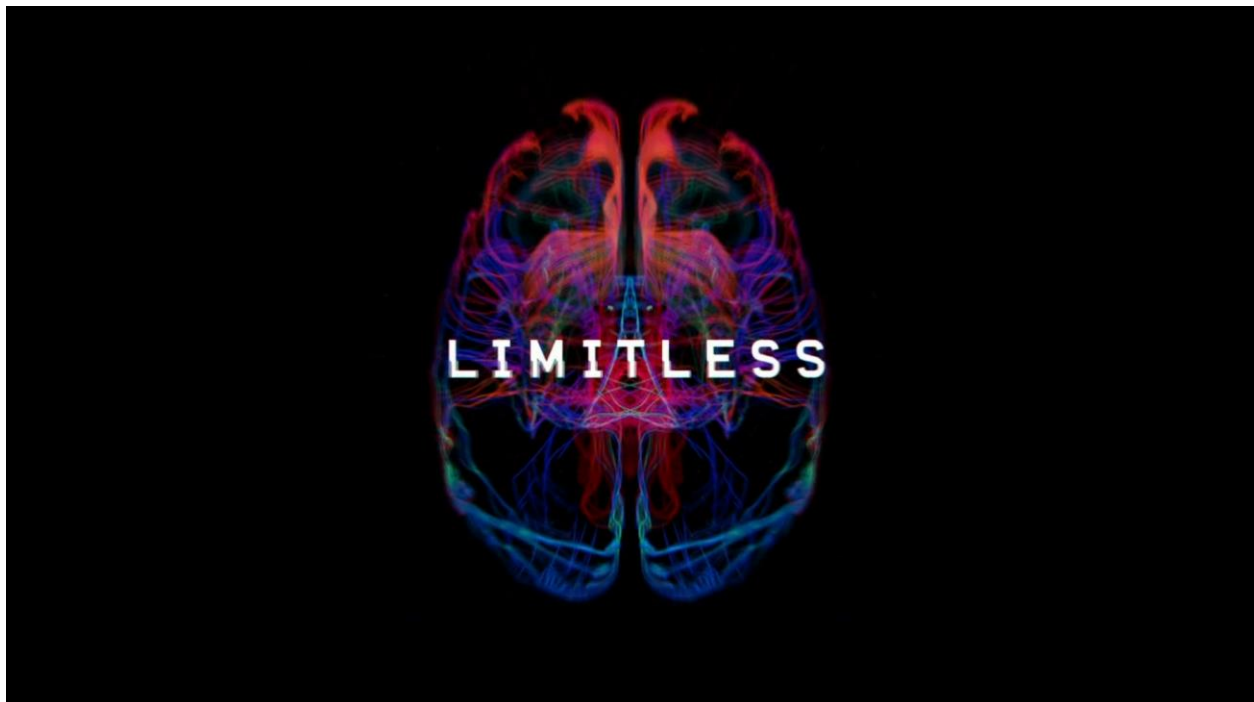
Show and Movie by CBS and Lionsgate

Four years ago an unsuccessful author by the name of Eddie Morra got his hands on a nootropic drug called NZT-48; a mental enhancement pill that can allow its users to do almost anything thanks to an astonishing increase to intelligence, memory, perception, productivity, and pretty much every other facet of the human mind. Over the years since he took that first pill he has become one of the most powerful men in the world, with de facto control over the entire supply of NZT and a method he created to eliminate the side effects there's nothing that can really stop him. Except perhaps other users of NZT. Regardless of Morra's high-minded ideals and if his plans actually amount to anything beyond accruing more power for himself his new insider at the FBI is certainly going to start shaking things, hopefully for the better but it's hard to say how everything could go with a pill that grants superpowers out in the world.

Regardless of how you might feel about Morra NZT-48 truly is a wonder drug, after taking just one of these pills you become the smartest person alive for the next twelve hours and could achieve more than you'd ever thought possible. Mind the side effects though, addiction to NZT can be an extraordinarily unpleasant affliction and the withdrawal is nothing short of an exceptionally horrible way to die. Still if you're able to manage your habit well or better yet get your hands on Senator Morra's cure for those side effects every once in a while NZT could change your life. Actually it will change your life either way but you've got to be smart about things to make that a good thing, especially in between doses of that clear little pill.

Have +1000 CP to get you started on your decade in this world.

You may start anywhere in the continental United States, though New York is going to be where most of the real action happens unless you change things. Your age is 20+2d8 buy you can change it and/or your gender for 50 CP.



Origins: Choose one for free, optionally any of these can be taken as a de facto drop in with no history in the world while Drop-in's can alternatively have a history as a burnout or failing artist.

Drop-In: Perhaps you're some starving artist or just popped up out of nowhere but it has much the same effect. No prospects, few if any connections, and likely to end up homeless next month unless something changes soon. Luckily you just found an interesting new pill, just taking such things can be dangerous but really do you have much to lose at this point?

Politician: When it comes down to it power might not be the most important thing but damn if it isn't so very useful for everything. You might not be the President or even a Senator but running for congress isn't very far off if you shoot for it, everything is really just a matter of leverage. The right advantage can bring just about anyone to the top, the only question is where could you something like get that?

Scientist: With NZT-48 being by far the most notable there are a few rather impressive inventions in this world. High end prosthetics, rocket packs, and some other lower end sci-fi gadgets can be found if you look in the right places; you might very well create such toys yourself. Of course all the inventors of such gadgets and even NZT-48 itself did so without the benefits of said wonder drug, what could you make with it running through your head?

Special Agent: Everything will likely be going to hell in the coming years, if NZT-48 or anything like it were to get out to the public the results could change the world a great deal. Someone ready to get down into this mess and deal with it could be a godsend, to the society that might just fall apart. . . or perhaps those seeking to change it to serve their ends. Still perhaps putting that power in the hands of someone of more practical interests could make better use of the power those pills offer?

Perks: Perks are 50% off for their relevant origin except for 100 CP perks which instead become free.

Drop-In:

Artistic Merit (100): Failing artists is a common theme for those who try to change their life with NZT and you're no different, you're quite talented and even fairly experienced with your choice of any one kind of artistry whether that's writing, playing music, or anything else you'd like. You actually are good enough to make a career out of this but unfortunately being good enough to succeed as an artist doesn't mean you actually will and this provides no real progress in the direction of actually doing so beyond just being good at your chosen artform.

Staying Grounded (200): It's easy for someone on NZT to get disconnected from the normal people they have in their life, hell it's easy for someone on NZT to get disconnected from themselves when not on the pill for that matter, but you thankfully don't have that little problem. You remain grounded with your head firmly NOT shoved up your own ass liable to start treating your friends as pawns on a chessboard with no respect for them as people and not removing your enjoyment of things from making them too easy.

Take the Pill (400): Whenever you find yourself in a bad situation you almost always find a route out; yes it might be difficult, dangerous, and more often than not both but assuming you can survive and succeed you'll not only find yourself free of the problems you were facing but quite a bit better off than you would be otherwise too. Sure you're on the verge of homelessness with no real prospects but that old friend of yours you met back up with seems to be doing rather well, and he's got a rather interesting new pill he's willing to share; he claims it could solve all your problems. . .

Morra's Gift (600): Perhaps you made it yourself or you just got lucky but you've been injected with a far more advanced version of the booster that lets Morra and his pawns use NZT with impunity. This amounts to permanent immunity to all of NZT's negative side effects and the withdrawal that comes from dropping the drug after building up a proper addiction. This means that not only could you take a pill every day you could take a second one to keep its effects up at all times, even when you're asleep for all the little good that might do for you. After this jump you'll find that other performance enhancing drugs will lose all their negative side effects for you as well; and perhaps if you, or someone else with the benefits of NZT, could study you this improved version of Morra's booster could be recreated?

Politician:

Seasoned Official (100): When it comes to public office two of the most important skills to have would be schmoozing important figures and good old fashioned PR, fortunately you've gotten fairly good at both of these during your career thus far. At the end of the day your job is to keep your job which means earning votes and building/maintaining connections, you're also a better than decent leader and administrator but any politician drunk enough to be honest will tell you that's not really the important part.

Time Honored Tradition (200): In politics corruption is not a disease or a flaw, it's a feature made frequent use of by almost every politician who reaches any position of significant and most of those who don't get that far as well. You happen to be well versed in turning official positions to your advantage as well as an assortment of other corrupt underhanded methods to advance yourself and more importantly how to not get caught in any way that you can't get out of by taking advantage of that very same corruption. Perhaps a truly dedicated rival or officer of the law could dig up enough to actually harm your reputation, or worse your position, but you're good enough to make such efforts an uphill battle at best and those with both the skill and determination required will be scarce in most governments. As with any good politician truly making you face punishment for your actions will require something special in the way of mistakes from you or success from your opposition.

Changing the World (400): The story of Eddie Morra is sad in a way, as successful as he is with building his wealth and expanding his political power his goal has been to improve the world. But it seems like even a genius with the power to do almost anything still gets caught up in ego, lust for power, and plain old poor choice in goals just like many other 'well meaning' politicians or philanthropists. You not only lack for such obstructions but find that your efforts to effect change in society are far more successful, whether they're for the good of all or just to further yourself such efforts bear more fruit than they might otherwise. With a bit of help from a certain pill you might very well see your plans for a better tomorrow bear fruit in years instead of decades and who knows what you might achieve should you have more up your sleeve.

Limitless (600): Once upon a time a soon to be Senator Morra claimed to be off NZT but retained many of its benefits, allowing him to easily slip out from under the thumb of a businessman who'd wanted to gain control of him by taking hold of the NZT production. Given Morra has later claimed to have taken a pill for every day this is probably a lie, but it need not be so for you. You have gained all the full effects of NZT-48 permanently with no further need to take any more pills or worry about managing the side effects; you're clear, clean, and always as smart as you'd be topped off with the drug. Do try to stay grounded, it's rather easy to get lost with your head in the clouds or up your own ass just being on NZT normally.

Scientist:

Making Medicine (100): You've got a PhD in chemistry along with the knowledge and scientific skillset needed to make use of it, while this is far off from enough to create a wonder drug like NZT it's more than enough to replicate it given the recipe and the right chemicals. Alternatively you might instead have some other scientific or engineering background, though it's the drug making that truly makes things interesting around here. Alongside the skillset you may start this and every future jump with a good job in your field, such as a researcher or engineer in a suitable company.

They Stole my Rat! (200): When engaged in valuable research there's always the chance things could end up going wrong, not just with the work going badly or not showing the right results but with interference from outside factors or even someone up and stealing important prototypes, research specimens, or data to ruin your work while making use of it themselves. Whenever things like that happen to your projects it seems like the world delivers people willing and able to help with the problem right as you need them the most, finding someone to track down your stolen lab rat that serves as the living research material for an important piece of research has never been easier! Your would be helpers even seem to have similar good fortune in solving your troubles as you do with finding them to resolve these sorts of things.

Inventions of the Future (400): One thing that users of NZT tend to lack, at least relative to the rest of the enhanced mental state they're offered is long term vision. Sure they could plot like the rest of them but a majority of those on the drug do silly things like amass personal power, try to get rich, or just play around as some kind drug powered superhero. None of these things have much chance of changing things on the wider scale, just helping or screwing over those they come across along the way. You however have what many of these super geniuses lack, proper vision and innovation. Seeing clearly the path to something you could build or innovate to actually change the world, now realizing that vision would still be a lot easier if you had a few pills yourself but given the intentions of those super geniuses the vision might be more vital than the brain power; those guys have had some pretty dumb ideas despite their intelligence.

Miracle Worker (600): Someone out there created NZT-48, certainly it might be reasonable for somebody to figure out such a marvel on the drug but you can't create something with its prerequisite so somewhere out there is a lucky genius who managed it all on his own. You are both of those things, a genius with the brains needed to create true wonders and the luck needed to stumble onto lines of research that would let you make proper use of your genius. Whenever doing research or working on a project you'll often get bursts of inspiration or stumble onto new ideas that could lead to incredible inventions or improvements if you follow through on them, perhaps not all as earthshaking as NZT but this is the sort of eureka moment that you'd expect to lead to such a drug and you get them fairly often.

Special Agent:

High Tolerance (100): There are times where you just have to put up with people; maybe an arrogant ass of a work partner, an undesirable informant, or some talented jackass who just needs to be babysat while being as big of a nuisance as possible. You have a nearly bottomless capacity to put up with other people's nonsense; able to sigh and carry on with what needs to be done without being overly bothered by all their weird, annoying, or unreasonable behavior. Even better is that those you're putting up with seem to hold a strong appreciation for your patience, making them less difficult (for you) and more helpful on occasions where you need their assistance for anything.

Top of Your Class (200): When it comes to the sorts of work needed by a boots on the ground investigator or problem solver, namely detective work and combat, you're one of the best. In a training school for the FBI you could rather comfortably make it to the top of the class, and may very well have actually done so depending on your path in life. Whether you want to be the star player of an FBI field office or handle the sorts of business they would be very interested in putting a stop to you're prepared for it, at least as long as there aren't any super geniuses trying to get one over on you at any rate.

Turnabout (400): Finding useful and competent people to work with and for you can be difficult, but the chance to recruit them tends to fall into your hands rather easily. People with useful skill or abilities which you might need tend to find their way into your service with almost uncanny ease, the circumstances that lead to this might not always be the best (such as an attempt to infiltrate your group for less than pleasant reasons) but you've also got an uncanny ability to both earn their loyalty and resolve whatever threats or problems that might stand in the way of such recruits joining you fully. Further any attempt to win over a false ally or similar wolf among your company tends to go far better than it otherwise would, even when they're firmly under someone else's thumb.

Herding Super Cats (600): Normally you might think that keeping superhuman geniuses hopped up on an exotic drug under your control would be rather difficult, to be honest it is even for you, but the fact is that you can actually manage it. You're exceptionally gifted at maintaining control over others even when they have major advantages such as NZT or other unusual capabilities, of course you need some leverage when planting such people under your thumb but you're just as skilled at acquiring that as you are at using it to control someone. Naturally this is far more effective if you have advantages of your own; with just this an individual on NZT-48 could be kept under control, on it yourself you could run major projects full of others using the drug while maintaining complete control over both the project as well as the mentally enhanced work force from start to finish and even the 'clean-up' afterwards.

Items: Items are 50% off for their relevant origin except for 100 CP items which instead become free.

General:

Just One Pill (Free): One small, clear, disc shaped pill. This is NZT-48, the miracle drug that makes you the smartest person in the world for twelve hours after swallowing it. Even with just one getting your entire life in good order over the course of these few hours of brilliance wouldn't be a difficult task and very few normal people would be able to keep up with you in any endeavor even if they had decades of experience and you just picked it up a few minutes ago. If you're not good at managing your drugs perhaps you should just stop at this one; it's hard to overstate just how bad things can get if things get out of hand when using this little pill so please, use responsibly. You get another each jump or decade, whichever comes first.

Daily Dosage (200): Perhaps you've got a dealer you've paid in advance, a handler keeping you topped up on pills, a more mysterious supplier, or they just appear in your possession as you start each day but one way or another you receive one NZT pill every day to make use of. Of course as each pill only lasts for half a day you might find this insufficient for some cases or wanting to share with others, but there's no reason not to save pills for a rainy day aside from having to skip a few days. Actually you should probably not be taking all of these yourself unless you've got a way to deal with the consequences, seriously they can get really fucking bad if you're careless with these pills and your addicted super brain is not going to be a voice of reason on the subject despite how smart these make it.

NZT Formula (200): Of course the best way to get a large supply of these wonderful little pills is to simply make them yourself, for a nominal fee you may have the recipe for NZT-48 along with detailed notes with regards to its effects and development from an unnamed party who may very well be the original creator of the unusually effective drug. While making this pill involves a bit more in the way of resources than an ordinary street drug many of which are controlled substances in their own right the hassle is well worth it given what this unassuming little clear pill is capable of.

Drop-In:

Craft Supplies (100): Likely the result of something that made the owner of an arts and crafts store rather happy you have a large crate full of various crafts supplies. As much construction paper, pipe cleaners, fun little googly eyes, straws, markers, and pretty much anything you might find in an overly funded children's art classroom in the good parts of town. Funnily enough these supplies never seem to run out and are way easier to turn into expansive and informative visual aids than they should be even without using any kind of performance enhancing drugs.

Fancy Apartment (200): You've come into possession of a perpetually paid for apartment that is way better than you really should, almost like you're a major character in a TV show that wants you to have nice stuff for wish fulfillment reasons. Regardless this place is extraordinary with a nice view, privacy, a good layout, plenty of space, and all the other stuff which would normally be outrageously expensive in any city that it might be found in despite the fact that you may well have gotten it via a questionable job.

Good Family (400): There aren't a lot of things money can't buy, and even fewer that power can't get you either, but you've got one of the most valuable things in the world. A good family who cares deeply about you. With two parents and multiple siblings you've got people you can count on any time you need some help or a place to crash, they do seem to be a strangely good source of help too. Their careers, skills, and resources are often exactly what you need to solve your problems while any issues they might want your help with seem to lead you to good places or help resolve issues you're having.

Politician:

Local Office (100): Naturally as a career politician you need an office, you don't have a particularly notable one at most being the mayor of a city but you've got yourself an elected position and a relatively secure seat too unless a particularly convincing candidate decides to take aim at it. This doesn't really come with a great deal of power in the grand scheme of things but more important than the seat itself is that you've got a foot in the door and a clean (real or well cultivated) reputation as a public figure, quite helpful for if you'd like to pursue a higher office. In future jumps you may start in some similar to low to mid-level office within the local political system, altering your origin there so as to include it.

Illicit Fortune (200): There is one thing that a politician needs above all else, something that's key to both their success and motivation to achieve it. That is to say a large quantity of cash obtained from a dubiously legitimate source to fund their lifestyle and career advancement. With around five million dollars in liquid wealth and more than double that in more sedentary assets you've clearly managed to leverage your time in office to your advantage quite well thus far. Do not worry however, despite the questionable origins of all this money it was either laundered thoroughly or technically legal in the first place despite the unusual routes it went through on the way to your account.

Campaign Team (400): No man rules alone, while a single candidate's name is what the masses see when deciding who to vote for it's a team effort that brings such a person into power. These dozen or so experts in political maneuvering, public relations, campaign financing, and other such key roles for bringing about an election victory are fully loyal and committed to your cause. That cause being acquiring power, since all those involved fully understand the real goal of politics rather than any sort of ideological agenda which a less savvy political expert might think is important. In fact the only thing this crack team can't help you on is the policies behind the sales pitch you're making to the voters, since they really don't care, but they are very good at turning whatever policies you have into some rather compelling ones.

Scientist:

Back Certifications (100): Within your possession is a collection of documents providing proof and official status of every qualification you meet the requirements for. Degrees, certifications, and everything else of the sort for all your skills and knowledge which may otherwise be hard to prove due to where or how you learned them such as foreign countries or perhaps even further afield. This updates with the local versions for every such qualification you meet the standards for in future worlds, with all the documents and such being recognized as legitimate wherever you might need them.

Weird Invention (200): While rarely if ever comparable to the miracle drug behind the more interesting of this world's events there are numerous other instances of technology that surpasses what could be found in similarly modern worlds. High end prosthetics, functional jetpacks, and other such devices have or soon will be made by various inventors for purposes ranging from improving the world or making a considerable amount of money. In this and in all future jumps you'll be in possession of the rights to a new invention of slightly greater sophistication that is available to the world at large, either invented yourself or acquired by other means; in either case you'll have a functional prototype that would make a rather cool toy alongside contracts to license it out for a profit should you desire to do so.

Chemical Laboratory (400): This fully stocked facility for the study and production of most pharmaceutical products including controlled substances and nootropic drugs in particular. Despite the legal issues which might normally be involved with such production you have full exclusive ownership of this location and all the resources contained within. With the equipment and replenishing chemical ingredients you could very easily produce whatever drugs or medication you might wish at commercial scale. The included personnel are fully capable of running the facility and producing various drugs; including NZT-48 if provided with the proper formula, though some improvements may be needed for exotic compounds from other worlds.

Special Agent:

Badge & Gun (Free): When trying to get things done some authority to throw around rarely hurts, whether that authority is real or applicable to the situation isn't that important. This badge marks you out as a fed which people will believe upon it being presented to them unless they've got strong evidence that you're a fake, whether it's actually true or not. You'll find that a great many people will listen to someone with a bit of government power behind them even when your authority isn't actually relevant. This badge will be updated to the local equivalent at the start of each jump and can optionally take the place of any legitimate badge of this nature should you begin a jump as an actual officer of the law. Alongside this badge you also have a simpler and perhaps more credible form of authority in the form of a simple gun, a Glock is the FBI standard but you may choose a different handgun and it comes with a replenishing supply of ammo.

Armed Response (200): When it comes time to capture a criminal or preform an armed invasion of some other key target you're going to want some well equipped boots to take care of things. Filling four armored vehicles are a crack team of urban combat and armed extraction specialists, ready to capture/kidnap most targets you could point them at or just shoot them if preferred. While not capable of any of the crazy shit someone with NZT might be able to pull off, at least not unless you give them with some, it turns out that outthinking bullets doesn't really help and there's only so many answers to a well-executed attack.

Federal Office (400): Either under your management or so firmly under your thumb that it might as well be you have your own local branch of the FBI ready to investigate crime, or to help you get away with your own misdeeds should you find yourself on the other side of the law. They have the authority and resources of the government to put behind your investigations and/or shady dealings, you don't even need to plant any drug enhanced moles to put them to work for you. Takes on an appropriate local form in future jumps with the agents and other staff carrying over so that the Jumptouchables can stick together.

Companions:

Import/Creation (50-200): For 50CP each you may import or create a companion with 600CP to spend on anything other than additional companions with an origin of your choice. Any newly created companions may possess personalities and appearances of your preference. Purchasing eight companions will discount this by half down to 200CP. If you prefer you may instead pick up new canon individuals as companions in place of an imported or created companion however they receive no CP, their own canon abilities replacing their budgets and what they might have purchased with them.

Mike & Ike (50): Likely not well known by their actual names these two professional enforcers, be it of the law or your will, are excellent bodyguards and problem solvers ready to take care of almost any tasks you might have for them including but very much not limited to guarding your person, gathering any evidence, acquiring coffee, preparing action reports, snack retrieval, intimidating suspects, helping to build a colorful craft presentation, retrieving random things you might have forgotten, or any other task that falls into the broad range between a talented federal agent and especially put upon office gopher.

Problem Solver (50): This imposing individual is an expert in getting things done by whatever methods are needed; typically highly illegal ones such as threats, intimidation, or bribery. Even when tasked with being the leash holder for an asset making frequent use of NZT and a strong interest in slipping that leash for an abundance of reasons you could expect them to succeed if provided adequate leverage. Beyond just being good at the skills required of a personal enforcer and 'head of security' they have one qualification above all others, one that a certain Mr. Sands may turn out to lack when Senator Morra needs it, namely a strong sense of loyalty towards yourself and your goals. It certainly would seem important to have your personal leg breaker actually value your leadership and position working for you doesn't it.

Drawbacks:

Early Entry (+0): By default you'd be entering this world around the same time as the story of Brian Finch gets its start, being stuck working for both Senator Morra and Rebecca Hariss of the FBI. But Morra has his own story as well and if you prefer you may instead start off your time here a few years early, starting out here at around the same time the failing author Edward Morra first got his hands on the clear pill that set him onto the path of wealth and power. This might end up changing things rather drastically based on your actions during this time but perhaps getting in on things early might give you some opportunities?

Traditional Start (+100): There's something of a pattern to be found in this world, one that you appear to be continuing with your start in this world, rather than anywhere normal you start in the home of someone recently murdered. Now you didn't do it but there could be some major problems if the authorities found you here with the body still warm, also they're already on their way so it would be best to get the hell out of dodge as quietly as you can. Unfortunately, there's something hidden around here that's important to you, something you need in the immediate future or that could lead the cops to you if discovered so work quickly if you don't want to get cuffed and possibly take the fall for a blatant murder.

Sick Family (+100): Someone close to you is very sick and even if you'd normally not care much about your origin's connections in this case you very much will, while whatever's wrong with them is entirely treatable it is currently baffling the doctors who can't seem to properly identify the problem. Now someone with a particular talent for medical diagnosis or perhaps a certain pill and some time with the proper medical data could likely figure it out but the patient isn't really looking for any meddling busy bodies when surely that doctor has gotten the diagnosis right this time and the doctors tend not to look too kindly on the ideas of their patients personal social circle. Regardless if you don't intervene soon someone important to your life here is going to die a preventable death within a few weeks. Should you be a drop in this will be someone you'll meet and grow close to quite soon within your early days living in this world.

Work Release (+100): Unfortunately you've gotten into a bit of trouble with the law, you're not being sent off to prison forever (yet) but the long arm of the feds has seen fit to put you to work. You're now an asset of the FBI and are stuck with a highly mandatory job helping them with their efforts, if there was a badge with your name on it at some point there definitely isn't one now as you are explicitly not an agent or any other person of authority within the organization. Should you do anything improper or suspicious they will take an increasingly harsh position on things like your personal privacy or freedom. You could try to run as they aren't holding you captive (again, yet) but as the time you're spending in their service is in place of a few legal issues this would result in a few warrants for some likely inflated charges, not to mention that the office in question is going to be particularly eager to catch you should this happen.

Destitute (+100): Money isn't the most important thing in life but a lack of it can certainly be a big problem for quite a lot of people, you start this jump not merely broke but in a considerable amount of debt while having no liquid funds beyond what you need to survive the rest of the week. Your rent is overdue, credit cards are near the limit, have no stable income, and any unstable income hasn't paid off recently nor will it fast enough to help you stay housed let alone try to dig yourself out of this hole. Strangely it seems like any possible method to get out of this situation invariably leads to the same place, some very unscrupulous criminals who are more than happy to exploit your situation and try to extort you for whatever you might be worth to them whether via the method you use to pay back their help or taking full advantage of your failure to do so.

Kind of a Loser (+200): There are many exceptional people in this world and unfortunately you really just aren't one of them, instead just being aggressively mediocre. Without the use of an external performance enhancer of some kind you're not actually very good at anything and actually pretty dumb on top of that, now there's a very impressive performance enhancer available here and you may very well have access to yet more but underneath them when relying on what you can do yourself? That's never going to be better than mediocre at best, some people just aren't very talented in any way that matter so if you want to make your mark here you'll need to get some external 'help'.

Under Thumb (+200): This might come as a bit of a surprise but the feds really aren't the worst people for you to get stuck working for, they do at least need to bend the rules to screw you over rather than flushing them down the toilet. Some politician or influential criminal (big difference I know) has managed to get a rather uncomfortable hold of you and intends to have you do their dirty work. To make matters worse they are not only a frequent user of NZT but seem entirely immune to the side effects for one reason or another, allowing them to fully leverage superhuman intelligence to their goals. Fortunately you're only one asset they're making use of and not the main focus their plans but this could easily change should you prove to be a problem, or a threat for their overall goals which they make a point of not sharing.

Broken Containment (+200): NZT tends to cause some problems, giving random idiots super powers even if only super intelligence is kind of a bad idea and when you take into account the side effects or withdrawal symptoms that can charitably called a really ugly death. So obviously it would be a really bad idea to spread it out so that large supplies just got dropped into the hands of drug dealers to spread into communities as a source of problems, this has now happened and will continue to happen throughout your time here even if you manage to stamp out every source of the drug. More will keep appearing and ending up in the hands of people who really shouldn't have access to it, it seems to happen in your area especially as beyond just being a widespread problem in the world it'll pop up in yours at least once a year.

Meddling Feds (+200): For reasons that I'm sure are entirely unreasonable and in no way your fault the feds don't like you and make a point of interfering with your business on a regular basis. If you don't have anything to hide then this is just a bunch of meddling busy bodies with badges causing problems for pretty much any interaction you have with the government, if you do have anything to hide however well you're going to have some difficulty hiding it with the FBI sticking their nose in your business. Keeping them away from any illegal activities of yours will be difficult and you can bet they'll have some annoying ideas on any extraordinary assets you might have, they certainly don't want any private citizens to have NZT let alone a wide assortment of the nonsense you might be carrying with you.

Conflicting of Interests (+300): People rarely focus exclusively on a single pursuit; they might have a major core aspiration but also others in addition to family, friends, and their existing position to consider in what goals they pursue as well as how much they can devote to them. A healthy lifestyle requires balancing any interests you have so as to minimize what harm they might do to each other. So why exactly do you always seem to find your interests in conflict with each other? You want to rebuild your failing relationship with your family but they are deeply interested in a secret you urgently need to keep. Your boss wants you to do something that would screw over a friend of yours. Your political aspirations end up being completely at odds with your original goals for getting into office in the first place. That last one is actually very normal but regardless you find yourself dealing with your goals, relationships, and position all causing problems for each other that never seem to end. The choice you'll be facing almost constantly is simple; give up on something important to you in favor of another or doing something crazy to avoid that choice, and you're going to have to make that same choice again in a different way within the next month.

Wanted (+300): Somewhere out there is someone powerful, with extraordinary resources and who makes eager use of NZT to maintain their grip on a shadowy empire that's hard to find let alone fight. Fortunately you aren't the main target of this group, no instead they've just made you persona non grata pretty much everywhere. Even after traveling to an entirely different country where their influence is relatively minor you'd need to live fully incognito to avoid being made to disappear either entirely or into a prison cell for the rest of your life. Pulling this enemy out by the roots might help but their influence on the many powers of the world won't just disappear with them and they'll continue to pursue for whatever reasons were set up by your enemy before you managed to get rid of them.

Point Missed Successfully (+300): Normally you'd expect that a super genius could achieve anything, when your mind is without limits all others are easily overcome are they not? Well it would seem not, and you've got the problem standing in Morra's way in spades. Regardless of how much what abilities you might have or resources you might throw in the direction of your goals you seem to go about pretty much everything in the wrong way. You might be able to invent and enact the most brilliant of innovations or technological solutions for major world problems only to find it doesn't actually help while fully believing it was someone else's fault, definitely not because you were solving something other than the core issue.

Side Effects (+300): The end result of an NZT habit is pretty nasty, most people just end up dead when the problems or the withdrawal symptoms get too bad while the survivors tend to look like they have a serious drug habit after they've finished going clean. While some people have managed to find cures for the issues or just kept control over their usage well enough they don't need to you're neither. You've barely survived a bad drug habit with one of the most dangerous substances around and it really fucking; you look like the typical addict and possess all the expected mental health problems one might see from a serious drug user who cannot handle what they're taking. Beyond just the mental side of things however you're fitness and overall health are also in a very bad way, being weaker and frailer in your twenties or thirties than a healthy individual would typically be in their sixties or seventies.

Upon the conclusion of your decade here your Drawbacks end and a choice arises:

Stay Here

Go Home

Move On

Notes:

There is no benefit to taking NZT with the Limitless perk, you don't become a double genius and instead would just deal with the side effects.

The improved version of the booster that would be created by studying someone with Morra's Gift would only apply to NZT-48, as the immunity to side effects from other performance boosters is solely from the perk itself not its in setting explanation. It might be possible to make versions for other drugs however and perhaps even something more broadly applicable given enough time.