



//001: INTRO

Buildings next to buildings, askew or aligned. Buildings sometimes intersecting buildings, for that matter. Walk down a stairwell, find a coffee shop, doorway to a power plant, ladder in the back goes to a movie theater. The seats have three armrests, and if you look in the cupholders, you'll see your own face looking back.

There's no rhyme or reason to any of it—we've got streets which lead to dead ends, roads which criss-cross and loop back around, highways which go nowhere. Literally nowhere, as in "anybody going down that road is not coming back." This is not a good place to wander off unless you like wandering off forever...

Nobody knows where the city came from. Nobody knows how we got here. Nobody knows why any of this is happening. But it's happening. The city exists. We are here now. It's growing every day, and bringing new people with it.

We live a life amidst the twisted yet familiar.

If we're going to survive this, if we're going to stay alive and thrive, we need to learn to live in the City of Angles.

...here's an angle to consider...

Being a Jumper means you've likely seen places that defy description. Depending on how long you've been at it, defiance of description may now be utterly unremarkable to you, in the same way that mappers convert surrealism into a nine-to-five.

But that doesn't mean you should start taking it for granted. No, your presence, juxtaposed against the city, is a René Magritte painting writ large, each underscoring the other's harsh absurdity. For while you may carry the reality of many worlds, it is unclear whether the city has enough for even one.

You have 1000 points, to reshape yourself as a member of this bustling community. Make full use of them, and you may yet endure your ten year stay...



//002: PERSPECTIVES

The city is a vast and intricate thing, shifting not only its physical structure from moment to moment, but also how it's perceived from person to person. Everyone develops their own view of the city's fundamental nature. What do you see, when you look at it?

Import (Drop-In)

All of this because Dave did not realize that his city was not his city anymore, and hadn't been for some time.

This is all new to you. Without warning, your environment warped around you, dropping both you and your home directly into the City of Angles. You're not certain what to make of the city yet, but the Department of Orientation is more than willing to help you get started on the right foot.

Lucid

"Sure, plenty of mappers think there's some pattern to it we've yet to grasp, but I mean something beyond that! Sometimes, I can almost feel the way this city feels."

You were born and raised in the City, but somehow it still inspires you how well the people here can adapt to the changes, big and little, that occur on a daily basis. In your ideal world, that would be taken a step further: if only the City was fully understood, then all of its unique little foibles could be used for humanity's benefit. Sadly, that point is a long way off, and accidents or disasters can still happen when the City rearranges itself unexpectedly. But maybe, with research and exploration, you can be the one to change that.

Bedlam

"The City abhors a static community. It needs a living community, one that can move smoothly with change. That's what you wanted, right?"

All you've ever known is the City of Angles. Which suits you just fine, if you're being honest. From what you've heard of Earth, it sounded...boring. And, sure, people have tried to remake the City in Earth's boring image, but despite their best efforts, they can't quite hide the limitless potential that bubbles just beneath its surface. In particular, you like to explore the Sideways, a hidden place where all the strangest and most interesting things can be found.

Echo

"It's going to be fine. I can make it so you won't hurt anymore, not at all."

You led an unremarkable life, but a pleasant one, prior to having your home suddenly appear in the City. That was hard enough, to find out that you had been teleported into a strange and unfamiliar place overnight. But then came the kicker: a message, slid under your door, that told you the truth that the Department of Safety was trying to hide. You weren't teleported at all, you were duplicated, both you and your home copied from their original locale and pasted into the City. Somewhere out there, your original self is carrying on their normal life, completely oblivious to your fate. That made it clear to you: this is an unfair place, one you will not accept.



//003: LOCATIONS, AGE, AND GENDER

You may choose your age and gender freely. Roll 1d8 for your starting location. If you are an Import or an Echo, this is where you are first dropped into the City of Angles. If you are a Lucid or a Bedlam, you have lived here your entire life already.

(For information on locations not described here, see the Notes.)

City (1, 2, 3 or 4)

The namesake of the City of Angles, this region of the city is a dense urban sprawl, like New York or Chicago might look if you ran them through a blender first. Openings to the Sideways pop up frequently, and the architecture will give you a headache if you try to actually figure it out, but it has its charms.

On a 1, you live next to the Zag, a street in the center of the city. Apart from the sharp ninety-degree turns for every few dozen feet of road, this part of the city is mostly stable, mostly safe, and as a consequence quite expensive. Most people would be happy to live here, so relish the opportunity.

On a 2, you live in Crossway Points District. This is a hub district, to whatever extent the concept of a hub makes sense in a place like this. Streets and highways crisscross throughout the district. If you know your way around, you can get to any part of the city from here. If you don't, you can drive three hours in a straight line and end up back where you started. Crime isn't uncommon here, but most of it is dead drops and shady meetings, rather than murders and arson.

On a 3 or a 4, you live in District 23. This is where most people who are new to the city end up, or people who can't afford better. The population is sparse, and everything's uncomfortably close to the Undefined Spaces, but if you want privacy, you could do worse.

The Suburbs (5 or 6)

When people think of the nuclear family, this is where they picture them living. Parks, houses with yards, mom and pop grocery stores. Well, it's a little different, since said grocery store has flooring made of perfectly-tiled heptagons, and walking around a certain tree in the park leads you to a different park altogether. Still, this is generally considered an upscale area in the City.

On a 5, you live in a small gated community. The riffraff are kept out, and the homeowners are kept in, away from the weirdness that the city has to offer. Risk aversion is a common theme among your neighbors.

On a 6, you live in an abandoned shopping mall. It's not exactly a high-quality dig; in fact, this is where the homeless, and people who are chased away from other parts of the city, tend to stay. You may want to seek better accommodations.

Free Choice (7 or 8)

Most other places are entirely unsuitable as places to live. Accordingly, you may instead choose between any of the above locations to make your residency.



//004: PERKS

Don't Cope (100, Free Import)

Different people have different ways to handle trauma and stress. Some panic, some argue, some weep. That's normal, healthy. That said, there's a certain convenience to lacking those behaviors, especially when being chased by space-rendering cubists (or other similarly high-pressure circumstances), and you take full advantage of that fact, able to suppress or neutralize your emotional responses in order to deal with them at a safer time.

Already Broken (600, Discount Import, requires Don't Cope)

Sometimes, life hits people with the hardest it's got, and they can't take it, and they shatter. With time and support, though, they can pick themselves up. Dust themselves off. Put themselves back together. Just in time for life to take another swing, and drag them down all over again.

You don't play by that cycle. Nah. Your psyche comes pre-crushed, so much so that there's nothing left to be damaged. Trying to hurt you mentally is like punching a bag of chips whose contents were ground into powder. Whether something banal, like casual insults from passersby; severe, like seeing your home burn down; or even blatantly supernatural, like Bedlam herself shoving horrors and loathing into your skull until it should have burst; none of it leaves a dent.

(This doesn't change your personality, mind you; you're the same person as ever, just with a crumbly mental texture. We keep things convenient here.)

Meet And Greet (200, Discount Import)

Networking isn't just about rolling up to somebody and making an offer, service for service. That's Craigslist. What you do is a little more intricate. You can schmooze with the best of them, socialize, really get to know somebody. As part of that social dance, you tend to figure out what people need, and what skills they present to the world. Those things aren't always relevant right away; in fact, they usually aren't. But if, a couple weeks or months down the line, you encounter a solution to their dilemmas, or a place where their abilities would prove useful, you'll know who to call.

Builder's Fugue (400, Discount Import)

Bricks. Mortar. Chain-link fences. Machine gun emplacements. All of these and more, in order to protect yourself from the Enemy. Not that the City of Angles actually has the Enemy; that's more the Citadel's problem. Either way, however, with sufficient concentration, you can produce modern defensive structures of any stripe, slowly growing the construction wholesale from nothing. Experiencing an intense emotion, such as fear, can accelerate the process, producing entire fortresses within minutes, but unless you can maintain your focus despite that emotion, the building's layout will tend to diverge wildly from your initial plans.

Lucid Logo Designer (600, Discount Import)

Design, iterate, redesign. Undo. A different approach. When it comes to graphic design, you certainly have an eye for aesthetic that can't be beat. But your best work is done

without a specific goal in mind, idle adjustments to a logo intended for nothing in particular. As time passes, you'll note that it starts to look less and less like a logo at all. And indeed, it isn't. What you are pulling from the depths of your subconscious and laying on the page is a map, an ever-growing and ever-more-detailed guide to the structure of reality itself, no matter how odd that reality might be. In time, you could put the entirety of the City of Angles to paper.

Sideways Navigator (100, Free Lucid, Bedlam and Echo)

It might seem like it would be less important to have a good spatial sense when things go non-euclidean. That's incorrect, however. To the contrary, once normal geometry is thrown out as a navigation tool, knowing where you've been and what paths you've taken can be the only way to find your way back home. Lucky for you, you've got years of experience under your belt, with the city as your teacher. Especially gnarled, twisty, or elaborate pathways might still confuse you, but in general getting from point A to point B is second nature.

Mural Inspiration (200, Discount Lucid)

Graffiti is an oft-maligned craft, a generally illegal one at that. And sure, the lawmakers have their reasons, but you're not some lamer throwing up tags on the bathroom walls. No, your art has a message. What message? Well, that's up to you. Regardless, when people see your art, or your icon, or your words scrawled on public facades, that message will shine through loud and clear. And if they're amenable to the message, who knows? Maybe it will inspire them to action, to go above and beyond.

The Yellow Sign (600, Discount Lucid, requires Mural Inspiration)

Now this is a trick with a rather more...specific meaning. Not to mention a lot more vitriol. Normal graffiti is the stylization of words, to make sure the right people can read it. This is the opposite: a single word, filled with love for those you care about, and hatred for those who would do them harm, carefully constructed so that only the latter group can comprehend it. When they do, the message encoded within takes its love and its hatred, and forms a spike of righteous fury that slams through their cerebral cortex. In a single moment, excuses, justifications, and rationalizations for their misdeeds are stripped away. Depending on just how many misdeeds they've committed, they might be given pause, reel in horror, or even break entirely under the weight of their past actions.

The Words (400, Discount Lucid)

In the corners of your vision, across a passing window, by a person's head: wherever you look, you see them. Short little messages, describing places and people and things with vague blurbs. Large warnings in bold text, if you're about to stumble into an unseen danger. Calls to action, when you stand at a crossroads. And lastly, if you want to find out more about something or someone in particular, you can pull up a writing implement and channel the little words through you, filling the page with abstract prose that describes the focus of your attentions in its entirety. (Be careful with this last ability, especially used on people. Too much honesty can be cruel in its own right.)

Mortality Gambit (600, Discount Lucid)

To have power can be limiting, in its own way. Having power led to a one hundred year stalemate between Lucid, Bedlam, and Echo, each lacking the ability to surpass the others. Then Lucid made her gambit, wrapping herself into a human shell. A concession of ground, in a way, but it paved the way for later success.

You can replicate this stunt, creating a mortal body and filling yourself into it. Nearly all of your powers will be sealed, leaving only a vestige of power to protect you. As you grow accustomed to the form, however, not only will your powers slowly grow to their former heights, but your cunning, nuance, and willpower will grow alongside them, giving you the insight to find new solutions and the determination to see them through. Should you wish to abandon this form, or should this form be slain, you will return to your full power, retaining the growth you experienced. Bear in mind that creating such a form is no minor matter: after creating one, you must wait ten years or one jump (whichever comes sooner) to create another.

Disorderly Conduct (200, Discount Bedlam)

Mad minds think alike, so they say. Do they say that? You're not sure. Well, it's not important. The important part is that it's true, or true enough to be getting on with. Whenever you find yourself interacting with a mass of toy soldiers hovering in the shape of a toy store employee, or a dervish of hands and cookies and girl scout ribbons, or any other thinking entity that the laws of physics don't quite support, they will instinctively see in you a kindred spirit, recognizing the core of chaos that burns within. This doesn't guarantee a good interaction, not in the slightest (that would be far too predictable, even for a garden-variety cubist), but it does let you start off on the right foot.

Chaos Processing (400, Discount Bedlam)

Praise the forces of stability and order all you'd like, but it's hard to deny that breaking the rules of the world comes with some rather convenient advantages. For example, most people are restricted to having one train of thought at once, which is SLOW and BORING. You, however, are under no such arbitrary restrictions. Indeed, with a simple mental split, you can pursue up to four additional lines of thinking simultaneously. Just be careful about speaking while you do, or you may find that your words // your words become // speech is disjointed // slightly out-of-sync // not lined up right.

Deep Diver (600, Discount Bedlam, requires Chaos Processing)

The touch of chaos runs deeper, in your mind, than mere division along separate tracks. An interface has formed, mental circuitry which might shift and twist unnervingly, were anybody to put you under an MRI. By adding just a touch of chaos to a digital system, you can connect directly to it, streaming its contents to your mind in a vast flood, mediated by the interface. Same goes for any other information system. All you need is an access point. Just don't stay connected too long: your interface can handle the throughput, but there's no such guarantee for the rest of your mind.

Picasso (600, Discount Bedlam)

You're too far gone. Exposure to hazardous terrain, hazardous entities, hazardous thoughts has twisted your body. Now you exist as a field of chaotic energy, as much as flesh. Your features and bodily parts change from moment to moment. Space rends unpredictably around you, damaging and redirecting whatever it touches. Your position changes erratically, skipping forward or backward or to two places at once. Anything you touch flickers and warps, cycling through the possibilities and impossibilities it could have been. Your thought processes are similarly distorted, given over irrevocably to the madness of the City of Angles...

But actually, that's not true at all. Sure, all that body-distortion stuff is on the money, and you can let your mental processes be affected in the same way. But you don't have to. In fact, you have complete control over both effects, able to go from cubist to human and anywhere between. Not even other forms of madness or mental chaos can affect you, so long as you're shrouded in chaos of your own.

Free From The Coil (200, Discount Echo)

Death, pain, suffering...such is the lot of those trapped in the City of Angles. But that's okay. After all, none of it is real, and in that fact lies a certain liberation. Neither the terror of imminent demise nor even the sharpest agonies can keep you from following your chosen path, whatever that path may be.

One, Not Zero (600, Discount Echo, requires Free From The Coil)

Oblivion is the easiest mercy. The simplest. And when there are so many who suffer, the easy route is certainly a tempting one. But there is another way to ease pain: wholeness, instead of nothingness. With physical contact and the assertion of your will on another, blood runs backward, wounds seal, bruises fade. No matter their injuries, so long as they remain alive, you can render them whole once more. In this, you grant a mercy that allows them to live their lives to the fullest, rather than one that cuts it short.

Voice of Regrets (400, Discount Echo)

In uncertain company, good manners say that people shouldn't let negativity pass their lips. It's not as relevant an aphorism for you, though. Fears and sadness and anger: no matter how well others hide these things, your ears pick them up, as if they'd simply spoken their true feelings aloud. Or maybe it isn't really your ears, because even if your normal hearing is lost or dampened, the frustrations of others remain perfectly audible. For now, negative thoughts are all you can hear, but if your outlook is positive, eventually you'll hear happier things, too.

Oblivion's Advocate (600, Discount Echo)

Music has a funny way of sticking in people's heads. Jingles, tunes, catchy beats. People don't really think about it much, but music is one of the strongest vectors for transferring new ideas. Crank up that aspect a few notches, and this is what you get: a virulent song that weaves itself into the listener, filling them with unquestioning acceptance of whatever concept you choose to bake into the notes and rhythms. What's more, once affected, they'll begin to hum that song within their mind, over and over, breaching physical distances to

spread the song to anybody in close mental proximity. The song has no side-effects, apart from the listener's eye-color changing to match your own, and can only be removed by drowning out their mental recreation of the tune.

Portentous Dreams (300)

If all the world's a stage, and each person within it merely a player, then sleep is a great opportunity to review the script. While you slumber, you may find that your dreams are rather more fraught with meaning than they used to be. Sometimes merely informative, other times downright prophetic, but in every case privy to details you would not have possessed. There's no guarantee that you're going to remember these details upon waking, however, so you might want to learn to lucid dream.

Tie To The Dream (600)

Each Aspect--Bedlam, Echo, Lucid--has their oracles, people with abilities beyond human potential. Some are agents of prophecy, others agents of change. All gain their abilities from the same source, a connection to the City of Angles. And now, you can replicate the feat, creating a link between others and the metadream. In this manner, you can grant others any ability or abilities you yourself possess, either at full or partial strength...with a caveat. Since they are linked to the metadream, a dream is required for their abilities to work. This can mean going to sleep, being physically inside of a dream, or some other connection. (Which means, of course, that it will work at all times within the City of Angles.)



//005: ITEMS

(Where relevant, purchased items may instead import an item of the same type, granting it any special properties. You may take one 50cp item and one 100cp item for free, and get a discount on one item from each other price tier.)

Echo Mapper (50)

The latest state-of-the-art software for Sideways navigation, conveniently bundled into a single app that can be installed on any device capable of emitting sound (phones are the most common). While active, the device emits periodic bursts of echolocation, building up an internal map of the area as you travel. Works just as well in locales that don't obey normal laws of geometry, and even has compatibility features for that exact scenario, such as detecting "one-way" passages that won't allow you to return the way you came.

Three // Four Keyring (50)

This is a perfectly normal, sensible tool for keeping keys in one location, so long as you don't look at it too hard. If you do, you'll find that it's not entirely clear how many keys are on it already. Are there three, or are there four? The answer, in fact, is both. Three of the keys are entirely normal, and don't do anything special. The fourth key, due to both existing and not existing simultaneously, can phase into and unlock any sort of lock (so long as that lock accepts keys in the first place).

Hazmat Safety Helmet (100)

Things that can affect the mind directly aren't all that common. That said, they do pop up from time to time. In preparation for such a threat, these nifty pieces of headgear were designed. With black visors and electronic innards, any dangerous memes or cognitohazards are filtered, blurred or otherwise rendered harmless for the helmet's wearer. It's not exactly well-armored, though, so don't try to block bullets with it.

Sideways Hardware (100)

To all appearances, this is nothing more than a mundane television-and-computer set. In each, however, is a circuit or microchip with a form that changes from moment to moment, a telltale sign of cubism. As a result, these devices are capable of accessing some rather unusual resources: channels with impossible numbers, websites full of movies and books that were never filmed or written, executables that give you a high or fill your nose with the scent of lemon. Nearly anything can be found with these, if you know where to look. Just keep in mind that 'nearly anything' doesn't mean 'nearly anything that's safe', and tread with caution.

Ur-Teddy (200)

Stitches. Cloth. Stuffing. A small teddy bear, just the right size for a child to hold. Hollow, for now, much like some say the people here are hollow. Not a physical hollowness, but one that can be soothed all the same. By treating the little bear with care and affection, its stuffed heart will fill with love. After a week or so, its heart will be full enough to protect its owner in turn, blocking the forces of chaos and returning humanity to wayward Picassos.

Once its heart is filled, another will appear in your warehouse, empty and waiting for an owner.

Nightmare Fuel (200)

A padded briefcase, full of little glass bottles with eyedropper caps. Each bottle is filled to the brim with a clear liquid. Consumed in large quantities, this fluid will induce intense, unrelenting fear and panic. In smaller doses, on the order of a drop per day, drinking the substance will completely prevent bad dreams, or any dreams at all. However, regular use of the smaller dose will cause tiredness, tension, irritability, and paranoia, eventually culminating in the drinker turning into a Picasso. Restocks once a week.

Concentrated Truth Serum (400)

One vial, full to the brim. Enough for a single dose. This substance is the most potent truth-inducing substance the Citadel has to offer. Any who consume it become completely unable to deliberately tell a lie until the dose expires. That is not the only effect, however. Some abilities convey to their wielder a certain truth about the world, or let their wielder share a truth with others, and drinking this liquid will supercharge those abilities, magnifying the truths they can tell several times over and broadening their limitations.

Lasts half an hour, and restocks once a week.

Bleed Machine (400)

By all accounts, this device shouldn't work. And it doesn't! Sonic generators and electric coils and all sorts of other things have been lined up to very precise specifications, none of which do anything whatsoever.

Unless you set the device up inside of a dream (or a sufficiently dreamlike locale, like the Memorial Stadium Exclusionary Zone). In that case, it will suddenly power up, firing off noise and light. Through a combination of slides, toggles, levers and knobs, you can locate and target another dream, opening a portal between that dream and this one, allowing you to travel between the two at will.

Since the device only works in dreams, any dreams you have will include a copy of it. If another person's dream ends while you're inside it, special safety protocols will shunt you back out through the portal (unlike what would normally happen, which is that you would cease to exist).

Memorial Stadium Exclusionary Zone (600)

"What if this world could be whatever we wanted it to be?" A single question, filling the minds of thousands of people for a single second. That much unity of focus, in a place like the City of Angles, can have some very strange results.

This property used to be a stadium, one where sports could be played and concerts could be held. It's still about as big as a stadium, but that's the only similarity between what it used to be and what it is now. Within this realm, consensus reality is...not weaker, exactly, but more flexible. More dreamlike. More willing to cooperate. As a consequence, anybody within its borders is effectively a reality warper, able to alter objects, or the environment, or even physical law to suit their whims. The only thing that can't quite be done is create people, or call up the dead; the closest you get are hazy ghosts of each. Once something

leaves the zone, ordinary physics reassert themselves upon it once more, leaving the zone as merely a taste of what the City could one day be.

Replication Shelf (600)

Although it looks like a perfectly ordinary wooden shelf, the fact that it hovers in midair, at about chest height, gives away its glitchy nature. Any object left on the shelf becomes "stuck", unable to be removed from its position. Or, more accurately, it CAN be removed...it's just that after you've removed it, it's still there. One in your hands, another in its original position. One spot on the shelf is filled already, with a slightly cracked cell phone, but there's still a few feet of space to add other things. If you'd like to unstick the contents, just flip the shelf upside down, and everything on it will fall off, leaving it ready to replicate something else.



//006: COMPANIONS

(Companions cannot purchase companions of their own.)

Echoes (50)

What's this: a familiar face? It would seem that one of your companions was brought alongside you into the City of Angles. They will have their own Perspective on the city, as well as 300 points to spend.

For an additional 250 points, you instead may bring eight companions into the City. Each of them will, again, have a Perspective and 300 points.

Exiting The Metadream (50+)

In your time here, you may come across any number of friendly faces that you'll want to see again. Should they be willing, you may have others accompany you when you leave the City. Those people who have no special abilities may come with you for 50 points apiece. For those who have unique talents, it will cost 100 points to take them with you. Should an Aspect wish to accompany you, 200 points are the price.

Is somebody inclined to come with you, but find themselves saddled with pressing obligations in the City? No worries: by a reversal of the echoing process, a copy of that person will appear at the end of the jump, ready to join you in your future endeavors.



//007: PATIENT 32

(This is an optional scenario. It is not compatible with drawbacks.)

You were sick, very sick. Influenza, the doctors called it. They gave you a special medicine, and promised that you would be well soon. In fact, you would be all better once you woke up, so they claimed, and with that claim you allowed the medicine to send you off to sleep, surrounded by curtains and sterilized counters and the faint smell of antiseptics.

You will sleep that way, locked in stasis, for the next 110 years.

Much like the other patients, from the lost girl and her City, to the veteran and his Citadel, you have a dream to call your own, a small world inside your head. At first, that world is nearly empty, nothing more than a few blocks of incoherent architecture, devoid of all life except your own.

Once you first realize that the world you're in is a dream, you will be ripped apart. Not in the kind of way that leaves gore everywhere, but in a...blurrier sense. Your personality, your desires, your abilities: all of these things will be divided into thirds, and those thirds will take a form much like your own. These are your Aspects, each connected to the nature of the dream, and each able to manipulate the dream to suit their own desires.

Your Aspects will not be alone, however. Soon, others will begin to arrive, buildings and people appearing within the dream. Their beliefs and expectations will play their own part in the world, shaping it to match the consensus understanding. Each individual person has far less ability than an Aspect to alter the way the world works, but with enough minds believing in a specific order to reality, with a firm enough consensus on how this world works, that consensus can become set in stone, in a way that not even the Aspects can overrule.

For the first 100 years or so, that will be the structure of the dream: your Aspects warring over what the dream should be, citizens of the dream trying to establish structures of their own, and new people and places appearing sporadically from month to month. However, science marches on in the real world, and the scientists studying you in what is now a top-secret government research project have developed a new machine: the Dreamcatcher. For them, its main purpose is data gathering. For your dream, the implications are rather more profound. Whenever the Dreamcatcher performs its scans, once per day, it leaves a sort of vulnerability in the fabric of the dream. Proper manipulation of that vulnerability (in a manner that your Aspects can easily accomplish) will result in opening a tear, a 'bleed', connecting your dream to the dream of another patient. In these last five years, the potential exists for the dreams to intermingle, and that may change the game entirely.

If, by the time your 110 years are up, your dream still exists, you may take it with you, places, people and all (with the exception of your Aspects). People and places from the real world will no longer be duplicated into it, and its more dreamlike components will only function correctly within its borders.

If, by the time your 110 years are up, your three Aspects have come to an agreement about what should be done with the dream (be that maintaining it, or remaking it, or destroying it, or anything else), you may choose one of two options. The first option is to gain the ability to divide yourself into your three Aspects at will. The second option is to gain the Aspects as companions, with the three possessing their original powers and taking up a single companion slot.

If both conditions are true, you may receive both rewards.

If your Aspects cannot come to an agreement, and the dream is destroyed, the shock of it will reverberate through your mind, causing your death.



//008: DRAWBACKS

Sideways Source (+100)

You sure do seem to be running into a lot of Sideways passages. In fact, they open up around you whenever you spend too long in one place, often replacing regular doors and entrances. Be careful about wandering in, and definitely be careful who learns about this: the Department of Safety would go into conniptions if they found out.

Cuddlebear Convoy (+100)

Near the beginning of the jump, you are approached by a friendly-seeming old woman. She introduces herself as Grandma Scarlett, and offers you a job. Specifically, a job delivering teddy bears, high priority. You can decline, of course. However, each location that goes without one of these teddy bears delivered will invariably have something bad happen--a child is murdered, a building goes cubist, a bus driver has a stroke and careens into the Sideways. In most cases, just delivering the toy will be enough to prevent it, but on occasion, more direct intervention will be necessary to avert disaster.

88:88 AM (+100)

Rather than arrive in the City proper, you find yourself starting the jump deep within its messy, disorienting guts--the Sideways. On the bright side, your immediate vicinity is relatively un-twisted, lacking some of the features that make the Sideways truly dangerous: no Picassos, no one-way passages, and the geometry is nearly Euclidean. On the...less-bright side, it won't stay that way. Within a few days, this place will be just as twisty as the rest of the Sideways, so unless you're okay with things getting chaotic, you'll want to find your way to the City proper before then.

Through The Bleed (+100, requires 88:88 AM)

As it turns out, you're not in the Sideways after all, though the incoherent and repetitive architecture bears some similarity. You find yourself in a giant, abandoned mansion--that's 'giant' in the literal sense: this furniture and floorplan was clearly

designed for someone twice your size, if not more. Innumerable dead bodies dangle from the ceiling, suspended by ropes, and each bearing the face of an import to the City of Angles. Below them, fifteen foot tall humanoids made of rope wander from room to room, dressed in concealing white robes and looking for fresh faces to add to their morbid collection. This place is a nightmare, one that has festered for a hundred years without relief.

In order to make it to the City of Angles, you'll have to locate the bleed that brought you here, somewhere within this massive building. Don't worry about the ropemen following you through, though; once you've made it through to the City, the bleed will close behind you, leaving them stranded in their lifeless halls.

Alpha Strike (+200)

Seems like you saw something you shouldn't have. Not in the sense you might expect from the City of Angles, where looking at it sends you round the twist into cubism. It's just that you've stumbled across the operations of a major gang, and they don't like witnesses. Now they want your head, preferably on a pike. They've got heavy weaponry, agents in each branch of government, and an axe to grind, so you'd best keep your head down unless you've got the chops to handle them.

New Deal (+200)

Here's an idea: take the buildings copied over by the City of Angles, demolish them, and put new buildings in their place. Forget the mishmash people had to live in before. It's time for a bright new city of the future! Except, once the new buildings were complete, every single one of them went cubist, and entire sectors of the city were lost. Ordinarily, that would have been the end of it, one attempt in the thirties before everyone learned to never try that again. For some reason, though, people just keep trying it, obsessed with trying to supplant the City's vision, overlooking the fact that it never ever works out.

Cubism Prone (+200)

The Department of Safety claims that exposure to cubism is the main cause of going cubist yourself. That's a reasonable assumption, but a mistaken one. It's more about mindset: if you think you're going to turn, if you start to lose hope, if you think you're done for...that's when it happens. Which means it's a bad sign that you can't stop thinking about that sort of thing. Every little flicker sends panic through your heart, and each moment of disorientation feels like it will be the last. Better stay out of excitement, or keep a special teddy bear close at hand, if you don't want to end up a Picasso. (And if you do end up a Picasso? Well, good luck--keeping your mental state in that form will prove nigh-impossible.)

Blue Eyed Plague (+200, requires Cubism Prone)

Caught a bit of a bug, have you? Don't worry, you're not alone...and it will all be over soon. A particularly infectious piece of music has lodged itself in your brain, repeating its little message over and over. What's worse, the sound of it is leaking from your mind into the metadream, affecting those who are "nearby" on the mental level. Affecting them with what, exactly? Well, common symptoms include lack of pain, belief in the futility of existence, and suicidal ideation, each with a 100% occurrence rate among listeners. The song can be ended, mind you, by managing to drown out the

sound of it inside your head, but do you really want to? After all, it would be so easy to just go along with it, let the song guide you, bring the curtains to a close...

Echoes From Far And Wide (+300)

Occasionally, buildings are duplicated over from the United States to the City of Angles, along with anybody inside. Very rarely, those buildings could come from elsewhere on Earth. Now, however...it would seem that your nature as a Jumper has had an explosive interaction with the nature of the City, causing people and places from every jump you've visited previously to start appearing within the City (as well as the Citadel, the nightmare of nooses, and so on).

Since this drawback depends on your connections to former worlds, it cannot be taken unless you've gone to at least 10 jumps previously.

Just Normal (+300)

You're a completely average citizen of the City. Yup. Nothing unusual to see here. Much like Lucid, your powers and memories have been sealed away, leaving you in a mortal body that has known nothing other than the City. Both will gradually return over the course of the jump, reaching their original state at the end of your ten-year stay.

Restless Slumber (+300)

Patient 23 has slept for a hundred years, her body trapped in stasis, while dreams of an impossible city dance in her mind. She could have stayed that way forever, if you hadn't shown up. Something about your arrival has sent shockwaves through the structure of the metadream, and now 23 has begun to shift in her sleep. Minor things, at first: a twitch of the fingers, a wiggle of the toes. But given time, those disturbances will grow larger, and without intervention, she will awaken completely in less than a month. If she awakens, unless you've found another way to sustain the dream, the City of Angles will fade into nothingness, and drag you along with it into oblivion.

The Inside Man (+600)

Due to the nature of your arrival in the City of Angles, it would normally be the case that only one copy of you would appear in the metadream. That is no longer the case. You, your companions, your warehouse; all were fully subject to the echoing process. One copy of your group appeared in the Skyline, and ceased to exist along with it. Another copy hangs from nooses, strangled in a nightmare of white-robed giants. Nearly every other version of you was killed in one manner or another, except for one: the copy that arrived at the Citadel.

This other version of you is ruthless, unwilling to compromise, and has only one goal: the destruction of the Citadel's Enemy. Unfortunately for them, thought shapes the world around the dreamers, and their monomaniacal focus on the Enemy has rendered said Enemy utterly impossible to defeat, so long as they remain alive. Unfortunately for you, they believe it's your existence (and not theirs) that keeps the Enemy invulnerable, and will devote every resource at their disposal to putting you down.



//009: ENDINGS

Wake Up

It's time to bring this to an end. You open your eyes and find yourself back home. Everything you gathered in your chain is with you, but otherwise it's just like you never left. It's a beautiful day outside.

Stay Sleeping

This place has its own charms, its own splendor, and those are worth sticking around for. Sure, it's just a dream, but in the end, everything is. You will remain in the City of Angles (or the Citadel, or another dream, if that's where you've ended up). Whatever you've brought along will stay with you, but your chain is at an end.

Dream Another Dream

This was an interesting world, but there are other sights to see, stranger and more fascinating places to visit, and you won't get there by resting on your laurels. Onward, to your next jump!



//010: NOTES

Reading This Series:

City of Angles is available to read online, located at <http://stefangagne.com/cityofangles/>.

Layout of the City:

The City is made of three "layers", more or less. The first two layers, the City and the Suburbs, are described in the Locations section. In addition to those two, there is also the Outlands, a wide open area where all the biggest buildings like farms and warehouses tend to wind up. Its proximity to the Undefined Spaces, combined with a lack of accommodations apart from rest stops, make it a place where nobody actually chooses to live.

Each of these layers are connected among themselves and to each other by roads: highways, freeways, streets, paths, etc. They are also connected via the Sideways. The Sideways aren't quite a layer of their own, so much as a space that keeps the rest of the City propped up. In the Sideways, things get much weirder than they do in the rest of the city. Highly abnormal spatial topographies, glitched or cubist objects, and Picassos are more common there than anywhere else.

There are also the Undefined Spaces, which aren't a place of their own so much as an extension of the three layers. The farther you get from the center of each layer, the fuzzier things get, until buildings are more billboards-that-look-like-buildings than anything. These are the Undefined Spaces. Get too far into them, and you vanish, never to be seen again. Same goes for going down or up: space programs won't pan out, and neither will journeys to the center of the earth.

Each of these areas occasionally have location-appropriate buildings pop into existence, either appearing in an empty location, having the City rearrange itself to accommodate the new building's presence, or simply intersecting a building that was already there. These buildings are duplicates of existing buildings throughout the United States, and include duplicates of anybody that was in those buildings at the time.

Already Broken:

This perk doesn't change your personality. The only actual effect of having a "pre-crushed" psyche is the immunity to negative mental effects.

Mortality Gambit:

For a fluffless explanation, it works like this: you can give yourself a mortal body, which gets rid of nearly all your powers. While you're in that body, you have increased growth rates for cleverness and willpower, plus a one-up effect that restores you to full strength when the body dies. Your powers will also gradually return to you: spend 10 years in this form, and you'll have your full powers, plus the benefits of being inside the mortal body. (For convenience's sake, you'll still count as being in the same mortal form if you were in one when you transition from one jump to another.)

Making a mortal form won't work if you're already in one. Becoming a jumper matryoshka will have to be accomplished elsewhere.

One, Not Zero:

This perk cannot heal your own injuries (hence 'on another'). After all, mercy is something you grant, not a tool to empower yourself.

Oblivion's Advocate:

What does "mental proximity" mean? In-jump, the answer is dependent on the local metaphysics, and requires a connection to the dream in order to determine. Out of jump, it will mainly refer to anybody who thinks sufficiently alike.

Nightmare Fuel:

Using Nightmare Fuel to turn somebody into a Picasso will severely impact their mental state, unlike the Picasso perk. They can be returned to normal (especially with Ur-Teddies), and can even develop some control over their cubism, but it will always be a little unstable.

Concentrated Truth Serum:

In story, someone with The Words had their food laced with this. Words expanded in their vision, crawling over every inch of every surface, and letting them read their captor like a book. Then she turned that read against them. To wit:

Her words transcended language, supercharged by the drug that was burning through her mind(...)

*The best English approximate would be: "This is where you are. This is where you stand. This is what you are. This is how **small** you are. This is the truth of everything that is you."*

With the end result of sending the listener into a nervous breakdown.

This level of increase is about what you should expect for any of your abilities that involve "truth" in some capacity. In-Jump, that would include The Words, Mural Inspiration (if the

message involved is an honest one), The Yellow Sign, Voice of Regrets, and Portentous Dreams (should you somehow consume the serum in your sleep).

Bleed Machine:

This device will work anywhere within the City of Angles, since the entire place is a dream.

If you manage to take something with you from a dream to the real world (such as by going through the Memorial Stadium Exclusionary Zone), it will be forced to adhere to the real world's physical laws, much like the MSEZ below. The exception is if the item or person is a mental skill/ability/magic that you have purchased, in which case it will retain whatever powers it came with. For example, with Astral Layers (Psychonauts), you could bring one of your mental selves into the real world, and they would possess all of their powers from whichever jump they came from.

If you yourself leave one of your dreams, you'll be comatose until you return to your own brain. At least, that's what will happen by default. There are a ton of abilities that would make this play out differently, so basically just fanwank to suit your situation.

Memorial Stadium Exclusionary Zone:

Anything you create in the zone is reduced to baseline physics upon leaving the zone. By "baseline physics", I mean "baseline real-world physics", not "baseline current-jump physics"; if you want to make a bajillion magic swords or whatever, that's what the replication shelf is for.

The MSEZ qualifies both as a dream and as a real-world location. Any effects that rely on either (the Bleed Machine, for example) will work within its borders.

If two or more people are trying to change something within the MSEZ in different ways, whichever side has higher willpower/determination will win out.

Replication Shelf:

There's no limit to how often it can reproduce an item, apart from how quickly you can remove them from the shelf.

Restless Slumber:

There are a couple different ways to handle this. One way is to, by application of Jumper Powers of some kind, force Patient 23 to remain asleep. Another is to take the canon route and drag her from Earth into the City of Angles, at which point she can be woken up without disrupting the dream. (Yes, there's something like four versions of her in the dream already. No, none of those count, you have to go get the one that's on Earth.) I'm sure there are other ways to mitigate this, as well--just make sure the City continues to exist, by one means or another.

Patient 32:

Your three Aspects will tend to have their powers and abilities split along thematic lines, relative to their personalities. For example, if you are divided into Compassion, Aggression, and Isolation, then Compassion would likely receive any healing or buffing abilities you possess, while Aggression would have your more destructive powers, and Isolation would have your spatial warping, pocket dimensions, or anything else that lets them be away from

people. After those divisions, they should be about equal in power, so redistribute or scale as necessary.

Much like the MSEZ, your first reward from this scenario (the city itself) counts as both a dream and as a real location, allowing effects that rely on either to work correctly. This is true even in-jump, before you've earned the reward.