

ALAN WAKE

The title 'ALAN WAKE' is displayed in large, white, sans-serif capital letters. The word 'ALAN' is positioned above 'WAKE'. The letter 'W' in 'WAKE' is particularly large and serves as a frame for a character, Alan Wake, who is holding a flashlight. The background is a dark, atmospheric scene of a forest at night, with a path leading towards a bright light source, possibly the moon or a distant building, creating a strong lens flare effect.

For he did not know.

That beyond the lake he called home.

Lies a deeper darker ocean green.

Where waves are both wilder and more serene.

To its ports I've been.

To its ports I've been...

You gain 1000 CP, spend it wisely.

Introduction

You arrive in a world much like your own, only not quite. Things in this world aren't as static as they are normally, when "Darkness" seeps into the world it make the world changeable and protean. Talented artists can influence this change, though doing so has a steep cost and every time someone does, the door to the darkness opens a little wider...

You may pay 100CP to choose your starting location and/or your gender/age, otherwise roll 22+d8 for your age and keep your current gender. Then roll a d8 and select the starting location form the list below.

1. Bright Falls: You arrive at the docks of a small, idyllic town of Bright Falls WA, just in time for deer festival.
2. Cauldron Lake: A peaceful lake in the mountains, It is also rumored to hide a dark presence within it's blackened depths.
3. Biltmore Logging Camps: Many of the locals work in the remote logging industry far from civilization, beneath the ancient trees.
4. Gray Peak Gorge Ghost-town: A local town long abandoned since the silver mine dried up. Only crows inhabit it now.
5. Cauldron Lake Lodge: a local retreat/asylum for the mentally damaged, and waylaid artists, it is run by a Dr. Emil Hartman.
6. Anderson Farmstead: surrounded by cornfields, this farmstead was home to two old rockers called the Anderson brothers. it comes complete with a fully equipped stage and plenty of moonshine.
7. The Dark Place: You start outside of reality where mere thoughts and dreams can shape your environment and art has world bending powers. Beware, the Darkness loathes what it doesn't control. Good luck, you'll need it.
8. Free Pick!



Background

Drop-in: You arrive without warning at a place where the Darkness seeps into reality. It's up to you to make your story, but don't think your arrival has gone unnoticed. The Darkness has sensed you and may yet give you some of it's power, if only to further it's own goals...



Mr. Scratch

Creator: You are a talented artist of some renown and have decided to visit Bright Falls to get away from it all. Recently however, you have noticed strange happenings, as if your stories have become prophetic and your art has come to life...



Alan Wake

Investigator: You have received fragmented and strange reports that seem to detail a crime spree in the works. Strangely enough it takes the form of a horror novel, as time goes by, more and more of the happenings listed in the horror story start to come true...



Agent Nightingale

Taken: You grew up peacefully in the small town of Bright Falls, WA. One night however, a strange darkness seemed to cloud your vision and you feel... changed. Now, light blinds you, but the darkness protects you. The Darkness compels you forward, but you seem to have more independence than the other taken...



Unknown (Taken)

Abilities

Suave: 100 CP: (Free Drop-in) You give off a vibe that makes you appear dark and mysterious but also handsome and refined, expect to be a big hit at parties.

Artist: 100 CP: (Free Creator) You gain an innate talent in the art style of your choosing, whether it's writing, dance, painting or something else. This can be bought multiple times, however only the first purchase is free for Creators.

Bright Falls' Finest: 100 CP: (Free Investigator) It now becomes easier for you to be accepted into any law-enforcement organization you wish to join, you are also granted more autonomy in your work than you would have otherwise.

Ambusher: 100 CP: (Free Taken) Prey you are tracking now find themselves in your cross-hairs more often, seemingly unable to loose you. You are also more adept at executing a successful ambush.

Night Springs: 100 CP: On any device that can play video, you can now change the channel to a show called "Night Springs." The show plays short stories modeled after "The Twilight Zone," but are based off of your recent dreams instead. After watching, you can re-watch any previously viewed episode anytime you desire.

Manipulator: 400 CP: (Discount Drop-in) People become easier to manipulate, almost as if they are puppets and you can see the strings. Whether you want to convince, taunt, enrage or otherwise, you know how to.

Six-gun Scribe: 400 CP: (Discount Creator)
For being an artist, you sure know your way around a gun. You now have an uncanny accuracy with firearms and know how to maintain and reload them rapidly. You also keep your cool no matter how scary or dangerous the situation seems.



Trail of Clues: 400 CP: (Discount Investigator) You are never short of a clue when trying to solve a mystery and anybody you are chasing won't be able to avoid you forever. People are also easier to be interrogated and give up answers easier.

Dark Gift: 400 CP: (Discount Taken) drawing from your inner power, you can bestow a machine or a object with darkness giving it a primal sentience and allowing it to move on its own. Objects can only throw themselves at opponents while machines can move as if they were controlled by an AI. The enchantment and enchanted object are destroyed rapidly under bright light, if exposed to daylight or instantaneously if illuminated by a particularly bright flash.

That Was Close! 200 CP: You gain an instinctive and uncanny ability to dodge attacks that were clearly meant to kill. When attacked unexpectedly, time appears to slow down to you, better allowing you to dodge the attack, this also applies to being ambushed.

A Dark Place: 600 CP: (Discount Drop-in) You now have the ability to create a well of "Darkness" no bigger than a city block where time doesn't pass and reality warps according to the dreams and thoughts of its inhabitants. This lasts for about a week of time before resuming to reality normally and reverting back to normal as if no time has passed, only the people inside, who are unable to escape, can remain changed.

Children of the Elder God: 600 CP: (Discount Creator) You gain additional power the more epic the showdown you have with your enemies! Declaring a challenge to rival could give you a small boost in power while fighting off hordes of enemies on a stage while rock music is blaring will give you significant power boost.

Touched by Darkness: 600 CP: (Discount Investigator)
You have been touched by the supernatural giving you insight to its nature. Thoughts that would tear a normal mind asunder can be understood by you. nothing is too strange or horrifying for you to understand.

Darkness Rising: 600 CP: (Discount Taken) You can now bestow "Dark gift" on people turning them into mindless slaves. This fades with the night like "Dark Gift." The strong-willed can resist this however, and light burns away any control you once had.

The Poet and the Muse: 300 CP: You gain a ideal and loyal, human wife or husband that counts as a companion, you may import a companion for this option. However, soon after you arrive, they are taken by the Dark Presence. It's up to you to either rescue them or serve the Dark Presence for their freedom. They gain all abilities that are discounted or free of the background you want.

Herald of Darkness: 800 CP (Discount Drop-in and Taken) When it is sufficiently dark, you may activate an aura of darkness that grants you incredible physical resistance and super speed. Bullets will bounce-off or curve around you and you can move and react incredibly fast. "Dark Gift" is also enhanced granting your taken minions the physical resistance, but not the speed, you now posses. Any significant source of light will blind you and quickly destroy your aura.

Champion of Light: 800 CP (Discount Creator and Investigator) Under any bright light, you regenerate health very quickly and can even come back from the brink of death. You also can focus any projected light you are using into a stronger more focused beam which will destroy beings comprised only of darkness and dark enchantments. This ability however, drains power at a much faster rate, requiring you to change power sources much more often.

Items

Flashlight: 200 CP: (Free Creator and Investigator) A flashlight with the unique ability to automatically recharge it's battery over time. You can replace the batteries manually should you need light immediately.

Trusty Blade: 200 CP: (Free Drop-in and Taken) a sharp blade of your choice ranging in size from a kitchen knife to a sickle, it always seem to find its way back to you either by returning to your pocket or being placed conveniently in the environment. Impossible to loose and useful for throwing at enemies. Always sharp.

The following items all come with a replenishing supply of ammunition or contents at your warehouse.

Nail Gun: 100 CP: A modified nail gun that can spew nails a decent distance at lethal speed.

Revolver: 100 CP: A reliable, classic handgun.

Shotgun: 200 CP: A trusty pump-action shotgun.

Hunting rifle: 200 CP: Useful for killing distant targets, bolt-action.

Flares: 100 CP: Roadside flares that can be lit to keep the darkness at bay for a time.

Flash-bang Grenades: 200 CP: Powerful grenades that explode with more of a flash than a bang.

Flare Gun: 200 CP: A standard flare-gun that can illuminate a large area, or be fired directly as an incandescent explosion of light.

Coffee Thermos: 100 CP: A writer's dream come true. This coffee thermos always keeps coffee piping hot and delicious. Guaranteed to keep you awake during the long nights.

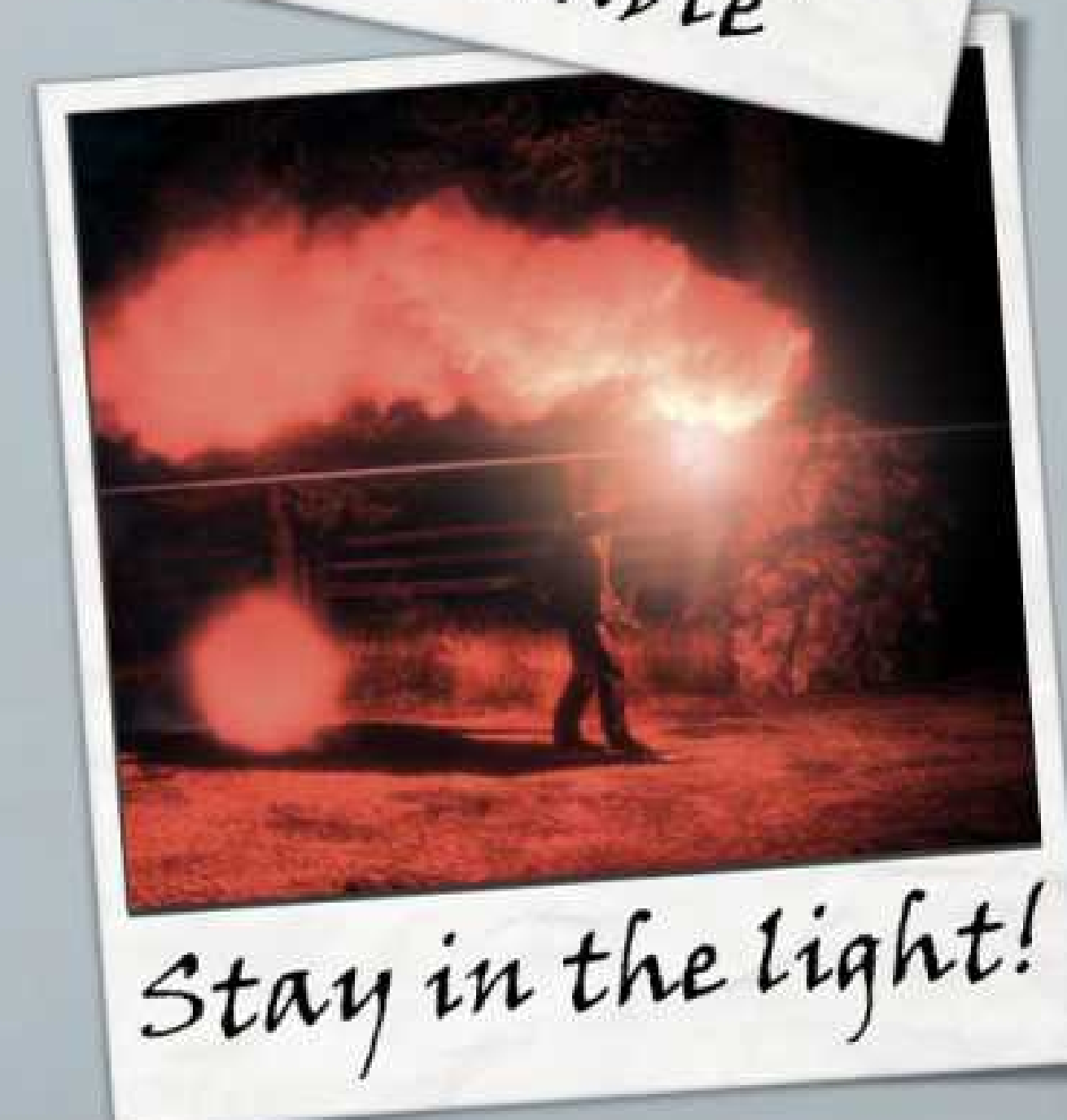
Complications (up to 600 CP)

What happened?: +100 CP: Several times during your adventure, you will lose consciousness for one reason or another and wake-up somewhere unexpected.

Daylight Savings: +100 CP: The nights seem longer and days shorter if you are a Creator or Investigator. The opposite is true if you are a Drop-in or a Taken.

Hunted: +200 CP: If you are a Creator or Investigator the Taken will hunt you relentlessly. If you are a Drop-in or Taken, a creator seek to write you out of existence, and it's up to you to stop him.

Things Just Get Worse: +200 CP: You will never catch a break and things will always get worse for you.



Complications (up to 600 CP)

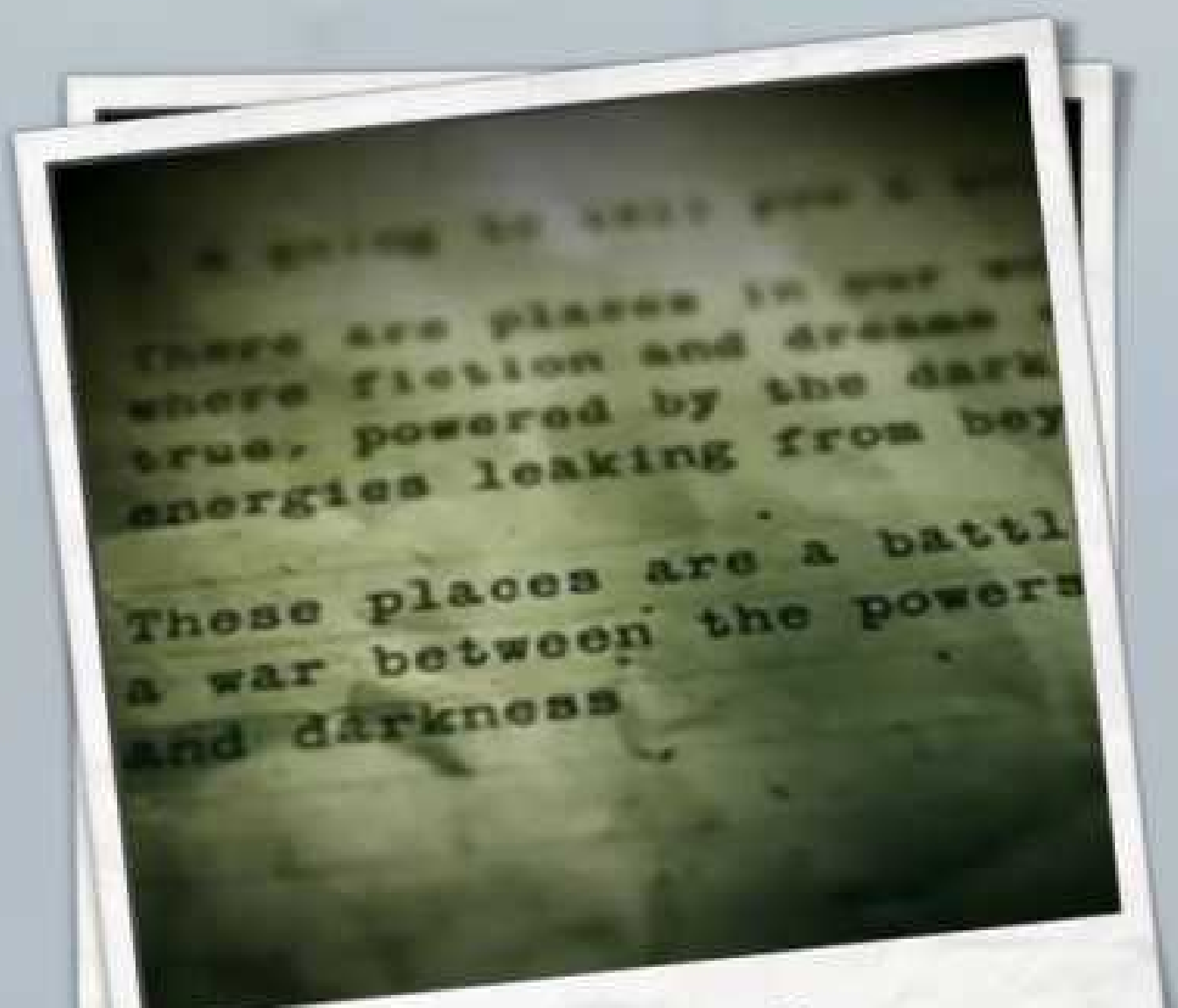
. "Taken": +300 CP: The Dark Presence wants you and you will be taken to the Dark Place. items and powers are meaningless here, only thought and creation has power. You must escape before your ten years are up, or you will remain forever in the Dark Place. No-one has escaped before...

"Departure": +300 CP: You have a doppelganger (or perhaps you are the doppelganger) that has all your jumper powers, items and memories, but is the complete opposite of you. It doesn't matter who is the original, only one can survive. This jump now lasts until one of you is dead, or ten years pass, whichever is longer.



The Dark Place

Now will you...



Stay?



Go Home?



Move on?