

Big Brother

Isolated from the outside world, you will be one of a few to (hopefully) spend the next several weeks isolated within a house and under 24-hour surveillance. From within these walls you'll have no communication with the outside world and have to compete with a group of strangers for the grand prize of half a million dollars! All the while you'll be monitored 24/7 by cameras that observe your every move for the duration of your st-

\$500,000 doesn't sound all that enticing?! What about the thrill of competition, strategically outmaneuvering your competition, forming secret alliances, and the unexpected twist and turns every step of the way? Fine... what if we throw in some free perks just for participating? Should you win your season, in addition to the typical cash prize you can even claim 500CP too to spend as you wish from options within this jump.

But first... here's your **0 Choice Points (CP)**, don't spend it all in one place.

After the season comes to an end approximately three months from now, so too will your time in this setting. Naturally you'll get to keep all of your purchases from the Big Brother Jump for any future adventures. Do try to be entertaining, you're performing for an audience after all.

Someone is always watching, but you're probably comfortable with that idea by now, right?

Season

Roll 1d8 to determine which Season of Big Brother you will be participating in. You may instead pay 50CP to choose any option below freely. If you previously selected decade mode, you may either use this season as a starting point for your decade or roll up to 10 times to dictate the variety of seasons you take part in during your stay. If you have selected BB Marathon and paid 50CP, you can freely select each season.

[Roll of 1 or 2] Classic Big Brother: An early season of Big Brother (2-10). Outside of some casting, twists are relatively limited and most people are forced to formulate their own strategies as there are not a lot of past great players to build off of. You shouldn't need to worry about many twists that majorly impact how the game is played, and production interference is minimal if it exists at all.

[Roll of 3 or 4] Modern Big Brother: You begin in a more recent season of the show (11+) where surprise format changes can catch some of the fans of the show off guard. Optionally you may choose to play in a season of Big Brother Canada. There are more twists that will keep fans of the series guessing and needing to show off their adaptability. You may need to worry about veteran players or more influence from previous seasons.

[Roll of 5] Parallel Reality TV: While similar to the Classic and Modern options, the cast you see is unlikely to be reflective of players features in the show proper. While they are still regular people who often fit the archetypes presented in a season, you will be unable to rely on whatever meta knowledge you might possess from having seen seasons of the show. Now some twists could be genuinely unexpected!

[Roll of 6] Fiction Friction: Rather than playing with boring old vanilla humans, a wide variety of personalities and people from around the multiverse will be your competition in this game. While likely to conform to casting archetypes, sufficiently dramatic characters are more likely to be chosen. These characters have not met you or each other before (twists notwithstanding) and are just as eager to win as they would be normally. Any of their superhuman capabilities will be greatly limited during their participation, as if they had taken the Reality Television drawback.

[Roll of 7] Free Choice: You may choose any season of the Big Brother series to be added in as a participant, or take part in one of the Parallel Reality TV version of the show or the Fiction Friction option.

[Roll of 8] International Big Brother: Instead of the format that leaves it up to players who stays and are able to compete, each week you and your housemates will be subject to a public vote to determine who is evicted. Strategizing may even be strictly forbidden in some formats and you can expect to be surrounded by housemates who only care about gathering fans or furthering a career as a z-list celebrity. Optionally, you can use this to take part in the US's first season of Big Brother or Big Brother: Over The Top.

Origins

You can select one origin for free, representing your history in this world prior to becoming a participant in the game.

Drop-In: Who are you? Why are you here? It doesn't matter. Another houseguest that was supposed to be participating had to drop out at the last minute so production needs you to drop in to their spot if they want to keep this season's schedule on track. Strangely, they already seem to have footage from pre-season interviews that truthfully (if briefly) showcases your personality and the kind of game plan you intend to use.

Applicant: A long-time watcher of the program, you've attended your share of casting calls and tried submitting applications to get on the show multiple times before. Regardless this was your lucky year and you've managed to lock one of those coveted positions as a player in the game. You have a good grasp of what the game can be like from observing it as a fan, but will you be able to handle the pressure of actually living it?

Recruit: Rather than seeking out the show, Big Brother found you. Going about your daily life you were scouted by a casting agency or member of production to take part in some kind of reality show about living with a group of diverse strangers. They've offered you a reasonable stipend based on how long you last in the game even if you don't take home the win, so what's the harm in trying out something new?

Returnee: Maybe your first venture into reality television was through Survivor, The Amazing Race, The Bachelor, or a similar program, or perhaps you've even played Big Brother before and they want you back. What is clear is that you've come into this game with an existing fanbase and the studio thinks you're a guarantee to help them with ratings. Whether you're going to be any good or just helped along by production remains to be seen...

Casting:

During early/classic seasons, casts typically consisted of twelve to fourteen houseguests. Modern seasons have often increased the 'usual' cast size to sixteen total houseguests. If you've started in Classic or Modern Big Brother you may either replace one of the players on the roster for that season or be an addition to the regular cast. Of course, increasing the cast size means additional twists (Day-One Eviction, Instant Eviction, Double/Triple Eviction Nights, etc) might be in store to keep the season's schedule on track and also mean more people to compete against.

Casting Twists:

You may choose to be involved in one twist, or not be the target of a casting twist during your season. When taking part in real seasons, some twists cannot be selected outside of certain limited seasons, in which the twist is mandatory. If this is the case the season will be indicated in chevrons following the twist price. This restriction can be ignored if you're taking part in Parallel Reality TV, Fiction Friction, or Crisis Challenge. At most a season will have two casting twists, though it is perfectly possible to have a season without casting twists.

Pairs Twists:

These twists can greatly affect the gameplay of individuals, but are often kept secret from the majority of the house unless affected players choose to divulge them. It is unusual for more than one Pairs Twist to be active in a single season, though not impossible. Any given player can only be directly targeted by one Pairs Twist.

Players from casting twists can be from previous jumps, for a cost. Importing a single companion as your partner for one of the Pairs Twists is free. Should instead wish to invite a non-companion friendly character from a previous world to join you in a companion's place, the cost to do so is 100CP. However, you may also select an appropriate hostile character from a past jump who would seek to work against you and see you fail, in which case you instead gain 100CP. These characters recognize that the only way to properly defeat you here is to have you evicted normally and that violence will simply result in expulsion to their home dimension. All players will be granted a human form, if necessary, and are subject to Reality Television while in the setting if you have taken that drawback. At the conclusion of the game they will depart back to their home dimension unharmed. Any character brought from a previous jump (companions included) gains an Origin, Strategy, and Edit and they gain the freebies associated with those choices. You can further grant individuals a CP budget by sacrificing your own points at a 1:1 ratio.

[Free] The X-Factor: A portion of the cast has to deal with a former romantic interests or other enemies from their past being included in the game. You are one of these six unfortunate people stuck in a house with your old foe for company. This twist was used during seasons four and eight, each time involving six houseguests (three pairs) total. Of course, not all potential exes harbor genuine animosity, though perhaps you might wish they had when faced with someone overly-affectionate from your past, mm? Alternatively, this can be used to bring in one of your established rivals or estranged family members you don't see.

[Free] Project DNA: Among the cast is one of your long-lost family members. Though this is not openly revealed to the house by Big Brother until Week 2, there is the potential for you or your kin to compare backgrounds before that point and discover your common heritage. It is preferred when you select this twist that your chosen family member is someone you have limited contact with or been estranged with for an extended period. If this is a character from an early jump, upon the reveal in Week 2 you'll both realize your connection from across worlds as well.

[Free] Twin Twist: Instead of playing by yourself, you're gotten an identical twin working by your side! Every few days you'll be switching in and out and only have a few moments to fill in your other half on what's happening or how dynamics have changes. If able to avoid eviction for the first five weeks, you both get to enter the game and play as individuals. Discovery of this secret could easily lead to you being turned into a target as the other players are unlikely to want to compete with an additional player. After all, the goal is to outlast everyone else, not to create more contestants.

[Free] The 2-for-1: Instead of playing as an individual, you have the advantage of playing alongside a sibling or close friend. While you're immediately revealed to be working together by Big Brother, it's also made clear the two of you must to compete, vote, and potentially be evicted as one houseguest for the entire season. This offers the singular advantage of having another person you can be completely honest with and vent to, as well as letting the two of you make different friends or cover more ground in the house at a time to get a better feel for social dynamics. If you're not careful, this advantage could definitely make the two of you a target.

[Free] <BBUS 6> Secret Pairs: Every player enters the game with a secret partner to play alongside. Each pair is informed that they are the twist of the season and given no indication by production that other pairs may be playing in the game. If you select this option you may choose an ally to bring in freely, and will have been told that you are the twist this season by being allowed a secret partner in the game. However, the fact that other players have secret partners as well will not be revealed unless you are particularly observant and able to find out on your own.

House Twists:

As opposed to Pair Twists which only affect a portion of the players, House Twists tend to impact everyone playing in the game on the very first night.

[Free] Teams: The cast will be divided into four groups upon entering the house. These teams can be created by Big Brother based on a theme (such as high school cliques), or simply begin with four players (randomly selected or otherwise) to start the teams and take turns selecting from their fellow houseguests until each houseguest has a team. The added layer of strategy in this twist comes from teammates not being permitted to nominate fellow members for eviction, forcing them to rely on others if they have conflict within someone they're working with. This House Twist lasts for as many weeks as the number of starting players on each team.

[Free] <BBUS 13 & BBCan 5> Fans Vs. Favourites: While approximately half of the cast will be composed of newcomers who have never met as normal, the other half is alumni of the program who have kept up with the series since their participation. Due to the close bonds that people share from having taken part in such a unique experience they will already know each other from outside of the house and likely have some kind of preexisting relationship. Of course, their familiarity with the game will also make them immediately seen as threats to win - both by the fans taking part and with other veteran players that they may not see eye-to-eye with.

[+50CP] Intruders: After the first eviction in the game, two additional players will be added to compete against the rest of the house - bringing the number of competitors higher than what it began as! Already major parts of the Big Brother community or otherwise famous personalities, they will arrive with a great deal of support from fans which could result in twists voted on by fans directly favouring them. For their first week participating, they aren't allowed to play for HOH but also cannot be nominated, making it easier to blend in and create social bonds. Furthermore as previous players they are assured far more prepared to deal with the stresses, outside scrutiny, and gameplay aspects than the whichever first evicted houseguests they're replacing.

[+50CP] Dynamic Duos: Instead of just being able to compete by yourself, now you're forced to play alongside another contestant as a pair. Duos are nominated as a pair, so if your partner is confrontation in the house you could find yourself in danger for things completely outside of your control. This can come in two varieties: either two duos are nominated weekly to face eviction where one duo goes home, or one duo is nominated to be broken up each week. If the latter is chosen, the survivor of the eviction receives safety until the end of the Dynamic Duos twist. Regardless, this twist remains in effect until ten players or less remain.

[+200CP] Coaches: You'll gain four additional houseguests, but Big Brother assures you that they're just here to provide guidance to their selected teams and not competition. Each one of them is a vastly experienced, skilled, and popular contestant from a previous season (either a winner, runner-up, and/or fan-favourite) who clearly outmatches the other competition. While for any savvy players it should be obvious they'll gain the chance to join later in the game, unfortunately the only way to do so is remove each player they're coaching from the house. And as the first phase of the Coaches twist lasts for 4 weeks, doing so is basically impossible and trying to rally against them when they have a position of authority and temporary invincibility is... ill-advised.

If you've taken the Expect the Unexpected drawback, you can select as many casting twists as you want but can still only be directly affected by one Pair Twist. Even if you are not personally the target of a casting twist, you can choose for a Pair Twist to be in play in the house involving other players. Any chosen casting twists' details beyond what affects you and your current companions specifically will be forgotten until discovered naturally in the household or revealed by Big Brother.

Casting twists such as Coaches, Dynamic Duos, Intruders, or imported enemies count against your drawback limit.

Origin Perks

The cost of each perk from your selected origin is discounted by 50%, with any of their 100CP perks granted for free.

Drop-In

[100CP] The Other Houseguests: At your discretion you can select a dwelling of your choice to attract ants. They are a perfectly normal species for the region in which you use this ability and will accumulate over time and their number limited based on the amount of food left available to them. In a house of 16, even one person leaving out dirty dishes could prolong such an infestation. Alternatively, you can cause a dwelling to repel ants, guaranteeing that none will enter the household.

[200CP] Cut To Fish: At will, you can cause surveillance devices observing you to cease normal functionality and instead show video of a household aquarium with some colourful species within, and the message "We'll Be Right Back" superimposed over it. This will override any recordings taken at the time with the fish footage. During your stay in the Big Brother house this can be used to block the live feeds on which you're featured at any point should you desire it, but curiously does not impair production's ability to feature any of those clips as material for the episodes if it becomes important to the narrative.

[400CP] Pandora's Box: You have the devil's own luck and can almost call on good fortune when you need it. Unfortunately relying on such luckiness comes at the expense of others, typically those closest to you. In the house this will be quite evident, with the titular twist being available and often serving your interests. This applies in other situations too and you frequently have the opportunity to gain helpful boons for yourself at the risk of misfortune. As you gain familiarity with these temptations your intuition for the intensity of both reward and punishment of any risks will grow ever greater, as will your talent for mitigating the potential damage of their consequences.

Applicant

[100CP] Fan: Barring one or two seasons, you've watched of the broadcasted program since its inception, meaning you have a solid idea of what to expect going in to this game. You're aware of all the common strategies such as backdoors, blindsides, floating, and know the jargon as well as what twists to always expect. Other than just understanding *the game* you know how to play *your game*, knowing the strengths of your chosen Strategy when used correctly.

[200CP] Live Feeder: You're a bonafide superfan, having watched a significant portion of the 24/7 coverage of players from past seasons and keeping up-to-date with the community. Identifying both the strategic approach and figuring out how your housemates may be portrayed by an audience is much easier with observation now. This helps you also intuit how others will interpret actions and statements (either by you or others), helping you to avoid any PR nightmares or controversy. Finally this gives you an understanding of the kind of information that an audience wants (whether they can communicate with you or not) allowing you to better explain a situation and keep them in the loop all while presenting yourself as a neutral observer.

[400CP] BB Historian: Expecting the unexpected is overrated when you can predict outcomes so easily based on the past. Not only does this give you a comprehensive knowledge of previous seasons, but it lets you easily commit to memory which errors in past tactics led to undesirable outcomes. Those who cannot remember the past are condemned to repeat it. But you can remember the mistakes of your predecessors (and yourself) with perfect clarity. So long as you have the skill to back up your memory you can avoid these past pitfalls.

Recruit

[100CP] #NOREGRET: You possess two valuable skills: intuition and self-assurance. Each of these can serve you well in life but together can prove indispensable especially in the unfamiliar stage of Big Brother. While finding the best course of action in unfamiliar situations isn't always straightforward you have better hunches than most in how to deal with problems. Most importantly you possess the commitment to follow through on these gut feelings instead of letting yourself be dissuaded by those who claim greater experience.

[200CP] Adaptability: Big Brother brings people from all over the country together. Very often these people come from totally different walks of life and have little to nothing in common. You quickly pick up on the recycled phrases and habits of different social groups, and can interact with others in a way that feels more familiar and comfortable to them. In the same vein you stay calm and comfortable while adjusting into unfamiliar situations with unfamiliar rules, and so are able to learn both quickly without trouble.

[400CP] Fresh Perspective: The disadvantage of knowing old strategies is getting caught up thinking that those are the only effective strategies. You can adapt and understand a situation and move forward with creative approaches that those hung up on past methods wouldn't even consider. This doesn't impair your ability to learn from the past in any way, far from it, it just prevents you from getting hung up on the habits and traditions. When

opportunity arrives, you're one of the few who don't let your experiences or preconceived notions keep you stuck in a rut.

Returnee

[100CP] Someone Is Always Watching: There are cameras and you know how to play up to them to give the producers material to work with. You're overall good at theatricality and concealing your intentions (to a camera at least). Even when it would be obvious what the best plan for you would be, you can spin it in a way that makes an easy decision look like a difficult one for the sake of creating drama. To a lesser extent you can employ this tactic against individuals, better persuading them that you're on the same page.

[200CP] Fan Favourite: Like it or not, you're one of the stars of this show and will be getting as much spotlight as that position warrants. While it may not always be showcased in a positive way, people yearn to make you part of the narrative of events. Even if your true role in the story is a minor one, you can expect your contributions to be inflated in importance by both your fans and even neutral observers who just want to tell a compelling tale. In social environments in which you have some fame, your actions and opinions will be weighed as having somewhat greater importance to any third-party observers.

[400CP] Production Pet: Strangely, the unexpected twists you face seem devised to give you a better chance to succeed in the long run instead of being fair play. No one is outright saying you have friends in high places... but it is certainly convenient how a majority of twists directly benefit your longevity and appear when you're in danger or when you need them most. On its own this perk doesn't guarantee victories, but used wisely these twists absolutely assist you surviving sticky situations. While a great boon to your "luck", this is only reliable in the early phases of a conflict. After all, no one wants to see the hero triumph just because they keep getting saved by contrivances.

Strategy

Any sensible houseguest knows that they'll need a strategy to outlast their competition in this game. So what's yours? While on its own a strategy doesn't give you any special talents to succeed, it will at gives you an idea for the various approaches that can be used to try and win the game. You can choose one strategy for free.

Gamer

Someone who isn't playing the game doesn't deserve to win, wouldn't you agree? That idea forms the core of the Gamer strategy, who uses the early game to try and unite the strong players of the house to work together and eliminate those without clearly drawn alliances such as Coasters or Snakes. This carries the advantage of being able to target "weak" players openly with less danger due to them being less likely to win competitions for safety.

Floater

The Floater strategy can include consciously joining no alliances or alternatively becoming a member of many, but regardless your only true loyalty in this house is to yourself. Your goal as a Floater is to stay out of the way and to be seen as a non-threat while attempting to play opposing sides of the house against each other. In the end Big Brother is not a team game and only one person can win.

Coaster

Using the Coaster strategy, your gameplay could easily be summed up as a perceived lack of gameplay. Proper use of this strategy involves performing so poorly in either strategy or competitive aspects that you aren't seen as a threats and can coast to the end. Attaching yourself to an alliance or powerful player and maintaining good relationships with housemates will also help you survive when facing eviction next to any of your allies.

Snake

While being called a snake may be a common insult in the Big Brother House one who properly employs this strategy should be easily able to avoid it. A Snake's goal is to maintain good friendships with the majority (or even all) of the house while taking advantage of this trust to influence housemates to target individuals that may threaten their game. Subtly is an asset, as is knowing how to lead your pawns into arriving at the conclusions you want them to in order to avoid blame.

Leader

A much more straightforward strategy, a leader seeks to create an alliance through which they can control the game. Numbers means power, and the longer a group can protect each other and their numbers the greater that power becomes. Open alliances can easily become targets for eviction for those who aren't members, so you need be able to keep it secret or be confident in your team's trustworthiness and ability to win competitions.

Bully

Where other strategies may be about making friends, there is a certain value to being able to intimidate everyone around you. As a Bully, it is the fear of reprisal from you that keeps others from targeting you in the first place lest they have to suffer your antics afterwards. While this may scare some, for others it could turn you into a public enemy of the house. Luckily for you, the perception of being hated can work in your favour as others see you as easy to beat in the jury vote at Final 2 and may actively try to keep you around.

Competitor

Social game? Completely unnecessary. All you need is the security of your physical and mental prowess to conquer every competition that offers control over the game. Of course, as a consequence of winning everything you'll quickly become a priority target for the other houseguests to get out, but as long as you keep winning competitions your safety is guaranteed.

Strategy Perks

Strategy alone isn't going to help you much without actual skills to back it up! Below are a variety of options to improve your chances in this game. Each Strategy offers a 50% discount for all perks in their section. As with Origin Perks, 100CP perks are provided free to those with a matching Strategy.

Gamer

[100CP] You (Don't) Deserve To Be Here: Some people are playing to win and put their heart into it while others just try to coast by, never risking anything. When you call out the latter for behaving in a noncommittal way you're more effective at both demoralizing and frustrating them. This could pressure them to choose a side or at the very least throw them off their game for a while. Conversely this can be applied to boost egos, as you're also better at reminding people just how much effort they've put in compared to others.

[200CP] Study Your Days: It doesn't take a genius to figure out that when Big Brother starts showing videos or a series of pictures on the Memory Wall that the information is going to be vital for an upcoming competition. While this gives you great memory for that direct trivia it also helps in another regard: you become great at noticing and remembering the seemingly minor details and events that many houseguests overlook and the order in which they occur. This is exceptionally hand for recalling gossip but also dates of events.

[400CP] Mental Game: As in life, there are some parts of the game you can control and others that you can't. You're great at weighing the odds as well and knowing when is the best time to reach for power without leaving yourself exposed. While others may spend all their time hoping for the best outcome, your planning skills will ensure that even in the worst situation you still have a few escape routes. In addition to pure strategy, this confers a boost to your logic and puzzle-solving skills.

Floater

[100CP] Floating: You have the handy ability to prioritize certain relationships without appearing disloyal or distant towards those you're suddenly spending less time with (or even outright avoiding). People won't find it quite as suspicious when you schmooze those in power and distance yourself from those who are in danger of becoming targets. Just because you don't spend enough time with someone doesn't mean you're not still friends, after all! This gives a small bonus to preserving relationships when they might start becoming estranged.

[200CP] Fail to Win: You can lose challenges in a believable way that makes your allies and enemies alike believe you were giving it your best shot. This can help you seem like less of a threat in competitions and more importantly keeps you away from having positions of power where using the power would force you into a position to reveal your true allegiances. Naturally, this also carries the basic acting ability to continue the ruse after the competition whether you want feign frustration, guilt, or optimism for your next chance.

[400CP] Best of Both Worlds: You're much better at finding similarities between people and use those common interests to bond with people and further take what makes you different as an opportunity to share stories and help each other grow. However, because of your ability to identify differences and present them in a positive way, you can easily do the opposite too... Pointing out how others differ from you and your current group and attaching stigma to that, you can much more easily keep people from wanting to interact, thus helping you control the flow of information.

Coaster

[100CP] Wallflower: You're the kind of person who sees a lot, but says very little. Now others find you easier to approach and share details about themselves. As an excellent listener you're one who makes others feel comfortable about bonding on a more personal level than based on ideas like alliances or popularity. You're simply good at helping people show their genuine side and getting to know them, which also carries the benefit of being able to observe differences in how they act around others or when something (such as fears or obligation) is keeping them from acting like their true self.

[200CP] Basically Invisible: You can are able to avoid being seen as a contributing cause of events so effectively that even under 24-hour surveillance your keepers would have no material to use to implicate you as part of major events. Unless you go out of your way to take the spotlight by winning events or otherwise making a scene, it's completely possible for those competing against you or observing such competitions to overlook your participation entirely as someone who could be a threat down the road. Obviously, this ability to blend into the background will take a great loss in effectiveness as soon as you start trying to make big moves.

[400CP] Pawn Star: Any time you're left on the nomination block and survive eviction night, it just strengthens the notion of others that you're nothing more than a tool for them to use to accomplish their objectives and no threat in the game. While a dangerous position initially, as time goes on you nearly fade into the background as the perfect non-factor nominee to assure that the "real targets" go home. This extends to outside of the house as well; if you survive a villain's machinations at the expense of one of their other targets they'll grow to realize keeping their valuable pawn in play is more useful than trying to eliminate you.

Snake

[100CP] Escapegoats: Having too much blood on your hands can come back to haunt you, so why not let others bear the blame for your sins? Planting the seeds of doubt is often uncomplicated for you, since you know how to choose your scapegoats well. There may not always be someone low on the social ladder or with no empirical evidence to defend themselves to turn in to a target, but as luck would have it in many situations (particularly in this house) people are often just no longer around to defend themselves.

[200CP] Under the Radar: When you share rumours with someone they're likely to consider the act a sign of trust. Should your information prove true it will help build a relationship on this trust and they'll be more willing to part with their own secrets. Any sensitive information you share with others is less likely to be used against you by the recipients (as long as they consider you a useful source or confidant) they don't want to alienate. With a greater understanding of an individual's personality and interpersonal relationships, you can subtly steer a conversation so that your partner comes to the conclusions you want while thinking it's their idea.

[400CP] Puppetmaster: Spending time around others gives you great insight to their relationships and opinions of one another. Far from making friends, you know how to safely assess how much influence you hold over them without triggering their suspicion. Furthermore you can also use this time to learn how to best manipulate their perception to change the way they act and feel about one another. This fine control won't be available over everyone, but you can determine those who are most vulnerable to your influence and know precisely how far you can push them before they begin to suspect you.

Leader

[100CP] Honesty & Integrity: All you have is your word! Even in places infamous for deception, you maintain a certain sincere quality that makes others more inclined to take you at your word. Until proven otherwise, others will want to trust the information you give them. Until you have broken your word, your realistic promises and deals will be seen as genuine. Once broken that trust may be hard to repair for the affected party, but even then you have a better shot at being granted a second chance.

[200CP] Greater Good: You have a gift for helping a larger group reach a common verdict and see the advantage of making harmonious decisions for the benefit of the group instead of using their power for more personal gains. When it comes to those you've put your own trust in, you are excellent at helping spread a desire for belonging and to be viewed as a team player. Of course, even this has its limit and can prove ineffective when a group decision is at striking odds with their best interests.

[400CP] Social Game: Anyone can put some effort in to be likeable and build relationships but for you it doesn't stop there. Having a social game means knowing how to leverage that social capital into concrete advantages without compromising friendships. Once you've gotten to know someone you can easily see things from their perspective, knowing how to present ideas that appeal to them and just how much peer pressure you need to use

for the desired result. You can wrong someone yet know exactly how to go about it so they still like you afterwards or at least be able to repair the relationship.

Bully

[100CP] Loudmouth: Hey, listen! Now your taunts will always be easily heard and understood by your target regardless of any obstructions or background noise. This can easily distract them from other activities they may be taking part in. It doesn't matter if your target is trying to converse with someone, asleep, or if they've locked themselves away in the privacy of their room to avoid you. Rest assured that no matter how well they may be pretending to ignore your abuse, they hear it.

[200CP] It's Just A Game: You know where the line is drawn on rules, and can push them just far enough to the point where things might be unpleasant to watch but still within the bounds of you facing any real punishment for actions. So go ahead and make threats of violence or get just a little physical with your bullying, just remember to dial it back again after a warning. You also gain a great ability to aggravate others by reminding them "It's Just A Game" should they become emotional after you take it too far.

[400CP] Temperamental: When it comes to being a nuisance you are one of the very best. First off, you know how to start arguments that both stress out your detractors and set them off-guard in a fight unable to mount a proper defense. Secondly, you feel energized and entertained from berating others, allowing you to continue these antics far longer and not allow your victims any peace of mind between your verbal attacks nor a moment's pause to get their own word in. People are generally more inclined to stay on your good side just because of how scary your bad side can be.

Competitor

[100CP] The Power Is Up For Grabs!: Sure, everybody wants to win, but you're never one to let the results of competition get the best of you. Win or lose, you can always maintain excellent sportsmanship instead of falling victim to self-pity or gloating after the fact. This attitude helps you look at games much more objectively, separating game moves from any personal disputes you may have with a player. Because of this objectivity, you can avoid frustration when you start losing and just focus on improving your methods.

[200CP] Winning Streak: Nothing is going to stop you! At least that's what it feels like after you've snatched victory. Success in a challenge grants you a lasting morale boost in matters related to your victory. Upon your next chance to compete under similar circumstances this boost becomes more significant leaving you enthusiastic during competitions instead of anxious. Any irrational doubts or fears about your capabilities or the strength of your competition will be washed away letting you dedicate your focus and energy to the task at hand.

[400CP] Physical Game: Whether you're a personal trainer, fitness guru, or professional athlete - the result is the same. While by no means superhuman you are easily the most athletic person in this house boasting great strength, agility, and competitive focus. With so many of the recurring competitions of the series catering to players with such capabilities, you'll have a massive advantage. And it's an advantage you can share with others; being so familiar with exercise and good health you can build a fitness regiment for anyone.

Edit

During the casting process production already has already formed strong idea of which of your traits they plan to typecast you as. While this Edit may not affect your behaviour directly, it definitely plays into the stereotype you appeared to be during the casting process, and will influence the way the editing team tries to build your segments on the show. When it comes to buying perks for your selected Edit, you may select one of the three 100CP options for free and can purchase any other perks in your tree for a 50% discount.

Select One:

The Cloudcuckoolander

The Queen

The Flirt / The Model

The Parent

The Alpha

The Heartthrob

The Rocker

The Jester

The Jock

The Elder

The Faithful

The Nerd

The Gay

The Mouse

The Warrior

The Cowboy / The Southern Belle

Generic Edit Perks:

[Free] Meet the Houseguests: When you first introduce yourself to someone, you instinctively know how to present yourself to fit the given archetype(s) you have selected for your Edit. This can help you put your best foot forward for first impressions, but only so far as it helps you fill a certain role. While you can play with the label a bit, trying to directly subvert it will find you receive no bonus from the perk in establishing your identity.

[50] And Now For Something Completely Different: While Big Brother does tend to try and recycle a lot of archetypes when they do their casting, it isn't always the case. In addition to using one of the common stereotypes/Edits found in the program you have also been chosen due to fitting another theme of your choice to which you can apply the benefits of Multidimensional, How To Get On Reality TV, Je ne sais quoi, and Brand Recognition. The theme any character type of your choice, from something as mundane as Housewife or Surfer all the way up to Cyborg or Mad Scientist.

[100CP, Free for Drop-In] Multidimensional: As a curious result of not actually going through the casting process in any traditional sense, the production team doesn't have a clear idea of how to portray you. When making an impression you are not strictly bound to the conventions of your character archetype. Regardless of whether you're on television or meeting people in real life, your contributions will always be construed in a more realistic manner instead of people simply making judgments based on preconceived notions about how 'people like you' are.

[100CP, Free for Applicant] How To Get On Reality TV: Multiple attempts at trying to be cast on the show have helped you realize the kind of people that viewers (or at least the casting department) want to watch. You have a great understanding of your archetype and ability to play up to it in order to attract more attention from an audience. That's not to say you're faking your personality, but you definitely know how to exaggerate any of your behaviours that match your expected archetype in order to both entertain others or present yourself as nothing more than a stereotype.

[100CP, Free for Recruit] Je ne sais quoi: You just have a special quality and sincerity in the way that you show your personality to the world. When acting in a manner befitting your selected Edit, your actions are seen as more endearing and genuine rather than forced for the sake of just playing a role. So long as your actions are related to the role you've chosen you'll get a little leeway for poor decisions because those affected understand it's just how you are. Quite simply, people are put at ease by seeing you act in the manner they expect.

[100CP, Free for Retrunees] Brand Recognition: When it comes to returning to the stage, you do it with flair. Even if you've avoided the spotlight for decades you can easily re-establish your chosen role in a given environment and remind audiences of your feats in a concise way, all while being eye-catchingly entertaining. Establishing a public persona (related to your Edit) for yourself with memorable and marketable catchphrases, attitude, and style is a simple task for you.

Specific Edit Perks:

The Cloudcuckoolander

[100CP] Happy Place: It's easy for you to build and maintain a reputation as someone who has absolutely no idea what is going on. You can quite convincingly play the role of being very absent-minded and inattentive when it counts. You can flawlessly derail important strategy talks of your allies to discuss happier topics without missing a beat, or frustrate those that try and get into arguments with you by remaining cheerfully oblivious while constantly needing clarifications on what they're talking about.

[100CP] New Age: You may choose to master one of the following: Yoga, Reiki, oneiromancy, crystal healing, or perhaps a branch of contemporary witchcraft. As the game occurs in a world very much like our own, the benefits or practicing some of these talents won't be as impressive as some locations on your past travels. Regardless of what you choose the experience will offer a chance to share your explanation of the skill to bond with others or help relieve negative energies, if the one you're sharing them with is open-minded.

[100CP] Positive Vibes: You're an oddball brimming with a optimism that's rare in the real world, but especially out of place in more stressful and paranoid places like the Big Brother house. Even when things are bleak you can remain a fun presence able to bring a bit of brightness and cheer to the others around you. Even with limited supplies, you can come up with simple games or activities based on your skills that appeal to a diverse group of people so that everyone can be included in the fun.

[400CP] Easy First Boot: Opponents are prone to subconsciously downplaying your actual capabilities just because of your happy-go-lucky attitude. When it comes to your victories, enemies are more likely to blame others for influencing you before they're willing admit to you achieving something through your own merits. As long as you entertain this notion, the target on you will remain small while those you work with slowly begin to look like masterminds. You can quickly shatter this illusion by taking credit for your tactics or fully demonstrating your

powers, but until you do may appear so non-threatening that opponents will think they can defeat you whenever they want.

The Queen

[100CP] Confidence: No one needs to tell you that you're beautiful or capable. When it comes to basic taunts and insults, you can mask damage your ego much more effectively. Faced with these attempts at wearing you down you get fired up and ready to return the favour instead of simply being offended or hurt. Just because you aren't easily hurt by words doesn't mean the same for your opponents; when you repeatedly ridicule your words provoke just as much emotion as they did the first time.

[100CP] Spill the Tea: Everybody gossips, so why not have as much fun with it as you can? If you talk behind someone's back to share some juicy secrets or simply poke fun at them it feels more fun and sassy rather than simply being petty. While this might not seem like much, it will do wonders for keeping your reputation with the public positive instead of viewing you as mean-spirited. People will be slightly more inclined to swap secrets and tell you their opinions on gossip just for the chance to sip tea together.

[100CP] Drama #QUEEN: Throwing shade has never looked so good. Whether you're trash talking a rival or someone you've never met, you can deliver your lines in a way that makes people look up to you. Disrespecting others, either verbally or through expressive body language, helps you rapidly gain fans from an audience. If you keep speaking your mind it'll be easy to increase and maintain this fanbase. This works well to gain popularity with ordinary people, but those you insult personally or who oppose bullying will be definitely not be affected.

[400CP] All-Girls' Alliance: You have the unprecedented ability to enable groups of girls to build each other's confidence and support each other. No longer will your sisters be sidetracked by jealousy or cattiness from within so long as you share a common goal, a goal which you can help direct through your natural charisma with them. You can quickly identify animosity blooming between women and help them address it in a healthy way. This familiarity with how the seeds of spite are planted and grow ensures you can always create a new target too...

The Flirt / The Model

[100CP] Butt First: Fellow housemates are going to be thrilled to see the eye candy you're bringing to the house. Maybe you've had a bit of work done, or perhaps the genetic lottery was incredibly generous to you from the start, but either way you're very well above a simple above average. You've got a body that could have most of the opposite gender swooning, and probably a few from your side too. If this reality TV thing doesn't pan out, you can always go into modeling.

[100CP] Envious: It's not just about having the looks, it's knowing how to use them to provoke the right reactions from people. You're keenly aware of your own body language and know how to position yourself to make the most of any assets. From jealousy to infatuation, whenever you show off your body you can tell what others' opinions are on it. Using your appearance to purposefully engender emotional responses is a simple task. Useful for igniting desires or rivalries, but some people won't like you teasing.

[100CP] Pageant Poise: With each competition in the Big Brother house, there is often a very silly costume for at least one player to wear. Even if you're stuck in one of the ridiculous punishment unitards you can pull it off with stylish excellence. But more than just looking good when competing you have an edge in certain types of physical challenges. This is because your sense of balance is exemplary; when you need to move across slippery surfaces or thin beams you have very little risk of falling.

[400CP] Showmancer: Identifying when others are physically attracted to you is incredibly easy, and not just because most others are attracted to you. You're instantly able to pick up on people tells that hint at attraction, whether it be towards you or another they have a crush on, as well as discern which traits they find alluring in a partner from that. Using this you could easily play the role of being their dream date and taking advantage of romantic interest to create a (potentially one-sided) close bond of loyalty that surpasses other alliances.

The Parent

[100CP] Jumper Has A Daughter: Raising your child trumps the other accomplishments in your life. Just knowing that you've got someone at home cheering for you can give you a cause worth fighting for. Talking about your family is a fantastic way to garner sympathy when you find yourself in a tough position, and makes it much easier to form mutual friendships with other parents. Since you're always trying to be a role model for your children you have better emotional control. Even surrounded by the constant drama of youth it will be difficult for them to get you riled up, unless of course someone tries to bring your kids into an argument.

[100CP] Misbehaviour Radar: The first sense you have to hone when surrounded by children is your hearing. When they go from laughing and chatting loudly to silence, it bears investigation. To be perfectly honest, even with the age difference lots of adults can act like children and thanks to that you can hone in on any mischief as soon as it starts. Your sense of hearing has been honed, allowing you both to pick up on when kids (or adults) suddenly start talking in hushed tones and to better eavesdrop.

[100CP] Pressure Cooker: While some may consider the strategy a bit half-baked, you might just be able to convince your fellow houseguests to keep you around a little bit longer based on the quality of the meals you can prepare. Regardless of whether you're hungry for some Pepperoni pizza, chocolate-chip cookies, or meatballs - whipping up a tasty meal is no trouble at all. One of your strengths is in intuitive cooking, trying out various ingredients in new ways to make the best of a limited stock.

[400CP] Undercover: Seems like all those hours about lying about the existence of Santa Claus and the Tooth Fairy have paid off. You can lie and mislead others without showing any outward signs of deception. It's easy for you to pass off anything you tell someone as fact simply because of your great talent for dishonesty. When uttering a lie there is no subconscious change to your body language or tone of voice. You've also got a knack for coming up with cover stories in the event that one of your falsehoods is discovered by people comparing information or finding evidence that disproves your original story.

The Alpha

[100CP] Fear Factor: A comfort zone is a wonderful place, but nothing ever grows there. You're used to combat zones and those experiences helped you grow, able to now face interpersonal conflict with determination. Having faced many actual fights in your life you won't be unnerved by mere threats of violence. This history of dangers faced in life can come in various forms; you have a choice of background in being one of: a professional boxer or wrestler, mixed martial artist, or marine. You are proficient in one martial art befitting this vocation.

[100CP] Bad Boy Charm: Showmance or lasting romance, you possess a magnetism that helps draw the interest of other uninhibited souls. Those sweet on you can appreciate your lack of self-censorship instead of trying to force you to think and act like everyone else. At the same time, you can do the same with those you're fond of, allowing both of you to know you can be yourselves without either of you becoming controlling. You can bring out the worst qualities in each other and still share a mutual admiration and be grateful for them.

[100CP] Bigger Bad: For many, being big just makes them a bigger threat. When desired you can instinctively use your size and body language to intimidate others without uttering a word. This can be taken a step farther by focusing on one victim and giving a more vocal warning to leave them afraid of trying to retaliate without support. That isn't to say they won't look for help or that sufficiently courageous characters can't stand up to you, but as long as your targets fear you could be watching you don't need to worry about their victim noises drawing help.

[400CP] House Meeting: You possess an air of authority that leaves people more responsive when you want to call together everyone to compare notes. During these meetings you find it far easier than most people to encourage getting the truth out in the open and finding out what, if any, lies have been told and force the skeletons out of the closet. Let no one doubt your honesty and integrity again! While overuse of this will make people think you're volatile and can't be trusted to keep secrets in the future, it certainly helps to learn them in the present.

The Heartthrob

[100CP] Lose and be Loved: The more disadvantageous a situation becomes for you the more likely you are to get popular support. Even if you placed yourself in an unfavourable position through your own clear and easily-avoided mistakes, witnesses will want to see you turn things around and overcome adversity. You can easily gain admirers when acting against the interest of anyone viewed as more powerful or possessing more authority than yourself. The underdog effect is very real, and for you it works overtime to improve your PR.

[100CP] Boy Next Door / Girl Next Door: Before you get the chance to know someone it's easy to make yourself appear as nonthreatening, unassuming, and overall average. Over time this first impression will be eroded when you act in opposition to those expectations. However, a lack of action has no such drawbacks. Just because you aren't getting caught up in gossip or group bullying with others won't automatically make them think you're working with the target – you're clearly just the kind of person that's too decent to get caught up in it.

[100CP] All-Boys' Alliance: Superficially, men seem to have an easier time working together in this game. In reality it's not so much about gender but an overeagerness to form the first successful Girls' Alliance that leads to picking members prematurely before the girls get to know each other. Guys will wait to scope out prospective allies for compatibility and stability, only better off because of testing the waters instead of jumping in. You have an excellent judge of character when it comes to men, particularly when determining who you can get along with long-term.

[400CP] Collaborator: You have the good fortune to often be invited into secret alliances by others just because of seeming relatively normal and reasonable, even should your primary assets be skills that overlap with other members or people have barely gotten time to get to know you personally beforehand. Being seen as the sane man means your contributions will always be taken into consideration. Most importantly, these people seem to always believe you have such group's best interest at heart unless given solid evidence to the contrary.

The Rocker

[100CP] Rockin' Style: Some people are afraid to wear their heart on their sleeve, but for you not being authentic is harder. You're not afraid to speak your mind or share an opinion just because it may not be popular. Expressing yourself through a chosen art (music, tattooing, clothing design, etc.) comes even easier to you, and you have a few years of experience trying to make headway into that industry. If you want them, this perk comes with as many high-quality custom tattoos as you can fit on your arms and torso.

[100CP] Heavy Metal Teddy: It's been said, "You never get a second chance to make a first impression." While for the most part that's true, when it comes to your second impressions can be far more significant and lasting. People will often make assumptions based on appearances or second-hand information, and it should be obvious the conclusions they reach aren't always true. When you subvert someone's expectations of you, those unpredicted traits they learn about you become more prominent in their memory.

[100CP] All Day, All Night: In this house, the cameras don't stop rolling and players can be up all night waiting until the right people go to sleep so that they aren't caught secretly swapping secrets. You can remain awake later into the night while remaining alert, likely outlasting others who might be hoping to hold a private conversation without being noticed. Perhaps because you're used to staying up so late, you can better operate with less sleep before it causes you to become fatigued or ornery.

[400CP] Pure Evil: When you're bad, you're *really* bad. You can quickly destroy any of your support from a group or individual by acting unnecessarily mean towards them, turning yourself their public enemy. This can be used to take the heat off of any of your loved ones who might have otherwise been at risk, or simply to establish how hated you are within a particular group. At your discretion, instead of just making yourself look terrible you can also create plenty of sympathy for a victim of your abuse – making them even less likely to be put in danger.

The Jester

[100CP] Team Good TV: You know how to make the most of downtime to keep yourself from growing bored. It's easy for you to find the energy and passion to dramatize events in order to entertain others. Whether you're talking to a camera or a crowd you can stay animated and expressive without worrying about looking like a fool. When you know a special event is coming with an audience, it's very easy for you to come up with a speech that keeps things fun and fresh – or at least help coach whoever is speaking into having something memorable to say.

[100CP] Pointless Lies: All kinds of people will lie as a defense mechanism, but your dishonesty can tell you who you can trust to keep secrets instead of just diverting blame. Not only do you remember who you've lied to, you can effortlessly recall the variations between accounts of a story you've told. By adding embellishments, changing minor details, or only giving half-truths you're able to keep track of how information flows just by seeing which version of events becomes spread through a group of people.

[100CP] Zingbot: Making fun of others is where you shine. You're good at playfully roasting and teasing people in ways leaving them more bemused than offended. Whether it's in your word choice or elocution, you could make fun of something as simple as someone's eating habits or looks and still have it just be funny instead of hurting their feelings. Of course, when someone gives you actual material to mock you can deliver the punchline in a way that both gets a laugh from third parties and leaves your target cringing.

[400CP] Final 2 Deals: Large alliances can steamroll the competition in the early part of the game, but solidifying a partnership with just one other person makes you seem far more reliable when it gets down to the wire. Even if you're working for opposite sides or barely speak, as long as you have a decent relationship there is a chance they'll want to honour the agreement. You can strike a deal to have each other's back above all else – giving them the security not to target you unless a situation changes. You can have as many Final 2 deals as you want... but you really don't want people to find out your side of the bargain was completely false.

The Jock

[100CP] Pectacular: You're buff. Amazonian or beefcake, in either case you've got muscle to spare. Whenever you're trying to build and maintain muscle you can keep it aesthetically pleasing. Working out isn't just a way to keep yourself looking great, it helps relax your mind too. Whenever you exercise it burns stress as effectively as it does body fat. Naturally this provides an enhancement to your physical strength. These muscles aren't just for show, but don't expect any complaints if you want to show them off...

[100CP] Goal Setting: You didn't get to be fit without putting the work in, and you can recognize how hard it can be for others to do the same. You're very familiar with a variety of diets and exercise plans and can share those with others looking to get in shape. When you offer to help others build muscle it will seem like a more attractive prospect overall. You're able to figure out realistic exercise goals that work for them and be the support they need to reach those goals. Even if you're just cheering them on from the sidelines they can put a little more effort in.

[100CP] Bromance: Bonding with others over shared interest in sports and physical activity is now much more effective for you. Better yet, a friendship you form working together as teammates in such endeavors are much more stable and lasting. With your platonic relationships, it becomes a bit for each of you to be candid and vulnerable in private, allowing you to more often support each other or offer advice. Note this does actually increase the quality of your advice, however.

[400CP] Dumb Jock: Exaggerated or a complete charade, either way you can play to this stereotype effortlessly. Others are much more likely to see you as easily manipulated, underestimating your brain and foolishly assuming that it's inversely proportional to your brawn. If you keep up the team-player attitude, remaining loyal and avoiding showcasing your smarts, your allies should consider your strength to be an asset that will just be working for them. The greater your physical strength, the more easily you can pass for being unintelligent.

The Elder

[100CP] 50 is NOT the new 20: 75 is, at least when it comes to you. The years take far less of a toll on your body. When it comes to your good looks or physical health you age like fine wine. In your middle age you'll easily be able to stay as active as you were as a young adult, and even into old age still won't find yourself short of energy. If these young folks think you'll ever be at some kind of disadvantage based on age they're going to be in for a big surprise.

[100CP] True Jumper Stories: Where's the fun in a lifetime of adventures if you can't share those tales with others? Sophisticated or crude, you've got a flair for storytelling and that can keep an audience interested for ages. It's easier for you to read the room and figure out how to embellish your stories on the fly so that it appeals more to whomever you're sharing with to keep the narrative as engaging as possible. In addition to using your own tales, you can retell classics spinning them with your own personal style.

[100CP] Mentor Figure: When dealing with those of comparatively less life experience and maturity you're able to help rein them in to keep them from making fools of themselves. While you don't necessarily have any more patience for immature and attention-seeking characters you're able to express any guidance in a supportive way instead of coming across as disparaging. You'll find in general that young people take what you say at face value and actually appreciate the advice you give them.

[400CP] Detective: Whether you've gained them in the FBI, Sheriff's Department, or perhaps the mob... over a decade of involvement with crime has given you practical investigative skills and the ability to easily read people, as well as to build profiles based on those observations. You quickly learn the tells of those around and can figure

out when they're trying to tell a lie. Separating truth from fiction when dealing with gossips is effortless if you personally know the speaker and the subject, as is knowing how to lead a conversation to confirm your suspicion and get some real details.

The Faithful

[100CP] Lead in Prayer: Many claim to adhere to a religion without ever having read the holy texts; you are not one of the many. Either by devotion to the faith or a more academic study, you are intimately familiar with the scripture of a single modern day faith of your choice. You would easily be able to explain this belief system to others, both in the greater sense of how it's perceived and how it applies to you as an individual. This can be used to easily connect with others of your faith as well as help teach outsiders about it.

[100CP] Moral Ground: Even if it's all just a game, beyond that there are still some lines that should not be crossed. Unlike some who can get wrapped up in the moment and allow their emotions to get the best of them you will always intuitively understand when someone or something is about to make you cross those lines. While you can still ignore this nagging sensation, you'll never fall victim to accidental hypocrisy. Regardless of whether you win or lose in the end you'll be able to hold your head high knowing you've held firm to your beliefs.

[100CP] Swear on the Bible: For many people, their word is all they have. It's unsurprising that not everyone will trust the promises of a complete stranger, but in your case you can make a vow on something that means more to you than your word. When you make a promise to someone you can put it on obviously important to you (be it religion, pets, family, etc.) and it will remove any doubts that you are being anything but sincere. Going back on such a promise can have catastrophic results for your reputation however...

[400CP] Voice of God: In times of stress, you can pray for guidance and hear responses that help deliver it. While not giving you any information you couldn't have figured out on your own, these sessions bring you a calmness and focus that allows you to make the best of your information even in the worst times without being distracted by emotion. Whether your meditating allows you to connect the dots on your own, or because you legitimately hear something giving you instructions is up to you. At minimum it will tell one person you can't trust.

The Nerd

[100CP] Academic Advantage: Just because a specialty in microbiology, neuroscience, or engineering doesn't offer as straightforward an edge in the house doesn't make it any less of a fantastic skill in the real world. Either on your way to earning a doctorate or already possessing it, your practical knowledge of a single scientific field is worthy of the certificate. You can choose any natural sciences to have studied and gain a level of familiarity with it that would let you teach the topic at a university level.

[100CP] World-Class Dork: They told you those endless hours of playing video games were a waste of time ~~and they were probably right~~. Now you've got the chance to participate in a game with much more layers of strategy than the ones you're used to. Though the benefits may be minor, all that time with a controller has sharpened your reflexes and hand-eye coordination skills. If nothing else, your experience with gaming will give you a great familiarity with hundreds of series and a host of things to talk about during downtime.

[100CP] Socially Awkward: In a world on social interactions you'd think having trouble connecting on a personal level would be a major detriment, but as it turns out your awkwardness can actually be a draw to others who want to help you come out of your shell. Showing a willingness to be led by others leaves you open to just that, with a

stronger personality trying to take you under their wing. As a follower you will seem much less threatening; enemies want to cut the head off the snake, not waste their power on a doormat.

[400CP] Gamebot: You take the 'personal' out of personal strategy. This allows you to gauge the strengths of allies and enemies objectively and identify the best scenarios for yourself moving forward while limiting risks. This comprehension of others' strengths and positioning also makes it a small matter for you to figure out the best strategic moves for them, and you find strategy a very easy topic to discuss. Emotion can be separated from your tactics, keeping you from getting hung up on guilt or too proud to work with a rival. While you can easily make plans that operate on the idea people will play in their best interest and explain why, there is no guarantee others will so easily separate emotion from their decisions.

The Gay

[100CP] Non-Binary: For you it's easily to infiltrate groups that would typically only allow people of the opposite gender to join. Regardless of physical gender you're considered both one of the girls and one of the guys for the purposes of fitting in with social circles or even organizations. You also won't raise any eyebrows by engaging in jobs or activities that typically correspond with masculinity or femininity regardless of your gender - unless of course that activity is shaping eyebrows or something...

[100CP] Handsomified: Whether you're dealing in make-up, fashion, or hair, you're an expert when it comes to making sure everyone looks fabulous all while striking a balance with their own personal style. Obviously you can extend use of this skill to keeping yourself looking your best, even when dealing with a limited wardrobe and other supplies. While helping others to bring out their inner beauty, you find it much easier to engage them in conversation and build rapport.

[100CP] Coming Out: Revealing another side or interest to yourself is much more often well-received. While those close to you can find new information about you surprising, you'll find that now by sharing these secrets you are able to become closer instead of driving people away. When you turn out different than someone expects, chances are good they'll find the reveal interesting rather than upsetting. Obviously, if the new side of you is something that directly threatens them, all bets are off.

[400CP] Saboteur: Treachery and paranoia, these are your tools and you use them well. Even when wreaking havoc behind the scenes you are easily able to avoid suspicion, so long as you avoid any witnesses and don't leave behind evidence. Better yet, the results of your trouble-making will be better create mistrust among those affected leaving your targets feeling more paranoid than ever and vulnerable to the one person left to trust. Even those who live alongside you for weeks would be shocked to learn you were the one responsible for their turmoil.

The Mouse

[100CP] Four Eyes: Almost as though you've been gifted with an extra pair of eyes, your visual acuity has been honed significantly. In addition to having being gifted with a 20/10 sense of sight you're simply just more aware of the changes to your environment and the people in it. This skill at observation can be very helpful, as it can be used to quickly notice missing or added features in a place you've been accustomed (details often relevant to competitions) or the subtle differences between identical twin trying to pass themselves off as one person.

[100CP] Crybaby: Maybe you're being bullied. Maybe you were the bully and had to confront that you're a terrible person. Maybe all of your friends or being picked off one by one leaving you alone. Or just maybe you repeatedly fail in the moments they need you most. It doesn't matter if they're kicking you while you're down or that you

have no one left to rely on but yourself. A sobbing session can do wonders to clear away all of your shame, loneliness, and guilt. Whenever you're overwhelmed by negativity, you can have a good long cry to feel better.

[100CP] Cinnamon Roll: Where some people compete you're the kind of person who strives to build up others. Where some might become jealous or petty when forced to compete with some objectively better than them, you can just admire people for their beauty or abilities. Complimenting others or cheering them on comes naturally to you and after receiving your praise people are better able to pull themselves out of any self-pity. They say those without anything nice to say should say nothing at all, but you've always got something nice to say.

[400CP] Adorkable: People can take issue with someone being significantly smarter than they are, for any number of reasons. In an environment that regularly offers recognizable advantages to people with greater mental faculties, this sense of being threatened is only intensified. Do you know what isn't threatening? Cuteness. In your case intelligence helps you be seen as endearing rather than intimidating. Quite simply, the smarter you are, the cuter you become.

The Warrior

[100CP] Back Against the Wall: It's not about the battle, but the war. Even when the odds are against you, *especially* when the odds are against you, you are not easily discouraged. You possess the willpower to keep fighting for your life until you're actually defeated. Losing a little ground to your enemies isn't going to stop you from trying to turn things around and secure your place until you can fight back properly. Even when your fate is completely left in the hands of your foes, you can find the strength to campaign to them for reasons to save you.

[100CP] Turnip Farmer: There's no need to be nice to them anymore. Most people shy away from conflict but you can revel in it. Anyone can be mean, but you're good at it. You're more skilled at antagonizing others in such a way to keep them involved in the argument instead of just running for cover. The longer you can keep it going the better chance you have of causing them to look guilty and slip up with their defense, potentially giving you more material to use against them and making them look like the bad guy.

[100CP] Drunk and Orderly: A bartender, mixologist, VIP cocktail waitress, or just someone with a very fun college experience - you can handle your alcohol. You're used to constantly sharing drinks with friends (or from customers) and can maintain your clarity unless you've consumed a truly great amount of liquor. While under the influence of alcohol you won't accidentally reveal any sensitive information you wouldn't have otherwise or do anything you'll deeply regret while sober. You're also great at mixing drinks with knowledge of common cocktails.

[400CP] Endurance Beast: You can put up with punishment forever. Well, almost forever. What's clear is you have a lot of tolerance for discomfort as well as fantastic stamina. As long as it's within a range that's still safe for your health, you can bear the heat and cold without it becoming a distraction or sapping your energy. You can hold up your body weight for many hours before it begins to get taxing on you. Others who have to face off against you in battles of pure endurance might as well give up. Because that's what you do best, is win.

The Cowboy / Southern Belle

[100CP] Southern Hospitality: You've got an affinity for keeping confident in social situations. While you may not always have the same eloquence of those raised in the big cities, you can always interact with others with a cheerful familiarity that makes it easy to open up conversations with complete strangers. Overall this increases your ability to be outgoing without the risk of others finding your voice grating. Maybe people just like listening to your accent?

[100CP] Non-Discrimination Policy: Should you make comments that... may not be considered entirely politically correct, rather than it immediately igniting tensions or upsetting people, they'll try to give you the benefit of the doubt and help you better understand the culture you may have otherwise offended. If you allow people the chance to explain why what you've said is wrong and better yet try to improve your understanding of the topic or group, you could end up being seen as very open-minded instead of prejudiced.

[100CP] Ain't My First Rodeo: Whether you're actively someone who competes in the competitive sport of rodeo or know your way around a horse from living on a ranch, you've got an assortment of helpful talents. In contests you can become a focused beast, where you quickly get into the groove of games that require a lot of repetition. Practice might not make you perfect, but your muscle memory is just a little more accommodating for simple tasks. In addition to horsemanship you're great with rope, able to tie and untie knots as well as lasso targets easily.

[400CP] Ride-Or-Die: Though getting ahead means being playing the role of someone who can be trusted, actually being able to believe in others in turn can be overlooked in importance. Having to be on guard at all hours, paranoid, not knowing who you can rely on... it can drive you crazy. Knowing that there is always a soul there for you to confide in and trust will do wonders for your sanity. No matter what world you end up, you'll always be able to find one such partner – someone you can put all your faith in and never worry about being let down.

Equipment

Every houseguest is allowed to pack a suitcase from home before they leave for the Big Brother house. Just remember while you're packing that you're not allowed much other than clothes, and that whites don't agree with the cameras, and they'll also take away anything with visible brand names. With so many restrictions on what you're allowed to bring inside, it seems only right that we let you sneak a few special items into that duffel bag...

[Free] You Know You Wanna Watch: Following your stay here, you receive a digital copy of each season of Big Brother in which you participated. For an additional 50CP, you can upgrade this to provide a copy of every season of Big Brother that have aired in this setting prior to your departure as well as a copy of every season of the show from your original world (as they would have aired barring alterations to the timeline that may occur from your return as a Jumper).

[50CP] Big Brother Slop: Introduced as a replacement punishment for the old peanut butter and jelly sandwiches, after Big Brother realized that when they were limiting someone's diet for weeks at a time they should consider things like the nutritional content. This sloppy mess of an all-purpose food contains all the vitamins, proteins, and nutrients you'll for a balanced diet, though perhaps not an appetizing one. You have a bucket of the stuff, which refills whenever left in a room unattended.

[50CP] The PB&J Diet: The precursor to modern day slop, before Big Brother worried about trivial details like 'nutrition', all the losers of Food Competitions had to look forward to was a week of nothing but bread, peanut butter, and jelly. While the past options for houseguests may have been bland, this is something a little bit better. Thanks to some of Big Brother's latest sponsors, you too can enjoy endless reserves of both peanut butter and jelly, available in any and all (mundane) varieties you may want these spreads to take.

[50CP] Pablo the Pelican: Far more useful than some mere life vest, this inflatable water toy is a *life preserver*.

Thought not particularly handsome floatation device, this Big Brother icon will keep you from becoming a sitting duck when faced with flash floods or choppy seas. When you get too deep into danger, Pablo can be found wherever he was left last to help keep your head above water. Pablo cannot be relied on when under heavy social pressure since he is a Grade A floater. Also an inanimate object – so you should probably get some real friends.

[50CP] Smokes: Worried just one suitcase won't have enough space to sate your nicotine dependency? Worry no longer! This endless pack of cigarettes always has another to spare whether you need a fix yourself or a friend wants one. Even if you're not a smoker it could turn out to be very useful, for instance, if you end up locked in a house of people who didn't have the foresight to bring enough to last them the summer.

[50CP] Bed, Bathrobe, and Beyond: While everyone (barring the weekly unfortunate have-nots) have the guarantee of comfortable beds during their stay in the house yours gains an extra feature when you use it: when lying down for sleep or simple nap using either this bed or while wearing an HOH bathrobe (should you be sleeping in the Head of Household room), any of your current stresses or paranoia seem to temporarily melt away allowing you to quickly enter a peaceful sleep. Following the jump, you may keep both objects.

[100CP] Diary Room: This simple room gives you a sense of sanctuary from the stress of the world and a place to sort your thoughts and plan your next move. Equipped only with a comfortable chair, one-way mirror, and hidden camera, by talking to your reflection you can gain a better sense of what you're doing and why you're doing it. Occasionally your reflection may talk back and ask you to clarify thoughts or ask what your reaction might be in certain scenarios. Somewhat annoyingly, it can also be prone to instructing you to repeat what you've said with more emotion, or simply rephrase what you've told it in a way that's in line with your chosen Edit. As a form of diary, your statements/responses will be recorded and edited down to give a concise idea of your thoughts after each session.

[100] Head of Household Key: This special reign as head of household is not earned through the standard weekly competition or any kind of fair play available to all of your fellow houseguests. Perhaps you just got lucky and answered the prop phone at the correct time, or viewers were able to vote for a player to gain power for the week? Regardless your prize is the same. The one caveat of this item is that it must be activated while there are still 5 people in the game. As with any Head of Household, you'll be left ineligible to play in the following Head of Household competition. As a bonus, you receive two of the perks of being an HoH at the beginning of each jump: a short letter from a loved one wishing you success and some updates from home, and a basket with some favourite mundane snacks and other simple luxuries.

[100] Diamond Power of Veto: Unlike typical vetoes which have to be won through a competition, there will be one hidden in a secret room of the house just waiting to be found by you. Scattered clues around the house will lead to this prize, and upon finding it you're also left with an additional part of the house to strategize with your allies secretly until the room is discovered by others. This veto carries a special power over the usual Golden Power of Veto too; you not only get to remove a person from the block but personally choose the replacement nominee. You cannot nominate the Head of Household of that week's Veto competition winner, however. This item must be used before Final 5. Finally as a bonus, this will add a secret extra room to a property you own after the jump.

[200CP] Studio 18: Now you can have your very own studio lot containing a version of the Big Brother house. It automatically readjusts its theme with each jump to emphasize the themes of the current world. Once per world, it can be used at the site of your very own rendition of the show, summoning up to 16 characters in the setting to

compete against each other in the game. You can personally choose the twists that will take place and design competitions before the season begins, if desired. Regardless the house is fully monitored with HD cameras which automatically record and compile the footage into concise episodes in the format of the Big Brother series. Both live-feeds and episodes will be made available to the public, technology-level of the setting permitted, unless you choose otherwise.

Companions

[50] Marsha the Moose: More than just a speaking prop, this classy lady's glittering antlers and exuberant personality will light up the room of any wall you mount her on. Despite being a moose, Marsha is quite the clothes horse and loves to dress up or receive new accessories. She will be positively giddy to accompany you on your adventures, and whenever you have some downtime may assign some special tasks to you or one of your companions. If you are successful, she'll happily reward you with pizza parties and alcohol.

[100CP] Houseguest: If you manage form a lasting friend in this game of isolation, paranoia, and deceit, good on you! If you have such a friend at the end of your stay in this jump and take this option, you may invite them to join you on your adventures across the multiverse. For all intents and purposes they'll be a standard human being. As with imported players, a houseguest who joins you after winning the game receives 500CP to spend in the jump.

[100CP] Chenbot: Uniformity. Precision. Indifference. This perfect android has the potential to excel in a variety of professional roles not reliant on charisma or showing the slightest amount of human emotion. Her interaction with others may feel artificial and scripted, but there is no better way to unnerve your foes. There is not a hint of deviancy in her tone and her lines are always delivered with the exactness that can only come from a machine. She can be reprogrammed with an Origin, Strategy, and Edit and gains the freebies.

[200CP] Stacking the Odds: Using this option you can add one of your companions to the cast or replace a player. They gain an Origin, Strategy, Edit, the Reality Television drawback, and can gain up to 1000CP to spend on perks by taking +100CP or +200CP drawbacks. They can be involved another the X-Factor couples if you've selected that twist to be active in the season. They may have their own Twin Twist, 2-for-1, or be part of Project DNA. If they are part of a pair through one of these twists, they gain the same opportunity (at cost) as you to include another companion, former friend, or former foe. They cannot purchase Equipment or Companions.

Drawbacks

You make take as many drawbacks as you like, but can only receive a maximum of 1500CP from doing so. Most drawbacks last for the entire season while you remain a contestant, after which their enforced effects end and only the residual effects persist. Casting twists which negatively impact you and increase your budget count against this drawback limit.

[+0, Required to gain points from other drawbacks] Reality Television

While participating in the game of Big Brother, all of your supernatural and superhuman qualities from previous worlds will be suppressed so as to not to make things incredibly easy and boring. During the period between seasons, should you decide remain here for a full decade, you'll regain the full capacity of your powers.

[+0] BB Marathon

After the season, you won't immediately move on to your next jump. You'll be staying in this world for 10 years. You can choose to remain active within the program's community as a co-host or individual correspondent or simply return to your background life during downtime. Unless incredibly controversial during your initial run, you have a strong likelihood of being invited back for any subsequent seasons featuring returnees, and the guarantee of being included in an All-Stars Season at the end of your stay.

[+0] Fantasy Draft

Don't want your opponents to be left up to chance? Then this is the option for you! Players of Classic & Modern & International Big Brother can adjust their roster of housemates to include any Big Brother players in the season they've selected, as though it was their first time playing (barring Casting Twists that cause veterans). Parallel Reality TV players can freely adjust their housemates looks and personality traits, including a fair balance of capable players and... less capable ones. Those who are involved in a game in the Fiction Friction scenario are free to choose whichever established characters they'd like, but only one from a given setting (barring Casting Twists). With Crisis Challenge, you may freely select which old opponents appear.

Drop-In Only Drawbacks

[+100CP] Old Soul

It's to be expected that travelling the multiverse you aren't exactly up to date on all the hip new slang. You're out of touch with what's modern and have a really hard time bonding with all these comparatively young folks over what's currently popular or in-style. Keeping up with conversation might become a little bit confusing when they keep using new slang like lit, tea, slay, cringe, hashtag, and other assorted twaddle.

[+200CP] Holier Than Thou

Let's get real here - You've seen and done more than these other contestants could even dream of accomplishing. This era is full of barbarians compared to the places you've seen and it's up to you to teach these children how to behave properly. You have very little problem with complaining about the decline of this modern society and pointing out what kind of attitudes and actions are ruining America (or wherever else you may be playing the game) by drawing attention to fellow houseguests flaws.

Applicant Only Drawbacks

[+100CP] Discount Dr. Will

You're don't have strategy that makes use of your own strengths going into the game, and instead are relying on playing the game with a strategy identical to one that a past iconic player has used. Unfortunately if this doesn't work to your own strength other fans could easily identify your game plan and work around that. Additionally, you'll consider yourself just as skilled at the game as the original player, despite essentially copying their strategy. Viewers may also deride you as a cheap imitation.

[+200CP] Inflexible

Your understanding of the game is rooted in the past and what has been done before. When faced with creative twists to the game or format you're thrown through a loop and have difficulty adapting or finding a solution. The same can be said for when fellow houseguests come up with new untried strategies based on these format skews (or just as a result of them being particularly creative).

Recruit Only Drawbacks

[+100CP] No Game

Your first time entering the Big Brother house you'll have a very limited idea of how the game is played and be without knowledge of any strategy used in previous seasons. On a positive note, all your strategy development is singularly your own! This essentially serves to erase any knowledge you have of the series, but at least you can still learn while playing.

[+200CP] Sweet Summer Child

You are too sweet and pure for this world, unwilling to use dishonesty or manipulation to get ahead because of being hung up on how inappropriate it is to use trickery to get ahead in the real world. You are consistently open and honest, hoping that just being friendly will lead you to success in this game.

Returnee Only Drawbacks

[+100CP] Target on Your Back

As someone who has played this game before, you're immediately identified as a threat by any fans in the household and you'll have to work twice as hard to displace that notion. If unable to reduce the perception of being a threat your only option will be to convince/trick fellow houseguests into believing your experience is indispensable, but even playing to role of mentor can only carry you so far and no one wants to see you providing valuable advice to their opposition.

[+200CP] Redemption Obsession

You're obsessed with proving how you've grown as a person and player since they last time you were on reality television and this is your chance to prove it. Unfortunately, whatever fatal flaw cost you the game last time still hasn't been completely mitigated - and this time around there are people who have seen you play before and know exactly how to exploit this weakness and any other drawbacks you take.

Drawbacks for Anyone

[+100CP] Toxic Showmance

Many of the showmances in the house have evolved into successful couples in the real world. You'll be part of a brief and intense infatuation in the house, it certainly isn't going to end so happily. In fact, the relationship isn't going to even be healthy within the house. This can take many forms; you might be stuck living with someone who has an unhealthy obsession with you and jealously targets your friends, you could have a huge crush on someone who is just exploiting you, or the two of you are so enamoured you both forsake any other connections in the house to spend time together. No matter what form it takes, this partner will be a huge distraction to your game and your relationship will likely be a running joke in the house.

[+100CP] The Surfer Curse

You grew up in a cool place with a cool beach, where there was plenty of sun and sand and gnarly waves. During that time you gained a passion for surfing chilling with your bros at the beach. The beach is where you're most comfortable and being away from it is going to seriously stress you out. For every season that begins with a recognizable surfer in the cast, there is a season in which that surfer is the first person evicted. That tradition is not about to change just for you. If fate is left in the hands of the other houseguests they will do their best to have another surfer leave the house during the first live eviction of the Summer. But look on the bright side; you'll at least be able to still enjoy the beach.

[+100CP] Backdoor Target

Even when you're nominated for an eviction, normally you can fight to save yourself in the Veto Competition. During your stay in the Big Brother house, this will never be the case. Those who want you to be evicted will not have the good form to reveal it upfront, instead lulling you into a false sense of security by pretending another is the house's target. While conspiring with others in the house to target you, they'll nominate two pawns for eviction. If luck isn't with you, you won't be one of the six players chosen for veto and the only way to save yourself becomes campaigning for votes after the Veto Ceremony.

[+100CP] Expect the Unexpected

Twists are a mainstay of the Big Brother game and you will most definitely be subject to the most twisted twists that production has to offer. You'll be lucky to see a single week pass by without production throwing a wrench into the mix. From allowing evicted contestants additional chances to return to the game, to brand new competitions and powers that upset the balance of the game, all the way to removing the social element entirely and allowing the audience to cast votes on eviction night. Though none of these twists are specifically geared against you it makes having a strategy and planning ahead far more difficult.

[+100CP] Social Media Mogul

Let's get real here - the only reason you're on this show is to get more Twitter and Instagram followers and show to your current ones why you're worth following in the first place. You're already pretty confident you're the most famous social media mastermind to have ever been cast on Big Brother. But even a little show like this one might be able to introduce some new lucky fans to the brilliant shining star that is you. You'll constantly give shout-outs to your own accounts while worrying about if the friend you've left in charge of managing them is doing a good job.

[+100CP] Grab a Life Vest

Prior to Week 5 in the game you'll get off on the wrong foot with a houseguest with a relatively stormy disposition. Entirely separate from any casting twists you've selected, this individual recognizes that you are not what's best for their game and will relentlessly try to bait you into confrontation. Unfortunately for you, the moment their animosity can be confirmed is at the same time they've secured the weekly Head of Household competition. Regardless of the strategy you employ, he or she will constantly deride your gameplay style as that of an unworthy floater. You may need to rely on your social game with remaining houseguests to get out of this... You can increase the difficulty of this drawback in exchange for an additional +100CP, guaranteeing that it will be a pair of housemates that have an irresolvable problem with you and will unite to take you out.

[+200CP] Big Moves™

You're obsessed with being seen as a major player in the game and wanting to people to see you're not afraid to take risks to get ahead. You're more easily manipulated by people who play to this perception and can be encouraged to target those who are seen as power-players by anyone savvy enough to use your goals against you. Of course, actively making enemies out of the competition beasts and people running the house is a likely way to end up a target of the other strong players still in the game.

[+200CP] Hypocrite

You'll constantly talk down people for doing immoral things you disagree with whilst consistently doing the exact same thing when the opportunity presents itself. When called out on your behaviour you'll adamantly deny it as wrong despite evidence presented, and will never own up to it as being part of strategy, even in the Diary Room or with fans. In fact, you're more likely to play the victim and act as though people are trying to besmirch your good

name than ever acknowledge such faults. This is certain to wear at the patience of your fellow houseguests as well as viewers.

[+200CP] Have-Not

If your life is gourmet, this option best be avoided. In the Big Brother game, there is a psychologically and psychically harmful aspect far more damning than the rampant paranoia. That trauma comes in the form of PB&J in classic Big Brother, or Slop (basically gruel and protein shakes in one unappealing package) in more modern seasons. Many weeks feature a team-based food competition that leaves up to four players restricted to a diet consisting of just this food and water. You will lose every food competition and be stuck with the dietary restrictions. Additionally, you may find yourself on the receiving end of extra punishments that keep you stuck on this meal plan for seemingly arbitrary issues.

[+200CP] House Pariah

During the first week you'll soon find yourself isolated by the rest of the house and socially outcast either due to being left out of a majority alliance or simply due to coming across as unpleasant. This will leave you a very easy target for everyone in the house to aim for without getting any blood on their hands, so to speak. It's up to you to take the target off yourself and convince everyone to keep you around. Even if you can make it through the hurdle of the first week, being the center of drama at the beginning of the game will make it almost impossible to fade into the background later.

[+200CP] Cheater

You really hate to lose and are willing to cut corners in competitions to ensure you always come out on top. Unfortunately for you, the production team and viewers are always watching, and are usually quick to disqualify you from any challenges in which you're caught cheating. Should you be really unlucky with production being slow to investigate viewer's allegations of cheating, you may have already caused confrontation with your gameplay in the house before you're caught. Naturally when the make-up competition is held to determine a fair winner, as punishment you'll be ineligible to play. While you may be able to resist the urge with sufficient willpower, at minimum expect to be disqualified from 3 competitions in each season you participate if you make it to Finale Night.

[+200CP] Injury

While the competitions used in the show can be elaborate and physically straining, they are usually safe. Whether you slipped running at the poolside, fell awkwardly during a competition, or had an accident during innocent roughhousing you've definitely hurt yourself. While not life-threatening is a major impairment to your ability to take part in any of the competitions. Production will not alter the form that competitions take for your benefit and won't allow you to play in many of them unless they get cleared first by a health professional. Damage from the injury will slowly heal over the course of the game but until it does you could suffer mobility issues and pain spasms. You'll be offered treatment and pain medication, but the drugs might not be the best thing for helping you deal with the social aspects of the game.

[+300CP] All-Stars Season

Each one of your opponents has played Big Brother before and proven their capability in one way or another. Most will gain a notable skill increase in social, competitive, and strategic aspects of the game. All will be interesting characters favoured by the viewers when it comes to any twists involving a fan vote. Others are likely to have formed some pre-season alliances and may even have candid relationships outside of the house because of their

shared status as alumni; a clique you are not part of... (Each has the Returnee background and associated free perks, Fan Favourite, 500CP of undiscounted Strategy perks, plus 500CP of undiscounted Edit perks.)

[+300CP] Chronic HOHitis

Power immediately goes to your head. Upon winning the Head of Household or Veto competition your ego swells to such proportions it's impressive it can still fit in the house. Simply having invincibility for the week quickly leads to you calling out your targets to their faces and exposing your own alliances, because *obviously* there is no harm in doing so when you've clearly got this whole game in the bag. Of course, when the next week rolls around and you need to compete once again to regain those immunities, what's been said could come back to hurt you and your allies in the game.

[+300CP, Unavailable to Drop-Ins] #JUMPEREXPOSEDPARTY

Everything you do is seen in the worst possible light by the fanbase. Any disagreements you have with minorities in the house will be seen as an insult against an entire group of people instead of a personal matter between individuals. Expect labels such as homophobe, misogynist, and racist to be applied to you readily and persist until the time you're out of the house. You'll have to do a lot of work to fix that perception. Of course, the damage will already be done with fans having harassed your family, friends, and workplace about how they could ever support someone as singularly vile as you. Cancelled.

[+300CP, Unavailable to Applicants] Sacrificial Lamb

The game of Big Brother can be a little bit hard to adjust to for first-timers but you take that lack of comprehension to a new level. There's a Head of Household, Food Competitions, Nominations, Veto, Evictions, not to mention likely barrage of twists and the potential extra competitions they bring. How are you supposed to keep any of the rules straight when so many things happen every week! You consistently lose track of who is eligible or ineligible to take part in certain competitions or the most basic rules of the game such as who can be nominated. You will be unable to fully grasp the rules and are quick to trust.

[+300CP, Unavailable to Recruits] Chronic Backstabber Syndrome

You're positively giddy at the prospect of showing your tactical skills and ability to manipulate others. Well, maybe not, but you're quick to hurt your allies game in order to move ahead and have a bad habit of making deals with everyone and putting yourself in a position where your only choice is to betray someone. Expect this disloyalty to affect your reputation in the house as you rapidly deplete the pool of remaining people who are willing to trust any deal you make. Players are prone to gossip and will compare notes on your empty promises and soon discover all the contradictory offers you've made.

[+300CP, Unavailable to Returnees] Undeserving

Houseguests and fans alike will agree that anything you win was not by your own merit. Your successes will be attributed to riding the coattails of others, being led to the right solution by more capable houseguests, or sometimes plain production interference. Unless you had an irrefutable strategy that was your own to claim and the skillful articulation to convince a biased group to believe that, it will be almost impossible to preserve your life in the game or win. Other players will find it incredibly easy to take credit for your victories.

[+400CP] Crisis Challenge

While a normal season would be full of normal humans whom you've never met before, this time is going to be a bit... different. The cast will be swapped with contestants drawn from previous jumps you've been to - each chosen due to coming in conflict with you in the past. While there may be the possibility to mend fences or work with

some of these old foes depending on the character in question, expect to become Public Enemy #1 in the house. At the end of the day, everyone is still playing to win for themselves so some may see a use in keeping you around for a while. If you've taken Reality Television, all other players are subject to its restrictions as well. Come finale night, you'll probably need to have done a hell of a lot of work in order to actually earn their jury votes. Old enemies will gain an Origin (Recruit or Applicant), Strategy, and Edit, with all freebies that entails.

The Finale

That's it, the show is over. Your 15 minutes of fame in this universe seem to be drawing to a close.

Rewinding: Perhaps you've had enough of the limelight? If you're tired of your life being made into a source of entertainment for people you've never met, this is your option to escape back to the privacy of your home. You arrive just as you left your original world, with the added deal that now, finally, someone is not always watching.

Stay Tuned: Has the game turned out to be more fun than you expected? Staying here allows you to toggle Reality Television as you choose – deciding just what level your powers are limited to while playing if they are limited at all. You can also choose to lock it at a certain level when entering a game, keeping you from wanting to cheat.

Coming Up Next: At the end of the day it is what it is. You've played your role and there's always going to be something else to do after the commercial break. You've got all access to many other vibrant worlds worth experience, probably ones with more world explore than the inside of just one house.

Regardless of your choice, you maintain all your previous acquired perks, equipment, companions from this jump.

Bonus Rewards

You may have noted that the requirements for victory are not exactly "winning" and more vaguely described as asking for a successful performance. Winning is certainly one way to reach this goal, but far from the only path. Depending on your performance you can gain some additional bonuses! At the end of the jump, if you meet the requirements for any bonus reward and took the Reality Television drawback you may choose any one bonus for which you qualify. Even with BB Marathon, you can only gain the Choice Point prize from winning once.

[A] Multiverse's Favorite Player

Requirements: You must win the fan vote for favourite houseguest which is held near the end of your season.

Bonus: In subsequent jumps you gain a large boost to initial popularity in a single community that you are imported as an active part of. This popularity is quick to wane if you stay out of the spotlight. Alternatively you can save it for one specific world and it will affect a larger portion of the population and not deteriorate.

[B] Pawns Go Home

Requirements: On two occasions, you must play an active role in ensuring the eviction of a houseguest who is not the current Head of Household's target for the week, and furthermore ensure that the plan is not known to the Head of Household or the nominated houseguest before the host reveals the results of the vote on eviction night.

Bonus: It's not paranoia. It's just your familiarity with of duplicity. You've blindsided others in the past and won't easily be subject to such surprise attacks yourself. Sensing when a person or group is acting sketchy or conspiring to move against you may be difficult for others, but you can immediately identify attempts at backstabbing.

[C] The Friendship

Requirements: Form a cult following within the house where at least 2 fellow houseguests purposefully sacrifice their games to help you succeed further into the house. Alternatively, after being evicted, leave a great enough impression on another housemate that they build some form of shrine for you.

Bonus: You can take one of these followers as new companion for free, and any additional players who meet the criteria of giving up their game for your sake for 50CP each.

[D] Goat or GOAT

Requirements: Be on the nomination block 7 times on eviction night during one season.

Bonus: When you are placed at risk for the sake of protecting others from threats or stress, you can remain resolute and trust in them to fully appreciate the danger and which you've placed yourself on their behalf.

Whenever you endanger yourself in such a manner the people you are protecting will never willfully take advantage of the situation for a selfish reason that would harm you. Furthermore, when you save from being placed in difficult positions it will rapidly help you build trust with the protected party.

For what it's worth, imported players also get to keep any earnings and winnings obtained during the course of normal gameplay. In the case of past friends or foes, this money will be converted into whichever world they are returning to. If one of your companions or an imported past character (enemies included) wins the season, like you they receive 500CP though it can only be spent on perks. A runner-up gains 50CP, however they can use it on a 50CP perks or items! Instead of taking a reward for yourself, you can bestow one of the rewards upon a companion if they meet the requirements. Imported foes also can gain any one reward for which they qualify – with Multiverse's Favourite Player applying to their home world. All imported players know about the potential rewards.

Try to remember that it's just a game... even if your companions take you out of the running to claim the prize right before the finish line!

Notes

by stupid_dog

As per usual, blame everything on Worm_Anon. Everything.

Thanks to SpyroAnon and NuBee for putting up with me and offering critique.

And an extra special thanks to that qt NuBee for all the love and help with everything. <3

You can purchase a Chenbot to use with a Casting Twist that gives you a partner. This will not interfere with the other Chenbot hosting the program. All Chenbots operate autonomously from one another. Your Chenbot does not have to look like Julie Chen, and can be modeled after other robots who have played the game or have a design of your choosing.

Taking drawbacks with BB Marathon has the drawbacks at their full power only during your first season. While there will obviously be lingering results, you can at least try to overcome them without them being enforced by jumpchain fiat in subsequent seasons. Naturally this is irrelevant if you stay for only a single season and move on.

If you take Crisis Challenge with BB Marathon old enemies can be involved each time you take part in a season.

Crisis Challenge + All-Stars makes your opponents origin Returnees, but each one will also gain the free perks of either the Recruit or Applicant tree. Because Crisis Challenge foes actually have a Strategy and Edit, they DO receive discounts on purchases for those with the CP budget.

Please don't use Fantasy Draft to make Crisis Challenge completely boring. You technically can, but then you'll be boring and that will make me sad.

Through the Houseguest companion purchase, upon completing a season where you have brought in someone from a previous setting (either by casting twist or Crisis Challenge), you have the option to select that person as a companion in subsequent jumps. Their initial power level remains at what it would have been in this jump while Reality Television was in effect, but they do get to retain any perks gained here.

Casting Twists:

Can you be one of the **Coaches** if you're a **Returnee**? Sure, but then you can't get CP for it. Coaches twist still adds the four players and only provides safety for the first four evictions (and you could be evicted if your entire team gets rapidly taken out on the fourth), so overall it's not getting a lot easier than a default season.

Mixing **Fans Vs. Favourites + Coaches** gives you a cast of half returning players and half newbies, but has extra players who get to serve the role of Coach. On Day 1 it is decided which of the 10 returnees get to be the four Coaches of the season, this can be either decided by a vote (in-house or by fans) or through some form of competition. Regardless, the four coaches then get to take turns to select their teams of 4 from the remaining houseguests (the 6 other returnees and the 10 newbies) to form their teams. Only once 12 people remain in the house (Coaches included) will the coaches join the game as regular players.

The House Twist of Coaches superficially includes Teams in that each coach gets to select a number of players to guide. If you only choose the Coaches twist, players remain free to target their own "teammates" though you can expect the coaches not to appreciate that very much given they'll realize it's a bit of a threat to their longevity in the game..

Teams + Intruders can result in a "Jessie situation" instead, where each of the themed teams has an associated player who will join the game if a certain team wins. If you take this option they join the game earlier (after the 1st and 2nd HOH competitions of the season), instead of safety for their first week playing they immediately become HOH when their representative team wins.

A Very Basic Explanation of Big Brother

The basic premise and structure, with frequent deviations, is that 16* people from varying walks of life all come together in a house to compete for half a million dollars and try to avoid eviction. There is no communication with the outside world and players are under constant surveillance where Live Feeders are able to watch most of the action. The cast is selected from various backgrounds and brought together so in a way it's much like a social experiment. In most cases, members of the cast will have never met before taking part on the show.

Each week follows the same basic structure. At the beginning of the week a competition is held to determine that week's Head of Household (HOH). All houseguests compete, except for the outgoing HOH winner of the previous week. The HOH winner gets certain perks as well as responsibilities in the game. In addition to a private bedroom and bathroom, letter from home, and gift basket of treats - they have to nominate two of their fellow houseguests for eviction in the Nomination Ceremony.

These two nominees get the chance to save themselves from eviction during the next competition of the week, the Veto Competition. To do so, they not only have to beat each other in a competition but also the Head of Household and three other houseguests chosen by random draw.

The winner of the competition earns the Golden Power of Veto, which can save one of the nominees from the 'chopping block' during a Veto Ceremony held later in the week. If one of the nominees is saved, the current Head of Household must name a replacement. The veto winner is not eligible to be named as a replacement nominee.

At the end of each week is an Eviction Ceremony where the house anonymously votes on who they want to send home from the nominees. The current HOH and nominees are not allowed to vote, except in the event of a tie where the HOH casts a tie-breaking vote. The host reveals the results of the vote and says how many votes were cast against each nominee.

Generally speaking, this structure of HOH, Nominations, Veto, Veto Ceremony, and Eviction continues each week throughout the season until only three players remain - however there are occasional twists throughout season that can cause problems for players who are getting too comfortable with anticipating what moves are possible.

The winner between the Final 2 is decided by a jury composed of (usually) the 9 most recently evicted houseguests.

If you just watch a couple episodes it's pretty easy to figure out.

International versions such as UK and Australia play very differently. For most, the houseguests get to each nominate two players every week to face the Public Vote, and a number of players who have the highest votes against them in the house will have to face eviction. It is the public who votes to evict from these nominations, and the public who chooses the winner at the end of a season. Most of your time in such a house will be surrounded by people playing up to the camera for popularity and strategic gameplay beyond that is nonexistent.