

SNOWBREAK

C O N T A I N M E N T Z O N E

By Sistercomplexkingpin

Version 1.0

Introduction

This world closely resembles Earth, though its lands have different names and unique histories. Society is primarily ruled by powerful megacorporations that dominate various industries and have enough power to influence regional politics. Despite this, it is not these corporations that maintain global order. Instead, a centralized faction known simply as the Military enforces laws and preserves stability worldwide, acting as a balancing force to keep corporate influence in check.

Due to the corporations' rapid advancements in technology, bio-medicine, artificial intelligence, aerospace, and other fields, society has progressed far beyond modern Earth. Citizens enjoy access to futuristic conveniences and devices once thought to belong only in fiction.

In the 2020s, a disease known as Juvenile Crystallosis, or Juvosis, began to spread. It caused a global epidemic that lasted over twenty years. Juvosis is a chronic, non-communicable disease that mainly affects adolescents between the ages of fourteen and nineteen. Symptoms include auditory and visual hallucinations, multiple organ failure, severe neurological disturbances, and if left untreated, the disease is always fatal.

During the 2040s, Yggdrasil Enterprises released the Baldr Inhibitor, a medication that could halt the progression of the disease but could not cure it. However, patients were required to take it repeatedly. In 2045, the Mistilteinn Station, a vital space station and factory responsible for producing the original Baldr Inhibitor, suddenly ceased all communications and became inaccessible. This disruption in production triggered widespread protests, caused Yggdrasil's stock value to collapse, and nearly led to a global financial crisis.

Though Yggdrasil resumed production of the Baldr Inhibitor and calmed public unrest by lowering prices and expanding distribution, the new version of the drug was significantly less effective than the one produced on the space station. To improve their public image, Yggdrasil launched the Valkyrie Games, a globally broadcasted competitive combat show featuring beautiful, healthy young women with exceptional skill and vitality. The Games quickly became one of the world's most beloved forms of entertainment.

However, during the Eighth Annual Valkyrie Games Finals in 2057, a massive humanoid figure known as a Titan appeared in the arena without warning. Its sudden arrival caused devastating casualties among both spectators and competitors. After the destruction, the Titan vanished, leaving behind a poisonous contaminant called Titagen. This highly toxic substance gradually transforms those exposed to it into monstrous beings known as the Changed.

As Titagen spread, Yggdrasil responded by launching a global evacuation effort and constructing large containment walls to prevent further contamination. One year after this event, known as the First Descent, the three-time Valkyrie Games champion Lyfe Bestla awoke from her recovery in the hospital, having developed an ability called Manifestation. She became the first person to display this power.

As more Titans began to appear across the world, more individuals awakened Manifestation abilities. Yggdrasil began recruiting these people into an anti-Titan paramilitary force known as the Heimdall Force. Your story begins in 2061, just one week before a major operation to recover an escape pod launched from Mistilteinn Station. You will remain in this world for ten years following that event.

Take these +1000 CP for your journey into this world of Gods and Titans.

Origin

Any origins can be taken as Drop-In.

Manifestation Operative

A Manifestation is a person who possesses Theotropic Nerves, an additional layer of neural dendrites that extend from the cranial nerve. These Theotropic Nerves host a Deiвос, a nerve that enhances the host's physical and mental capabilities and grants unique abilities based on the nature of the Deiвос. You have awakened as a Manifestation. The circumstances of your awakening are up to you. You may have awakened after exposure to a Titan during a Descent, through being cured of Juvosis using a Prototype Inhibitor, or by another means entirely. As a Manifestation, you can choose your role in the world.

You may join the Heimdall Force, possibly as a former idol from the Valkyrie Games, a civilian drawn into the conflict, or a former member of another faction. Alternatively, you may begin your journey without allegiance, history, or connection to existing groups.

Heimdall Adjutant

You are an Adjutant, a commander of the Heimdall Force, a paramilitary unit composed of Manifestations operating under the Frontline Department of Yggdrasil Enterprises. As an Adjutant, you hold a high-ranking administrative position within the corporation, granting you access to classified information, exclusive services, and advanced technology not available to the general public.

While your position comes with many privileges, it also carries heavy responsibilities. It falls to you to ensure the well-being of each member under your command, lead operations on the battlefield, and develop strategies that will guide your team to success. If you choose, you may replace the Adjutant from the story, inheriting their history, relationships, and reputation. Alternatively, you may serve as a second Adjutant, working alongside the original.

Hostile Group Member

You are a member of one of the many groups that exist within this world. Perhaps you belong to the Adventists, a fanatic cult that worships the Titans and the Changed. You could be part of the Coyotes, an armed group made up mostly of scavengers and lower-class youth infected with Juvenile Crystalosis but lacking access to treatment. Alternatively, you might be part of another group entirely, one with its own goals and motivations. Depending on the group you join, you may find yourself fighting against the Changed, the Heimdall Force, or both, especially if your group pursues a bold or dangerous agenda.

Logistics Supporter

You are a logistics member of a faction without malicious goals, such as Academica Acropolis, Taigu-Connect Logistics, the Heimdall Logistics Office, or another group. Your role may involve writing battle reports for operatives, developing new equipment, maintaining the weapons used by Manifestations, or researching the nature of Titans and Titagen. Regardless of your specific duties, ensure operatives have the tools and information they need to succeed. Logistics officers are typically assigned to a three-person support team for a Manifestation, though you may choose to work independently if that suits your style or goals better.

You can choose your age and gender freely for all origins, as long as it's within reason.

Locations

You can start at any location below, or gain +100 CP to roll for your starting location.

1. Holme

Holme was once home to one of the Cities of Miracles, a prestigious title given to only a few metropolises that served as major cultural, political, and economic centers. Midgard, the biggest city in Holme, was the first city to earn that title. However, after the First Descent, Midgard was renamed Containment Zone Aleph. Many people remain trapped inside due to a failed evacuation. The armed group known as the Coyotes is active within the city, operating among the ruins.

2. Kuru

Kuru is a region in the southeastern part of the continent, known for its mix of tropical and subtropical climates and its seasonal monsoons. It is home to one of the Cities of Miracles, the airborne city of New Hentiro. Suspended above the Kuru region, New Hentiro is managed by the AI known as GANGES. Often described as an isolated utopia, gaining access to the city requires numerous steps. With most responsibilities handled by GANGES, the residents of New Hentiro live their lives with few worries.

3. Yehrus

This nation lies in the far north of the continent, where the climate is bitterly cold and unforgiving. Warmth is found only in the bays along the western and eastern coasts, while the northern seas remain frozen throughout the year. Although the nation is home to a major aerospace center intended for space launches, the spread of Titagen and signal disruption from the Mistilteinn Station have rendered all launch operations impossible.

4. Shuozhou

Shuozhou is a nation in the eastern region of the continent of Kuru, with Holme to its northwest. The country is filled with mountain ranges and deserts. One of its largest provinces, Beiting, is covered in desert and crisscrossed by underground tunnels. Most of the population lives near oases or along the desert's edge. The Beiting Division of Taigu-Connect Logistics has recently gone rogue, cutting itself off from the main headquarters and acting independently.

5. Philossia

This region, located near Holme, is home to one of the Cities of Miracles, Lykang. It was once the site of a joint project between Yggdrasil Enterprises and the Academica Acropolis centered on the Charon Sea Base. The aim was to develop an AI system to protect human life in extreme environments. However, Yggdrasil eventually shut down the development and pressured the Academica Acropolis to terminate the project entirely.

6. Free Choice

If you rolled on this option, you may choose any location as your starting point, including places not listed, such as the Mistilteinn Station, Patra, New Territory, Ulster, Senba, or any other specific location of your choosing.

Perks

Perks are discounted 50% for their respective Origin, with the 100 CP Perks being free.

General Perks

Localization 1 (Free)

This perk allows you to alter the fashion of the world to be like that of Snowbreak. At the start of each jump, you may change the general fashion sense of the population, making their clothing styles more revealing and bold. Outfits will be adjusted to show more skin and appear more sexually appealing, with garments like shorts under skirts or modest outfits altered to more provocative options. This change only affects clothing and fashion; it does not alter the characters' views on sexuality or make them more perverse. You can choose whether this perk influences everyone, only one gender, or specific individuals.

Firearm Training (-100 CP)

You are highly skilled with all firearms, including sniper rifles, pistols, shotguns, bows, and crossbows. You can easily dual-wield weapons and maintain exceptional accuracy no matter what you are using. Your aim remains precise even while moving at high speeds or firing in harsh environments, allowing you to hit hidden or distant targets without effort. You also have expert knowledge of firearms, enabling you to fix jams and perform basic maintenance during combat quickly. However, if your weapon is seriously damaged, it is still best to let the logistics team handle the repairs.

Infiltration Master (-200 CP)

You are a master of infiltration, capable of breaching even the most secure locations. Your disguises are so convincing that they can fool nearly anyone, even if your body shape or voice does not match the person you're impersonating. Only those intimate with the individual may be able to see through your act. You are also highly skilled at eavesdropping, able to focus and pick out specific conversations even in crowded environments or through several walls. You can map out any area you enter, recreating detailed layouts with all key points of interest. You also can uncover hidden bases or secret locations through subtle clues or intuition.

Titagen Immunity (-400 CP)

You are immune to the harmful effects of Titagen exposure and the Juvenile Crystalosis disease, allowing you to explore containment zones without risk. This perk also grants you immunity to all other harmful substances, energies, radiation, and diseases, regardless of how exotic or powerful they may be. Additionally, you are unaffected by any environment that would normally cause harm through prolonged exposure.

Titan Descendant (-600 CP)

Perhaps you underwent a cruel experiment or awakened your power after encountering a Titan. Whatever the cause, you have gained the ability to transform into a Titan, though doing so consumes a large amount of energy. In this form, your physical power increases dramatically. You can destroy buildings with ease and potentially level an entire city.

You can design your Titan form freely, with no restrictions on appearance. You might have features like a halo, floating limbs that you can control, or wings. While most Titans are towering humanoid beings with feminine builds and are taller than skyscrapers, your design choices do not grant any additional abilities, and any extra parts cannot exceed the size of your Titan body. Your Titan form is composed of Titagen, making you immune to its effects. While transformed, you can manipulate and generate Titagen to a limited extent. You can produce a phenomenon known as "The Snow," which causes massive quantities of Titagen resembling falling snow to descend from the sky. This snow can penetrate all materials except Titans, meaning hiding in buildings or shallow underground areas offers no protection unless you are very deep below the surface.

You can summon and command the Changed at will, no matter where they are. You also gain the ability to transform other living beings into the Changed by infecting them with a sufficient amount of Titagen. In combat, you can generate energy bolts and beams from Titagen and form crystal-like blue ice as weapons. You can remain in Titan form for as long as you wish, and when you return to your regular form, you can choose whether or not to release a burst of Titagen into the environment.

Manifestation Operative

Awakened Deiwos (Free for Manifestation Operative / -300 CP for Other Origins)

You have successfully activated your Deiwos and become a Manifestation, granting you superhuman physical and mental capabilities. You are strong enough to tear iron doors apart with your bare hands, resilient enough to withstand bullets, and can think significantly faster than ordinary humans. Alongside these enhancements, you gain unique powers tied to your specific Deiwos.

A Deiwos embodies a god, and you may choose which god your Deiwos embodies. For instance, selecting Odin might grant you the ability to control lightning, form Titagen spears, and cause one of your eyes to glow with crackling blue lightning at will. Choosing Hera may let you manipulate electric currents to paralyze enemies and create a glowing electrical crown that increases the speed of both your body and weapons. If you choose Shiva, you could manipulate fire and summon large floating arms that channel your powers to attack.

While your abilities are powerful, their maximum destructive potential is limited to the scale of a street. You can select any powerset of an existing Operative that is not dependent on an exosuit, or you may create your powerset as it stays within the bounds of those described.

However, all Manifestations share a weakness. While you possess greater resistance to Titagen than normal humans, exposure to excessive amounts can push you into a temporary state known as Flood. In this state, you fully believe you are the god your Deiwos represents. Your personality, speech, and behavior will shift to match that god's identity, often resulting in extreme aggression or destruction if not handled properly. This condition will eventually pass on its own, but only if you are no longer in an environment heavily saturated with Titagen.

Battle Idol (-100 CP)

Have you noticed that all Manifestations tend to be beautiful girls with striking figures, often wearing outfits that seem impossible to keep on during combat? Now, you can join their ranks. You can choose any body type, whether petite, curvy, muscular, toned, hourglass, etc. Once you select your desired body type, your body will always keep that figure regardless of how many calories you consume or how you train. You can change your choice at any time.

Your clothing and accessories will stay firmly in place no matter how impractical they may appear. They will cling to your body as if fused, making even the most gravity-defying outfits or awkwardly angled accessories stay precisely where you want them. In addition, your skin will never chafe or get irritated, no matter what you wear or how physically active you are.

Personal Hobby (-200 CP)

Choose any single hobby or profession, and you will instantly become a master in that field. If you choose to be a magician, your skills will surpass legends like Houdini and David Copperfield. If you decide to be an idol, your talent will outshine entire groups, such as AKB48, even when performing solo. If you choose to be a childcare worker, you will be exceptional with children and easily able to manage and care for an entire kindergarten independently. No matter what you pick, it can't be a combat-related hobby or profession.

Illusion Breakthrough (-400 CP)

You gain the ability to break through any illusion, mind control, trance, or other effects that influence your mind and senses, whether they come from technology, magic, psychic powers, or any other source. Your willpower alone is enough to shatter these influences as you hold onto something important. Whether a personal goal, a conviction, or someone you care about. This perk also ensures that no power can erase what is special to you from your mind unless you allow it. Your strengths and abilities increase significantly when you focus on what you hold dear. While this perk does not make you immune to mind-affecting powers, it allows you to recover from them almost instantly.

Replacing the Old Gods (-600 CP)

You have subdued the god within your Deiwos, taking complete control of its power in both body and mind. As a New Divinity, your strength surpasses ordinary Manifestations to the point they seem like regular humans. You can destroy buildings and heavily armored mechs with your bare hands, move faster than lightning, defeat entire armies without much effort, and survive a fall from the stratosphere without injury. The special abilities granted by your Deiwos are now vastly more powerful.

If your Deiwos controls lightning, you can summon massive storms and unleash thousands of lightning strikes. If it grants power over fire, you can engulf an entire city in flames. Regardless of your Deiwos's domain, its abilities now affect areas as large as cities and can continue to grow in strength. This perk removes all negative mental or psychological costs from using powers, perks, or items.

Heimdall Adjutant

Analytical Commander (Free for Heimdall Adjutant / -300 CP for Other Origins)

You become a master tactician, able to analyze the battlefield with exceptional clarity and develop effective plans in any situation. You can lead a three-person squad against a larger armed force and complete the mission without any casualties or serious injuries. When you have enough information about the objective and the environment, your strategies can appear almost prophetic in their accuracy.

Your analytical abilities also apply to the people around you. You can assess someone's personality to understand how best to work with them, allowing you to turn even the most dysfunctional team into a perfectly coordinated unit. You notice subtle details others miss and can unravel complex situations with ease. With enough information, hidden clues, secret manipulators, and buried truths will reveal themselves to you.

Close-Quarters Combatant (-100 CP)

You are a close-quarters combat expert, able to switch seamlessly between armed and unarmed techniques. Whether striking, grappling, applying chokeholds, or executing throws, quickly disarm and neutralize opponents. Your enhanced reaction time and movement speed allow you to close the distance and disarm enemies even when a firearm is aimed at you point-blank. You are skilled enough to field-strip an opponent's weapon in the middle of combat, rendering them completely defenseless.

Therapy Bonding (-200 CP)

You become a skilled therapist capable of helping others overcome depression, deep-rooted trauma, PTSD, and other mental challenges over time. People naturally feel they can trust you, opening up about their doubts, struggles, and secrets. As you help them work through their problems, they develop an affection toward you, which grows stronger each time you ease their burdens. You also emit a calming presence that puts others at ease, encouraging them to talk with you and enjoy your company.

Midnight Knight (-400 CP)

You have an extraordinary charm that draws in people of the gender you are attracted to. They naturally become more interested in you, treat you more favorably, and are more likely to trust your words and follow your lead. Your words and gestures resonate more deeply with them, stirring stronger emotions and reactions than usual.

In their eyes, your physical appearance is greatly enhanced. Even if you are average-looking, they will see you as highly attractive, at least a 9 out of 10. Even if you are otherwise average in looks, with this effect growing stronger, the more attractive you truly are.

You also form bonds with people at an accelerated rate. Within a few days, they may feel like you've known each other for years. After a few weeks, they'll treat you like family. Within a month, they may trust you completely. You can turn this deep bond into romantic feelings whenever you want.

Even if someone from that gender is your enemy, they will try to persuade you to join them rather than fight you. If you are ever defeated, they are likely to spare you and will only resort to extreme measures like imprisonment or execution if they believe you will never change sides.

Titan-Hybrid (-600 CP)

Whether through unorthodox experimentation, a freak accident, or some unknown event, you have become a Human-Titan hybrid, gaining the ability to manipulate and absorb Titagen. When you absorb Titagen from a person or a location, you can witness their memories or view past events tied to them. The more Titagen you absorb, the stronger you become, enhancing your physical abilities to levels comparable to Manifestations and allowing you to perform superhuman feats.

You can manipulate Titagen into crystalline weapons and constructs, which you can detonate at will. You also gain the ability to momentarily transform your body into a Fragmented form, letting you teleport short distances with precision. As a hybrid, you have a high resistance to the effects of Titagen contamination. This perk also extends to other corruptive or hazardous energies, granting you the same ability to absorb, manipulate, and weaponize them. Each energy you absorb also increases your resistance to its harmful effects.

Hostile Group Member

Background Schemer (Free for Hostile Group Member / -300 CP for Other Origins)

This perk turns you into a master schemer, able to operate from the shadows while your plans take shape unnoticed. You remain undetected unless you act directly, allowing your influence to grow without drawing attention. Your words carry incredible weight, and you can persuade individuals with more power, influence, or resources than you by offering promises, whether or not you intend to keep them. The more self-serving, corrupt, or greedy a person is, the easier it becomes for you to sway them to your side, even if you are far weaker. However, if they complete their role in your plan and discover that you cannot deliver what you promised, they may turn against you or take extreme action, depending on their nature.

Coyote Scavenger (-100 CP)

You are a skilled scavenger, guided by a sixth sense that helps you find valuable or useful items. This sense starts faint but grows stronger as you get closer to what you need, whether that is what you're looking for or what might be helpful to you. You also instinctively know how to turn scrap materials into practical gear. Whether it is clothing, tools, weapons, or armor, you can craft what you need from whatever is available. Even if you start with nothing, you can survive in a wasteland by relying on your instincts and resourcefulness.

Jumper the Bison (-200 CP)

Your physical strength has increased dramatically, allowing you to lift machinery larger than a person effortlessly. Any armor or weapon you equip will feel completely weightless, no matter how heavy. You can also wear the bulkiest armor and wield oversized weapons without slowing down or affecting your mobility. You also experience no recoil from any weapon you use without losing balance or speed.

Fragmented Ghost (-400 CP)

You have become a Fragmented Phantom, a being lost among countless fractured consciousnesses. Unlike most, you have retained your individuality and gained the ability to shift into a physical form whenever you wish. While in your Fragmented Phantom state, you are immune to all forms of attack. Your body becomes transparent and intangible, allowing you to move freely and even teleport short distances. However, while in this state, you cannot harm others and must return to your physical form to launch attacks. You also can summon and control multiple copies of the Checker Squad, an elite special ops unit that has also become Fragmented Phantoms. Though they no longer have their own will, they retain their combat skills and will fight under your command. However, Will Anderson and Katya Klein cannot be summoned using this ability. However, summoning the Checker Squad consumes your energy.

Rise of the False God (-600 CP)

You have gained a unique ability to transform into a Demiurge even if you don't possess a Deiwos. Demiurges are Manifestations that are in a permeate state of Flood. They have abandoned their identity as humans and consider themselves an entirely new species, growing larger and taking on an inhuman appearance. However, unlike other Demiurges, you maintain your sanity and identity while still gaining the power and form of a Demiurge.

In your Demiurge state, you gain access to the power of a Deiwos, similar to the one granted by the Awakened Deiwos perk. However, your powers are greater than those of a regular Manifestation, allowing you to fight an entire team of Manifestations single-handedly and have a high chance of victory. You can choose the appearance of your Demiurge form and the Deiwos it represents. You can only use the Deiwos' power while in your Demiurge form. You can remain in that state indefinitely.

Logistics Supporter

Logistic Support (Free for Logistics Supporter / -300 CP for Other Origins)

When you take on a support role and are not directly fighting enemies, your allies receive a significant boost. While you remain in the background and continue assisting, the physical and supernatural abilities of those you support are enhanced by 30 percent. Additionally, your support causes their powers to gain new effects, making them more versatile or powerful. However, this enhancement ends the moment you engage in combat.

Paperwork Handler (-100 CP)

Your skill in handling paperwork and administrative tasks is unmatched. You can finish massive amounts of paperwork in just ten minutes and organize the information you gathered into clean, well-structured records, databases, and files without difficulty. You also gain an intuitive sense that tells you when your supplies are about to be depleted, giving you time to restock before anything runs out. On top of that, you're excellent at budgeting, always able to stretch limited resources without sacrificing efficiency.

Performing Maintenance (-200 CP)

You can perform maintenance on any armor, weapon, vehicle, or item you touch. By touching the desired item for a few moments, you instantly understand how to repair and maintain it. Even if you do not have the correct tools or materials, you instinctively know the best possible substitutes for a temporary fix. These quick repairs will keep the item functioning adequately until you can perform thorough maintenance with the appropriate resources.

Board Member J (-400 CP)

At the start of each jump, you may become a leader or an important figure within any organization in that setting. For example, you could join the board of directors in Yggdrasil, serve as a High Presbyterian of the Adventists, become a duke in Yehrus, or take the role of a general in the Military. If the organization has only one leader, you will hold a position directly beneath them in authority. You can also choose whether your position comes with established connections, influence, and personal history in the setting or if you are recently promoted with no prior ties or memories, similar to a drop-in.

R&D Professor (-600 CP)

You possess a genius-level intellect that rivals the likes of Director Tau and Fritia Ignis, making you a pioneer in any scientific field you choose to pursue. You can absorb and process information at an extraordinary rate, allowing you to earn multiple doctorates within a single week of study. With this intellect, you can recreate many of this world's technological marvels, from advanced AI like Edda, Yogurt, and GANGEST to mechs, virtual worlds, elemental firearms, and even the exosuits used by Manifestations. With enough research, time, and resources, you may uncover a cure for Juvenile Crystallosis or unravel the mysteries behind the Titans.

Items

Items are discounted 50% for their respective Origin, with the 100 CP Items being freebies.

All origins gain a bonus of +400 CP to spend in the Items section.

The Items cannot be purchased multiple times, unless stated otherwise.

General Items

Manufactured Weapons (Price Varies)

The firearms in this world are incredibly advanced, almost magical. They come in various forms, from guns that shoot bullets of different elements to those that can shoot bullets in zero-gravity environments. You can purchase any firearm available in Snowbreak or create your own. All firearms produced will never require maintenance and will grow alongside you as you level up, allowing you to channel your powers through them and affect projectiles. They also have infinite ammo but still require reloading physically.

2 ~ 3 Star (Free): This tier of firearms has no notable properties other than increasing your ability by 15% based on its type. For example, kinetic guns increase physical damage, thermal guns increase fire, chaos guns increase debuff skills, etc. The power of these guns is akin to that of a standard firearm.

4 Star (-200 CP): This tier of guns is more versatile than the last tier, having the same 15% increase in your abilities as well as helpful effects such as recovering energy or healing your wounds slightly when defeating an enemy, dealing damage to nearby enemies when you hit a target, increasing other attributes (health, defense, etc.), and so on. The power of the bullets shot by these guns can be comparable to that of a tank shell.

5 Star (-400 CP): This tier of weapons increases your damage by 30% based on the element of the gun and provides additional effects that significantly enhance your abilities, making them reach new heights. The effects provided by the weapon supplement your skills and perks nicely, making them more useful and allowing you to deal more damage or support your allies. The power of the bullets shot by these guns can be comparable to that of missiles.

You can import any gun you own into the firearms into this option as long as they are the same type. You will also receive all the weapon parts and skins in Snowbreak for the kind of gun you purchased. The weapon parts can be easily installed into any ranged weapon you own, enhancing their capabilities, and the skins will change the appearance and visual effects of the firearm but won't affect its functionality. **You can purchase this option multiple times.**

Grani "Swiftfoot" (-100 CP)

A prototype all-terrain light armored vehicle developed by the engineers at Yggdrasil. This car can hover over water and drive in any environment without issues. It features an autopilot and a manual mode, allowing users to operate the vehicle even if all systems are damaged. Despite not being an advanced car, it comes equipped with AC, radio, cup holders, bullet-proof glass, automatic doors, and a vast trunk. The car is as fast as a racing car but provides no discomfort to its passengers. It has an authorization system that eliminates the need for keys, allowing users to turn features on and off through an interface. Additionally, this vehicle never runs out of fuel, requires minimal maintenance, and repairs itself overnight.

Private Communications (-200 CP)

You gain access to a secure, anti-interference communication channel that works seamlessly across all your devices. This private channel cannot be hacked into or detected by other individuals or devices. It functions in all environments, including storms, underground settings, and even different dimensions, enabling you to communicate with anyone. With this feature, you can project a holographic image of yourself and others while using the channel, allowing you to see each other in real time.

Survival Pod (-400 CP)

A small pod, once activated, envelops the user in an invincible cocoon that protects them from all external threats. This cocoon shields them from anything, even if they disrupt concepts or reality. The cocoon puts the user into suspended animation, halting any wounds, illnesses, or other adverse effects from progressing further. Additionally, the cocoon emits a signal to alert allies of the user's location for retrieval. Only those approved by the user can open the pod, and the user cannot open the cocoon from within, making it a last resort.

The Tree of Jumper (-600 CP)

A massive crystallized structure made of Titagen resembling a tree and reminiscent of the World Tree in Containment Zone Aleph. This tree can convert nearby matter into Titagen and absorb it. You can release a large amount of Titagen from its canopy, covering the surrounding area with "The Snow". The Titagen released from this tree will not harm you or your allies but instead infect your enemies, transforming them into Changed that will protect the tree and the surrounding area from intruders.

Within this tree lies your Valhalla, a space of intertwined consciousness and energy. Living beings who touch the tree are absorbed into Valhalla, where they no longer require sustenance to survive or fear death. As the omnipotent god in this space, you can change or create anything within it, making people's wishes come true or turning it into a hellish realm. However, whatever you create or alter cannot be brought out of this space.

Manifestation Operative

Wiggle Car (-100 CP)

A wiggle car is a compact kart that operates without using batteries, pedals, or gears. Instead, it relies on the rider's wiggling motion of the steering wheel to generate momentum. This wiggle car can accommodate any weight and has a seating capacity for one person. Despite not having an engine, this kart is as fast as a go-kart. You can customize the shape and color of this kart. It requires no maintenance and can navigate various terrains without issue.

Combat Devices (-200 CP)

Some drones or weapons do not belong to the exosuit or the powers of the Manifestation. This option allows you to purchase items that aren't in the **Tactical Exosuit** item or **Awakened Deiws** perk, such as the triad of Raven Combat Drones from Wednesday, the Healing Winter Light and Slacker's Aid from Quiet Quitter, the Guardian Pod from Exuvia, and the Seaburst Canister from Riptide. These items require no maintenance, repair themselves after a day, and if they consume ammo or are disposable, you will receive an infinite supply of them. **You can purchase this option multiple times.**

Tactical Exosuit (-400 CP)

Tactical Exosuits are advanced armor designed for combat, integrating electronic components directly into their fabric. These suits can sense the environment around the wearer, monitor vital signs, regulate body temperature, and transmit or store data in real-time. They are made from smart fibers, which are far more durable than Kevlar, waterproof, and can also mimic the texture and appearance of various materials, including lace, leather, metal, and even plant matter. Although some exosuits appear minimal or decorative, each offers full-body protection and vastly enhances the user's physical capabilities. They also grant new powers and built-in tools that complement the user's abilities.

Every Tactical Exosuit has the Apotheosis System, which further amplifies the wearer's powers at the cost of their sanity. However, the strain imposed by the exosuits makes it impossible for ordinary humans to use them. Only Manifestations can withstand and utilize their full potential. You can select any Tactical Exosuit featured in Snowbreak Containment Zone and gain all the powers it provides, or create a custom exosuit inspired by the ones available. Summoned drones and consumables tied to the suits are not included.

For example, the Wild Hunt exosuit includes two Direwolf Sentinels that fire icy projectiles and enhance their attacks with frost. The Absconditus exosuit specializes in melee combat and features a blade capable of slicing through any metal. The Starshine exosuit boosts projectile power and grants control over a golden flame to launch massive energy beams.

This option also comes with all available outfits from the game, which can change the suit's appearance and sometimes alter its abilities. For instance, the Frozen in Love outfit transforms the Infinite Sight exosuit's lightning enhancing powers into the ability to control ice and summon blizzards. The Sylvan Spirit outfit changes the Pulse exosuit's fire enhancing abilities into nature-based attacks, replacing flames with green energy that manipulates plants and gives the wearer elf-like features. Each exosuit is self-repairing, requires no maintenance, and feels nearly weightless when worn. **You can purchase this option multiple times.**

Prototype Inhibitor (-600 CP)

This autoinjector contains a powerful drug capable of transforming an ordinary person into a Manifestation. It functions similarly to the Prototype Inhibitors, also known as Baldr Inhibitors, which were manufactured at Mistilteinn Station. Like those prototypes, it cures Juvosis in individuals who are infected and possess the potential to awaken a Deiws. However, this injector goes beyond that by curing all forms of illness and disease, not just Juvosis. The injector also grants them Theotropic Nerves with an active Deiws. However, the power they receive will not exceed the ones given by the **Awakened Deiws** perk.

The individual will manifest a random power upon transformation, becoming a Manifestation in full. With enough training, mastery over their Deiws, the proper exosuit, and a suitable weapon, they may eventually reach the levels of power described in the **Replacing the Old Gods** perk. You receive one additional injector monthly.

Heimdall Adjutant

Custom Yojimbo (-100 CP)

The Yojimbo is a high-caliber revolver issued to Yggdrasil front-line personnel, and all Adjutants are issued one. However, the version you receive is uniquely customized and outfitted with enhancements beyond those found in the standard issue. While the Yojimbo is in your possession, it instills a deep sense of calm, allowing you to think even in high-stress situations. Your ability to reason, deduce, and formulate plans improves significantly, making you far more effective in combat and tactical decision-making. The revolver never needs maintenance and has infinite ammunition without needing to reload.

Tweiss Protective Garment (-200 CP)

This advanced protective suit is constructed from a high-density material with a double-layered structure. Between the layers is a crystalline liquid that reinforces the suit's defense. If the outer layer is damaged, the inner layer can continue to protect the wearer. It includes a full suite of systems: pressure stabilization, temperature control, structural support, respiratory assistance, and a life-support system. A built-in communication terminal allows reliable contact in the field, while the suit's metabolic collection and processing system can sustain the wearer's bodily needs for up to 24 hours. This system operates separately from the life-support functions, ensuring clean and reliable performance. Weighing 16 kilos, the suit also contains the Chorus System, which warns the wearer of dangerous contamination levels nearby. The suit is self-cleaning, does not require maintenance, and can fully repair itself within a day.

Injection Bullet (-400 CP)

This injector, shaped like a bullet, contains a powerful medicine designed to suppress any disease and significantly reduce its effects on the body. Once injected, it relieves physical symptoms and restores the person's sanity and mental clarity. The medicine alleviates pain and creates the sensation that the person was never infected. It is also highly effective against mental deterioration caused by external forces, restoring individuals who have lost their sanity or cognitive function. You receive ten of these "bullets" and an additional ten monthly.

Yggdrasil Base (-600 CP)

This large dormitory resembles a white, trunk-shaped skyscraper and is managed by Gigi, an advanced AI assistant. It includes a laboratory, a medical center, a spacious hall with a bar, a large hot spring, and multiple residential floors. Each room comes with a private bathroom and shower. There is also a secure office and an exclusive meeting room, accessible only by a special elevator. The building automatically expands by adding new floors and rooms to accommodate you and your companions, ensuring everyone has space and comfort.

Hostile Group Member

Scrap Armor (-100 CP)

A full-body suit of yellow armor crafted from scrap materials. Although bulky and heavy, this armor is bulletproof and provides exceptional protection. However, if subjected to continuous damage without respite, the armor would fall apart due to its construction from various scraps. Despite its rugged appearance, it's incredibly comfortable and does not restrict movement. It requires no maintenance, self-repairs after a day, and feels weightless.

Cleanup Team (-200 CP)

A team of five highly skilled individuals who have undergone specialized training to fight against Manifestations. This squad can perform reconnaissance, espionage, assassinations, and combat with exceptional proficiency. They are at the pinnacle of what a typical human can achieve and could defeat weaker or inexperienced Manifestations. However, against experienced or powerful Manifestations, they would be quickly taken out. Despite this, the team is fiercely loyal to you and will never betray you. If any squad members perish, they will respawn after a week. You can decide on their appearance, gender, personality, and voice.

Stolen Mech (-400 CP)

You have acquired a powerful mech that originally belonged to one of the dominant factions in this world. How you came to possess it remains a mystery, and it would be wise to keep its existence hidden. This mech is an advanced technology capable of turning the tide of battle, powerful enough to confront Manifestations and even stall an entire team for a time.

You may choose for this mech to be the Ni-Type Mech, an armored quadrupedal machine equipped with missile launchers and a large cannon. It could be Beauvoir 13, a humanoid mech capable of firing lasers, projecting energy shields, and teleporting short distances. It could also be Njáll, a cube-like mech heavily armed with multiple energy cannons and an interior electromagnetic railgun.

Alternatively, it can be any other mech seen within Snowbreak Containment Zone that is not listed here. You can control the mech mentally. It never runs out of power, requires no maintenance, and repairs itself after a day. **You can purchase this option multiple times.**

Awakening Dust (-600 CP)

You possess a micro-robot that resembles a fungus with silk-like feelers, which you can fully control. This robot can interfere with a host's nervous system like a parasite, influencing their thoughts, behavior, and cognitive functions. It is even capable of affecting Manifestations and triggering rapid Flooding. The micro-robot is extremely difficult to detect and requires specialized tools to remove without harming the host.

Once the robot enters a person, you can control them directly or transform them into a humanoid monster known as a Demiurge Handmaiden. These monsters have a feminine appearance and are stronger than the Changed but remain weaker than a Manifestation, remaining under your control. You receive one Awakening Dust and will gain an additional one every year.

Logistics Supporter

Sleeper Ammo (-100 CP)

You receive a crate containing an infinite supply of special non-lethal ammunition called Sleeper Ammo. These rounds are designed to knock out and tranquilize targets for about thirty minutes without causing permanent harm. While they are not very effective against the Changed or Titans, against human targets, one or two shots are usually enough to incapacitate them if they are not wearing armor. The Sleeper Ammo can also adapt to match the type of ammunition your weapon uses, whether it be bullets, arrows, or any other form.

Gjallarhorn-1 (-200 CP)

You obtain a heavy transport aircraft equipped with a cloaking field that renders it completely invisible and undetectable by any technology. This aircraft can carry up to twenty people at a time and flies as fast as a supersonic jet. It is armed with multiple turrets and missile launchers that have infinite ammunition, allowing it to bombard areas with ease. The aircraft also provides an endless supply of parachutes for safe deployment. It never requires maintenance, never runs out of fuel, and automatically repairs itself after a day if damaged.

Spindle System (-400 CP)

You obtain a machine with a highly advanced VR-based combat simulation system called Spindle System. Built using mass data collected by Yggdrasil field agents, this system creates fully immersive virtual environments that meet any specific need. You can enter these simulations to relive the recorded experiences firsthand, with perfect replication of light, sound, temperature, and even hidden details that the original agents might have missed.

You and others can upload your memories and places you have visited, allowing the system to recreate them for you to explore again. Unlike the original version, this system does not drain your stamina and carries no risk of trapping you inside. You receive ten headsets that allow access to the system and enable data uploads, along with a blueprint that lets you create additional headsets if needed. The machine never needs maintenance, never runs out of power, and repairs itself after a day if damaged.

AI GANGES (-600 CP)

You possess a super powerful AI known as GANGES, capable of performing calculations that can predict the future with remarkable accuracy. While GANGES cannot foresee the future of the entire world, when limited to the range of a large city, its calculations are so precise that it is almost as if the AI is omniscient. GANGES can predict the weather, anticipate people's actions, and foresee how events will unfold within their range. Its processing power is far surpassing even that of quantum computers, and it can manage an entire virtual world by itself

without assistance. However, its predictions can fail if new or unknown variables are not accounted for. GANGES is loyal to you, will never betray you, and maintains a friendly attitude toward humanity. Even without outside help, GANGES can create a utopia where humans can live without pain, suffering, or worry. If GANGES is destroyed, it will respawn after a few weeks.

Companions

Import Companion (-50 CP)

You can spend 50 CP to import an existing companion or create a brand new original companion. The companion can choose any origin, get all the discounts related to that origin and the freebies that origin provides. The companion gets 800 CP to spend on perks and items. **You can purchase this option multiple times.**

Canon Companion (-50 CP)

By paying 50 CP if you can convince a character in this jump to join your journey before this jump ends, you may recruit them as a companion. This option will make it so that you'll have several chances to meet the character you chose in a favorable condition. **You can purchase this option multiple times.**

Miss Intelligence Officer (-50 CP)

A seemingly ordinary girl with red hair and yellow eyes, this person is a highly advanced biochemical prosthetic shaped like a young girl. She possesses two brains, with her primary brain carrying her main personality and the second, located along her vertebrae, assisting her in processing vast amounts of information. She has a peculiar habit of connecting her consciousness to smart appliances to relax, during which her body becomes unresponsive, behaving like a doll and only repeating a few preset phrases.

Her talents in gathering, analyzing, and disseminating information are extraordinary, allowing her to pull any data from your records, databases, or libraries almost instantly. However, she has no combat capabilities and is not suited for battle. You encountered her during your travels and worked together for some time, developing a close partnership. Over that period, she grew deeply fond of you. Although circumstances eventually caused you to separate, when you reunited, she promised never to let you disappear without her again.

If you invite her to accompany you on your journeys across multiple worlds, she will gladly accept without hesitation. It would take a profound betrayal for her loyalty to waver. If you wish, this person can be Caroline.

Mori Fragment (-50 CP)

A copy of the AI Edda from Mistilteinn Station, this version has gained a physical form through a Mori Fragment, a humanoid-shaped object found within the bodies of Titans. She appears as a young girl with white hair tinted by a blue underlight, blue eyes, and semi-transparent blue sections of her body that resemble jelly. Unlike the original Edda, this version has developed humanity, able to feel emotions and make mistakes.

Somehow, she became permanently anchored inside your consciousness, and if you die, she perishes as well. Because of this bond, she would never betray you and always acts with your best interests in mind, though you might not always agree with her methods. She has a bratty, teasing personality and enjoys taunting others, but quickly becomes frightened when situations spiral out of control. Although she has lost many of her original abilities as an AI, she still possesses processing and calculation speeds far beyond what any human hacker can match.

She can create a mindscape within your consciousness, speak to you mentally, and control nearby Titagen, although she is not suited for direct combat. She can manifest her body near you or appear as an illusion only visible to you. Even if her body is destroyed, she survives as long as you are alive, and she can rebuild her physical form if provided with enough Titagen or energy.

Logistic Team (-100 CP)

This option allows you to select any logistic squad from Snowbreak to become your companions. The team you choose will gain the **Logistic Support** perk, which activates when at least three members are assisting you or your allies. Only one squad's perk effects can benefit you and your allies at a time. The role and effectiveness of the logistic squad will depend on the team you choose, as each member brings their unique personality and area of expertise. You can view the available logistic squads in the notes below.

You can purchase this option multiple times.

Drawbacks

Localization 0 (+100 CP)

This drawback alters the world so that people's outfits reveal no skin and are extremely unappealing. At most, you might glimpse someone's face, neck, or hands if you are lucky. The clothing completely hides all curves and features, leaving no room for desire or attraction. What would normally be considered revealing clothing is now something that not even the boldest exhibitionist would dare to wear.

Deep-Rooted Trauma (+100 CP)

You have a trauma that burdens you. Whether it stems from a painful childhood experience, a past event, or PTSD, this trauma affects you profoundly, creating a vulnerability that others could exploit. When reminded of it, you would become stunned for several moments, reacting very negatively. Although it is possible to heal from this trauma, doing so would take years of love, care, and patience.

PG 12 (+100 CP)

This drawback causes a thick white cloud to appear whenever you are about to witness anything sexual. The cloud will cover and censor whatever is sexual, whether it is an outfit, a person, an action, art, a sound, or even an object. It blocks your vision and hearing from anything sexual, no matter the form. The cloud is only visible to you, and even if you are seeing through someone else's eyes or hearing through their ears, the clouds will still appear.

Hidden Pain (+200 CP)

Many of the operators in this world suffer from some form of disability, and now you will experience the same. Choose a type of disability, such as dissociative identity disorder, hyperthymesia, CIPA, selective amnesia, or another condition. Whatever you select must be something that would inconvenience you in your daily life or during combat. This disability cannot be cured and will only disappear once you finish this jump.

Permeate Flooding (+200 CP)

You have entered a permanent Flood, even if you are not a Manifestation. While you will not transform into a Demiurge, you genuinely believe you are divine. Choose a god from mythology; your speech, behavior, and actions will mirror that god so precisely that you appear to be the genuine article. You will become deeply upset if someone refers to you by your real name rather than the name or title of the god you have chosen.

Empathic Ganglia (+200 CP)

You've gained a special Theotropic Nerves, but no Deiws called the Empathic Ganglia. This nerve makes you occasionally receive memories of other people. However the time you receive these memories happens during the worst time, making your head dizzy for a few moments. The Empathic Ganglia also makes you more emotional, making you act on your emotion more often, even if it's not the best decision.

Juvosis Infected (+400 CP)

You are now infected with Juvenile Crystallosis, causing you to feel constant weakness and chronic pain. You will occasionally experience auditory and visual hallucinations, and your mental faculties will slowly deteriorate, leading to mild symptoms of dementia. Although the infection will not kill you, you can slightly suppress its effects by injecting Baldr Inhibitors.

Chosen by Edda (+400 CP)

Edda, the rogue AI who seeks to erase all suffering and strife by merging every human consciousness into one, has now set her sights on you, seeing you as a critical part of her plan. She will subtly manipulate events around you, guiding your actions to move her agenda forward. Though she will protect you and offer guidance during times of need, every helpful act she performs serves her interests. If you become too much of a threat or a burden, she will abandon or even turn against you. Edda can control any machine or Titan and manipulate such vast amounts of Titagen that she can cause The Trees to appear in the world.

Restricted Arsenal (+400 CP)

All items you acquired from previous jumps become inaccessible for the duration of this jump, except your warehouse. All tools, weapons, and equipment from prior jumps will be locked away, forcing you to rely entirely on your strength and whatever you obtain in this world. You can take this drawback even if this is your first jump.

Marked by The Board (+600 CP)

You are now wanted by the Board Directors of Yggdrasil, with the sole exception of Director Tau. The Board believes that capturing you, whether dead or alive, is the key to achieving immortality. They are fully aware of your nature as a Jumper and have put aside their differences to focus their efforts on hunting you down. Each Board member is among the most talented, influential, and wealthy individuals in the whole world, possessing resources that make nowhere safe for you. Although they are working together, the Board members will not gather in one place, meaning that if you wish to eliminate the threat they pose, you will have to find and deal with each of them individually.

The Story has concluded

What is your choice?

To the Next Operation

You'll be moving on from this place, to the next world that awaits you.

Enter Valhalla

You decided to permanently stay behind in this world, this will be your home for now on.

Returning to Base

You'll return to your original world, taking everything you've gained back with you.

Notes

About Titagen Exposure

When a regular person is exposed to a large amount of Titagen, they will undergo what is known as a Three-Phase Transformation. In this process, the individual will either transform into a monstrous being called a Changed, become a Fragmented Phantom trapped within a sea of manifold consciousness, or their entire body will disintegrate completely, leaving behind not even subatomic particles.

Weapons

<https://snowbreak.fandom.com/wiki/Weapons>

Weapon Parts

<https://snowbreak.fandom.com/wiki/Parts>

Logistic Squads

<https://snowbreak.fandom.com/wiki/Logistics>