
THE BRADWELL
CONSPIRACY

'*The year is 2026.*

It's Summer Solstice, and Bradwell Electronics is celebrating the launch of its 'Clean Water Initiative' - a technical breakthrough guaranteed to change the world - at its prestigious Stonehenge Museum.

But as the event unfolds, it becomes clear; there's something seriously amiss... A searing bright light engulfs the room.'

By the time you awaken, amidst the ruin and rubble, everyone else is gone with no sign of bodies or blood. The doors are all securely locked and protected by blast shields, and the news seems to think everyone was safely evacuated. Whatever happened, you may well be the last person left inside a crumbling building. But who are you, and why did you come here to begin with?

Take **1000 CP**. You will be here, assuming you survive the coming events, for 10 years.

Age & Gender:

You enter this Jump as the gender of your choice, either maintaining the age you had before or appearing as 22+2d8 years old. You may pay 50 CP to choose.

Location:

All Jumpers begin in the first floor lobby of the Stonehenge Museum, surrounded by debris and plumes of ashen dust. Advancing anywhere will require avoiding or navigating the damaged building. One may while doing so find (or fall into) a break in the floor, revealing that Bradwell Electronics has a secret R&D facility buried underneath the Museum. Far more secrets exist, and if the Jumper wishes to learn them all, they'll need to keep proceeding downward, resolving obstacles in their path and obtaining the scientific breakthroughs Bradwell has yet to reveal to the masses to do so. They also may find themselves in contact with seemingly the only other human being in the facility, one Dr. Amber Randall, who will be quite eager to help the pair of them escape...

Origin:

Guest:

A person of wealth and taste, you were invited to this event by the Bradwell family and/or the company itself. What you lack in technical expertise you might make up for in other areas. Whether those areas will help you now is another matter...

Employee:

You've been thoroughly vetted and work normally far below the Stonehenge Museum, in the secret R&D facilities that generate cutting-edge technology. A friend of a friend got you into this event to repay a favor. If you get out of this, you may want to reconsider if that debt was repaid or not.

Bradwell:

Looks like there was one other surviving member of the family after all. The tragic unsolved death of three prominent family members years ago has led you to this place, knowing both John and Melissa- the last survivors aside from yourself -would be here and accessible. It was your hope you might reconnect... but that hope seems dashed now.

Whistleblower:

You weren't here to party and cheer on philanthropic endeavors. You were here to cause a distraction, get everyone evacuated, then have unrestricted access to the dirty secrets at play. You might be acting alone, or with someone on the inside, but either way plans did not go off as intended, and now you're stuck here trying to figure out how to get away without being caught...

Perks:

Perks related to one's Origin are discounted at half price, with 100 CP Perks taken for free.

Guest:

Adapt (100): Life comes at you fast. And you didn't get to a point in life where your success bought you a ticket to this event by having slow reflexes when it does. Even if you found yourself down a limb or with damaged senses, you'll find ways to work around it and move forward.

Thinking in 3D (200): When confronted with problems that should be too big to solve, and limited tools with which to solve them, you have a keen grasp on how to manipulate your environment to fix problems and move forward. A handy life skill in general, but especially so when you might need to repurpose random debris, navigate crumbling infrastructure, or solve massive 3D pipe puzzles to fix said infrastructure.

Keep Moving Forward (400): There's a lot of obstacles in one's way. Sometimes literally. Yet, you never seem to hit a point where the way forward becomes literally impossible. Somehow, no matter how obtuse or strained, there will always be a way to find solutions to the challenges you face. Figuring out what those are and executing them, however, will be up to you.

Silent Savior (600): A random guest at a philanthropic party isn't someone you'd expect to uncover a global conspiracy or save humanity from an unwelcome fate. When you're around, though, they probably should. If there exists a problem that realistically only you could solve, this will inexorably draw you to it and give you the room to get hip-deep in the issue. Events will buckle and bend, with reports somehow failing to notice you were ever around to be missed, while seeming dead ends will reveal potential allies or paths forward, pulling you towards whatever the dire matter is. Bear in mind, this only grants you a kind of strange luck to get into the situation; it does nothing to protect from dangers within said situation, and any human (or equivalent) element that is physically in the way is unaffected by this power. You may choose to turn this ability on or off at will, at least until it hooks onto your next adventure, at which point you'll find that it'll take a bit more effort on your part to run away.

Employee:

Expert (100): Bradwell Electronics- and by association, the Bradwell Foundation -doesn't just hire anyone for their secret underground R&D facility. If you work here, you earned it the old fashioned way, through late nights and white papers. Select a specialty that could conceivably land you a job with an international tech/philanthropic organization, and you'll receive the equivalent training and knowledge of a ten-year degree plus on-the-job experience for it.

New Project (200): Bradwell dreams big. So should the people it trusts to marshal its projects. When you are brought onto a project, no matter how far out there the goal or abnormal the methods, you can keep up as if you had been studying the source material for two weeks beforehand. This won't make you magically an expert in everything the project involves, but it will give you a clear vision Day 1 of the chain of command, who to go to, how and when to report, what you'll need to begin, and where to start so you can hit the ground running. Even if you're a new hire and are suddenly dealing with shifting matter or transdimensional portals, you'll be without fear or hesitation.

Drama Dud (400): Nothing can harm working with a close-knit family of geniuses stuck underground far from the normal world quite like interpersonal drama. Office romances, bitter rivalries, and promotion struggles can all poison the well and make even revolutionary breakthroughs a sour pill to trudge towards. Not with this, however; office drama fizzles against you like a moth to a bug zapper. If you don't want the drama, and you haven't done anything to merit the drama, it will not seek you out. More so, this effect can be expanded to include your entire team, be it a department or a cross-disciplinary project group. You can turn this on and off if you decide you'd like to let a few distractions in, and can even be selective in which dramas you'll shut out. Maybe that office romance doesn't sound so bad after all...

Revolution (600): Hydrogen fuel cells? Even the people working here thought those were years off, until you updated the internal wiki to explain they'd be rolling out into live testing next week. Choose a field you are trained in (which can include the one from Expert or similar out-of-Jump Perks), and prepare to become the DaVinci of it. You'll make connections, extrapolate ideas, and gain a pitch-perfect mental modeling skill set that will make an idle daydream after hours into a world-shuddering concept. Expect to be always years, if not more, ahead of your contemporaries in the field.

Bradwell:

Wealth & Taste (100): Something about you screams success. If someone met you for the first time, they'd immediately jump to power suits and board meetings mentally, even if you were in jeans and a t-shirt grabbing a sno-cone. This won't make you a business genius or rich and famous on its own, but as anyone already in the know can tell you, exuding this kind of aura means you're halfway there.

An Eye For Talent (200): No man rules alone. Edison without his company and those who worked under him would have had nothing; the same goes for Ford, Jobs, and so on. Even a Jumper will find they can't do it all; there'll always be some specialty their bounty of abilities can't cover, and even if it could, other matters that would more urgently require their attention. With this Perk, they won't have to worry about substituting or relying on subpar employees. The 'right hires' always stand out to you, as if triggering some low-key psychic power, enabling you to pick the right managers, the right department heads, the right leaders and geniuses and workhorses to make things run. Mind you, this is an eye for talent, not one for loyalty; you'll have to earn that from them the old-fashioned way.

Unflinching Gaze (400): John started what would become a global megacorp at the age of twenty in his garage. Eliza shattered ceilings with her technical genius, and the mere memory of her philanthropic vision is changing the world even a decade-plus past her death. Melissa stepped through nightmarish tragedy to take the reins and bring Bradwell Electronics to even greater heights. To be a Bradwell is to be able to stare the impossible in the face and make it blink first. Now, you can accomplish this as well. No matter your goal or vision, if it is possible at all, you'll gain an uncanny drive and instinct in how to pursue it. But more than that, when you explain it to others, they'll find themselves more easily swayed and convinced of it. In the right hands, this power could bring free education, water, and energy to the world. In the wrong hands, it could see a group of well-meaning geniuses abandon their morals and invite an unwelcome horror upon the world. Choose wisely.

Wheels Within Wheels (600): Business is not a game of chess. It's a dozen games played against a dozen opponents, each playing with different rules and some conspiring to bring you down. You don't win by just making good plays and keeping your head down. You win by outmaneuvering them before the game even starts. This Perk encompasses two abilities. The first is that if someone begins to plot against you, you'll know. You won't know who, not without legwork on your own or from those in

your employ, but you'll know. Once a plot is foiled or has gone off, you'll also know, giving you a leg up and your paranoia a breather. The second is an excellent and imaginative boost in spinning up ways to counter plots against you. Suspect a long-time friend and colleague of stealing secrets from the company? A few well-chosen dummy files and some scattered references you know they'll piece together will have them outing themselves before long.

Whistleblower:

Courage (100): Let's be real; the power to do what's right when there are going to be consequences is not easy. Loss of friends, of employment, potentially of freedom or life if the situation is dire enough. This Perk grants the Jumper the ability to recognize the danger but not be halted by it or made hesitant against it. Once you know what you need to do, you can move forward without fear holding you back. A small boon, but in the face of overwhelming power held in the hands of someone you might once have held dear, it could be the gamechanger you need.

Not My Department (200): ...but you're pretty sure you can fake it. Even if you're not trained in something, if you happen to be even tangentially connected to it, you can extrapolate and figure things out pretty quickly. Even if all you had to go on was photos from another department's offices of their whiteboard or monitor, you can piece together what it's all about with relative confidence.

Problem Solving (400): You know what distracts people? Explosions! You know what can power down huge machines? Explosions! Okay, not everything can be solved by explosions. Sometimes the problem is preventing an explosion, for example. Whenever you run into an unreasonable tough challenge, you'll be able to come up with at least one solution for it. Mind you, said solution could be incredibly risky, have a ton of collateral damage, and might have a 95% chance of getting you and everyone you roped into it killed... but hey, it's a good place to start from! Just make sure to say you're sorry afterwards to the folks bound to be hurt by the products of relying on this Perk too much...

I Need You To Trust Me (600): You might know the truth, or be on the road to discovering it, but a truth kept in darkness and silence may as well still be an unknown to the world. If you're going to make your stand count, you'll need people willing to trust you. Even if they have very good reason not to. This Perk is simple; it gives you a chance to be heard. No matter what the person listening might stand to lose, no matter what injury you may have done them personally, they will listen. Honestly, truthfully, to the best of their ability listen. If you need to guide someone through chaos, this can be lifesaving. If the thing standing between you and stopping tragedy from occuring is someone you've wronged, it could be world-changing. Pick your words carefully, but at least rest assured they'll be heard and considered when you speak them.

Items:

Items related to one's Origin are discounted at half price, with 100 CP items taken for free. Guests receive +100 CP to use on General items only. If an Item is lost or destroyed, it will be returned to the Jumper's Warehouse after 24 hours.

General Items:

Guide (Free/100/200): The smart device of the future, fully realized by the minds of Bradwell Electronics. This Guide, operating off the GOS 6 operating system, appears as a pair of glasses of a color and design of your choosing. Rather than just a corrective or fashion item, though, the Guide Glasses are an impossibly powerful smart device with built-in AR functionality, with an onboard AI assistant, the ability to link up with other Guides or Guide-compatible tech, the capacity to share audio with others for instant hands-free calling, a camera feature allowing both the sharing of and instant calling up of pictures for yourself and partners, and the innovative BVigilant software for tracking the health of the user and any environmental hazards such as poor air quality or dangerous noise levels. In the case of the latter, the Guide AI can automatically activate a noise dampening mode to protect you. Existing eyewear Items can be imported for free and will be treated as having been upgraded to the Guide's specifications.

For **100 CP**, the Guide is upgraded to the Glass S business model, providing enterprise-level security, dual iris scanners to prevent unauthorized access, geolocation services featuring an enhanced GPS+ antenna, upgraded group functionality including 100-person conference call capacity and UHD POV streaming, and most importantly a rewritable NAND flash that can replace/replicate keycard functionality. While such models might be able to be garnered from within the facility (and with help, the iris locking disabled) to aid in exploration, this paid version will function by default at the highest level of clearance, making traversal much easier.

For **100 CP**, you will receive the full Blueprints and design specs for all forms of the Guide Glasses, their servers, the AI, and the operating system itself.

Both add-ons can be bought individually or together.

SMP (Free/100/200): Arguably the greatest innovation conceived of by Bradwell R&D and half the reason their underground facility can even exist, public sale and mass production of this device could one day revolutionize human society as a whole. The SMP- a handheld device with a round emitter -is capable of absorbing bricks of what is known as Substance, then by using a Blueprint generating an object with said Substance. The object will look, feel, and function like the original, right down to a power source created this way functioning correctly and instantly. The only known caveat is that it cannot presently replicate consumable materials such as food (though it can create organic material such as Algae Pods)... and that minor issue about it being unable to function in water without resulting in severe damage to yourself, and the device, and probably bystanders.

The SMP has Guide integration, making it so using it with the Guide is a breeze, and will subsequently show you what Blueprints you have and how much Substance you possess. And as a final bonus to bear in mind, objects made of Substance that the SMP recognizes and does not believe will be unsafe to absorb can be absorbed, removing them and adding their constituent Substance to your totals as if they had been an equal number of Substance bricks, plus their Blueprint unless the SMP recognizes it as a Blueprint-locked pattern. For a more in-depth example of how SMPs, Substance, and Blueprints works, please see the SMP Example entry in Notes.

All Origins receive an SMP, with the Guest & Bradwell receiving theirs shortly after starting exploration and all other just having theirs from the workspace. Please note that moving from one area of Bradwell R&D to another, or exiting the area entirely, will cause the AI systems to remove all

current Blueprints and Substance from the SMP before proceeding.

For **100 CP**, you can ignore this, and all absorbed Blueprints and Substance will remain consistent for your device no matter where you take it.

For **100 CP**, you can further future-proof your utilization of the SMP, as every month a crate with 20 Substance bricks and a randomly chosen Blueprint will appear in your Warehouse. These Blueprints can range from wooden planks and sections of industrial piping to complex electronics such as control modules or hydrogen fuel cells. Only the largest and most complex materials, such as the aforementioned fuel cells, will require more than a single brick's worth of Substance to create. The first crate received will contain the Blueprint for the SMP device itself.

Both add-ons can be bought individually or together.

Safety Equipment (50 ea.): Let's be honest, Jumper; this place is dangerous. It was mildly so before the explosion, with a number of systems in need of repairs, but afterwards it's just a wreck. Each purchase of this will give you a protective safety vest, hard hat, box of tools, and upgrade your Guide to function additionally as safety goggles. The vest/hard hat/goggles function as a catch-all to minimize potential injury from falling debris, collapsing floors, and any other environmental hazards you might encounter, while the box of tools is just a handy reliable set of all-purpose tools that can make repairs (or the opposite) a lot easier.

Outdated Electronics (50 ea.): With a company as storied as Bradwell Electronics, it can be understandable that older models and styles of goods would still hold a special place in the hearts of those who work for it. Even so, it's a bit odd how many of these older devices seem to crop up in workspaces where more modern ones might make more sense. This Item might explain why; you may select an electronic device such as a computer, game console, television, etc., either creating a new one or importing an existing one, and give it total compatibility with any associated systems regardless of its apparent age or limitations. A personal computer from the 70s could run Crysis and stream movies, while a futuristic datapad could somehow read and run programs off a floppy disc or connect to a wired 1980s office printer. Feel free to take along a device or devices that match your aesthetic without compromising utility.

Savings (100 ea.): Money. Kind of hard to function in modern society without it, and the means to access it. This Item provides a bank account with 10,000 dollars (or local equivalent) in the Jumper's name, along with the means to access it (passwords, account info, bank/debit card, etc). Subsequent purchases will double the contents each time. Employees and Whistleblowers receive one free instance of this Item, while Guests and Bradwell Origins receive three free instances.

Guest:

Bradwell Electronics Lifestyle Package (100/200 CP): You wouldn't be here if you couldn't afford some of the finer things in life, so may as well provide those right away. For 100 CP, you'll gain a Bradwell BPure 400 home water filtration system (good for 10 years, purifies all incoming water regardless of location), the Bradwell BL2026X Computer & Screen (with super HD 25K touch display, 128 Core processor, 4TB RAM & 200TB SuperFast State Disk), and the Bradwell BProductive tablet (a lightweight 72 hour-battery tablet computer with 360-degrees full motion VR capture capabilities, 96 core processor, and 100TB SuperFast State Disk). All these devices are fully Guide Glasses integrated, making them both secure and handy regardless of circumstances. While a normal warranty from Bradwell would already encompass 10 years- handy for a Jumper on the go -these devices have a special Benefactor-backed enhanced warranty that will provide round-the-clock tech support, upgrades, and replacements when needed well past 10 years and even into other Jumps; their customer service is

just that damn good.

For **200 CP**, you'll instead receive the Partners Package, which includes full Blueprints and design documents for the above as well as for any associated peripherals (not counting Guide Glasses; see the General entry for those).

Stonehenge Museum (400): Ownership of this might go a long ways towards explaining your presence at this event, as you are now the legal owner of the Stonehenge Museum. Simultaneously a celebration of the once-endangered monument as well as the legacy of its benefactors, the Bradwell family, this multi-story museum contains exhibits both educational and entertaining. After the events of today it'll require some sprucing up, but that will be done without cost and will not put either the monument or the museum at further risk of damage or loss no matter what mischief you get up to. Once fixed, it can be a source of income, a place to rotate in displays of interest to yourself, or a fine location to host high class galas. The Bradwells do reserve the right to make certain adjustments, and the land below the museum belongs to them outright, but in return they're covering the land and maintenance costs in perpetuity. In future Jumps, this can serve as a Warehouse add-on or can be Imported and rethemed to fit any monument you wish to place it near.

Employee:

Trade Magazine Subscriptions (100): A casual glance around the Bradwell facilities, aside from the jaw-dropping tech on display, will prove one thing for certain; there really is a magazine for everything. Everything. When you purchase this, select four fields of interest to you. This could be a professional interest, a hobby, whatever. Every month, delivered at your choice to either your Warehouse or a residence in-Jump, you'll receive an issue of a professionally written trade magazine associated with each of those interests. Aside from the joys of reading and staying up to date, these magazines could provide handy insights into those fields that you might otherwise miss.

Data Core (200): One of the most extraordinary systems conceived of by way of Bradwell R&D, this fluid core of Bradwellium-derived Substance is capable of both retaining and processing extreme levels of data. A single one could, for example, handle the full technical specifications of an entire globe-spanning tech giant, or even filter and dissect the audio-visual data from every person in a major metropolitan area. Exposure without containment can result in the Data Core destabilizing after roughly one minute, the results of which could be dangerous for those nearby and certainly catastrophic for the Data Core itself.

This one comes pre-loaded with the Bradwell R&D wiki, full records for the facility including all wings, and Blueprints for the more exotic innovations conceived of here but not yet distributed to the world, including Algae Pods Photosynthesis Bioelectric Reactors, Hydrogen Fuel Cells, Industrial-Grade Water Purification Filter Systems powerful enough to service hundreds of thousands of people simultaneously, and the Data Cores themselves along with their required containment devices. Data Cores made using this will require both a source of Bradwellium/Substance and will be formed formatted, a safety precaution to prevent industrial sabotage.

This Data Core's containment device is a radical new design, a portable box the size of a basketball with a handle, and unfortunately no one thought to upload said containment device's specs to it, meaning future ones deployed will require the standard full tower with large processing units and cooling elements to function. So if you've the skill, maybe that should be the first Blueprint you upload into it, eh?

Bradwell R&D (400): Your classic fully-furnished underground secret tech facility, no big deal. You can choose whether this is the actual Bradwell R&D located beneath Stonehenge Museum, or if instead

it is a similar facility located elsewhere. In either case, it will come complete with its own self-sustaining water, power, and air filtration, a powerful dedicated intranet, Guide Glasses integration to provide updates and tracking, heavy security to prevent loss or damage to company assets, and a safe secure method by which employees can get to the surface and back. Internal facilities will provide the means to produce items in-house, such as the SMP Device, though you'll need to procure materials by some method. A series of apartments and offices, medical wing, and smattering of entertainment options round out the facility and minimize the need to access the surface. The processing centerpiece is a Data Core possessing Blueprints for all basic maintenance and repair needs for the facility, though it lacks any such materials whose Blueprints are found in other Origins' Items.

The sterling star of the facility, however, is the Blueprint Department, where new Blueprints for SMP devices can be programmed. It won't be as easy as scan-and-go, especially for complex electronics or biological systems such as Algae Pods, but this Department can reliably turn around such Blueprints at a rate of at least one a month so long as it is staffed and operational.

Speaking of staff, the facility comes with one, albeit a skeleton crew; fifty core staff, five manager-level staffers, and five maintenance crew members. Just enough to keep the facility running, staff the Blueprint Department, and run at least two other major departments while making steady progress on par with Bradwell Electronics' own incredible pace and innovation.

As a final bonus, purchasing this as the canonical Bradwell R&D will grant you administrator privileges. That means all smart devices, security measures, calendars and schedules are open to you. Post-Jump, this can function as either a Warehouse add-on or can be imported to a location in the current Jump. Well, under a location. Underground facility, remember.

Bradwell:

Motivational Posters (100): Turns out the plethora of posters caking even the secret parts of their workspaces aren't there just for show or morale. You get a massive number of customizable posters that can be automatically applied to any property you own or office you run. These posters can convey whatever mottos you want, reminding people of safety measures, required equipment, or office protocols. While this won't 100% certify that whatever you put on there will be followed through, it will have an overall impact based on what is written. The more specific the better; if you just write 'Work better' the effect will be extremely minimal, while 'Always wear full safety gear before utilizing Type-C Equipment' will see employees decked out properly even if they have no clue what Type-C equipment is. On average, you should be able to produce upwards of 6-8 different Motivational Posters per property.

Honeypots (200): These lovely catch-all baits are the perfect distraction for would-be saboteurs and spies of all shapes and sizes. Coming in an assortment of digital and physical files, they'll look extremely attractive to the snooping type while both containing false information and providing a crystal-clear trace back to the one(s) who took them. These materials will update themselves to be relevant to your current occupation and interests, and to fit into your current setting, but won't automagically know who is looking for them and thus can't be used to process-of-elimination figure out your threats just by reading the honeypots themselves. You still need to have IT put in a little work, after all.

Underground Mines (400): Wh- how the hell do you have this?! Did you find a second vein? Did John bring you in under the table without Melissa's knowledge? Whatever the case, you're now the proud owner of the, as a Doctor once put it, secret underground facility under the secret underground facility. This latticework of mines, refineries, and industrial equipment originally served a singular purpose; to obtain Bradwellium. Yes, ha, laugh at the name, but look back at the SMP entry. Substance

is refined Bradwellium. So they can name it any damn thing they like, given this stuff is probably going to change human society. Needless to say, this gives you a very steady supply of the stuff, as long as the machinery is operational and someone is here running the place. However, obtaining Bradwellium and refining it into Substance bricks is only half the story, because with the Underground Mines you also seem to have obtained Melissa's dark secrets; NARAC and Aequus.

NARAC is a form of specially treated Bradwellium that, when introduced to a subject orally or via injection, can allow specially designed equipment to obtain, interpret, and broadcast their senses. What they see, what they hear, and most nightmarishly, what they think. Aequus is that specially designed equipment, a set of massive Data Core processing towers, with one each dedicated to a specific major metropolitan area. The Aequus portion is absurdly massive in its own right, a necessity to process and interpret such an obscene influx of data. If someone were to get NARAC into, for example, global water supplies, that person could spy on the entire world through the very heads of its people. Privacy, even of thought, would be abolished forever. It's up to you what you do with NARAC and Aequus, at least your copies of it. You'll have the Blueprints for NARAC if you purchase this either way. Perhaps with some skill and able hands you could facilitate a countermeasure to NARAC, out this dark conspiracy to the world, or just supplant it and use these facilities to your own dark ends. I cannot tell you what to do with the tools you are given, Jumper. I can only hope you choose wisely.

Whistleblower:

Artificial Bradwellium (100): Arguably the crux of all the madness going on in this place is now in the palm of your hands. Bradwellium was only found deep deep in the earth, and fairly recently, making the R&D adoption and experiments with Substance tricky affairs. Even as dependent as the company now is on the stuff, both for legitimate and illegitimate reasons, they only have as much as they can pull out the earth, and even then only as much as there is to pull out. At least, without this, they do. This is Dr. Amber Randall's formula for artificial Bradwellium, indistinct from the original stuff and just as capable of producing both Substance... and NARAC. In the right hands this could be the last brick in the wall for changing society in all the right ways; 100% recyclable everything, an effective end to every resource scarcity that doesn't directly involve food or water. In the wrong hands, it could be catastrophic and open the flood gates for any number of horrors. Guard this formula well, Jumper. If anyone around here learns you have a copy, you could end up a marked man.

Industrial Mining Laser (200): Sometimes, even when trying not to hurt anybody, you just urgently need a big norking laser. This one is specially designed, to work in tandem with industrial mirror, reflecting the guiding beam for the laser to whatever location needs drilling. One click changes the guiding beam to the actual mining beam, and anything not-mirror it hits is going to start being torn apart. Requires a hefty power supply to run, so don't expect the average joe to go running into combat with it, but if properly handled it can really wreck someone/thing's day. Comes with Blueprints for the Laser, its power supply, and a variety of industrial laser-reflecting mirrors.

EVAC Pods (400): Okay, this one is going to require some explaining. EVAC Pods are intended to be used in the underground facility in the event of an emergency evacuation. Hence the name. The Pods exit the bay, which contains two Pods each by default, and through a series of rails transports the occupant to the surface. Initially set to require the occupant be in critical condition, this can be waived to allow for non-medical emergencies, which is handy should one need to escape an underground facility in a hurry.

You now possess EVAC Pods, albeit in a bit of an odd fashion. You have the Blueprints for the critical components for the Pod itself- the body, control module, and lid -plus for track segments and all other elements required. In addition, in every Jump you enter, you can designate a location to

automatically possess an EVAC Pod bay somewhere inside, as public or as hidden as you'd like said bay to be and under your full authorized control. You can attach this to a property you don't own, but if you do so, you won't be able to use it as a way to get inside it, only out of it rapidly from within. Handy if you need to get into hostile territory, obtain vital evidence, then get out again. And if all else, in a pinch, this would make a pretty handy solo-occupant transit system with just a few modifications.

Companions:

Want some friends for your stay in this world? Purchasing any of the options below will grant you the opportunity to meet the listed Companion(s) under favorable circumstances, varying depending on the entry. After the Jump, you can invite any/all of your new Companions to join you on your Jumpchain.

Import/Export (50/200): Got some friends you want to attend the party with? Or maybe some folk on the inside you want to meet? Perhaps just a faithful friend or employee-of-the-week? Whatever the case, you may use this option to either import existing Companions or acquire new ones from here. 50 CP for one, 200 for eight. Each Companion receives 600 CP, the Origin of their choice, and up to 300 CP from Drawbacks. There are only two people alive in the setting at time of your arrival you cannot take with you; see the Scenario section to learn more about them.

Troy & Shelly (50): In the flesh! Or, well, moreso fur, but the point is made. Troy the dog and Shelly the cat will happily join you on your adventures, and while both are a bit stereotypical for their kind- albeit surprisingly sturdy, taking hits as if they were made of stone -they're also deeply loyal and have a lot of faith in you to succeed. They're also unexpectedly good at puzzles, which might come in handy around this place. Comes with Blueprints for a pair of lifesize statues based on the duo.

Drawbacks:

If you need more CP and are willing to take on some additional burdens to your time here, you may take as many Drawbacks as you wish. All Drawbacks are removed at the end of your time in this world.

Places To Be (+0): Not looking for a long stay in this near-future Earth? Once the events of the original Bradwell Conspiracy story wrap up, you can end your Jump short. This will make the Fulfill The Dream Scenario virtually impossible, but one can still take the The Bradwell Conspiracy Scenario.

More Time (+100): Ten years not enough? Take this to add an extra ten on top of that. You can take this Drawback up to four times.

Stubborn (+100): Once you set your mind to something, Jumper, you're not about to let the little things interfere. Like, for example, morality, or logic, or the physical laws of nature. You'll be much less able to take outside criticism, even from those you love and admire, no matter how right they might be.

Mute (+200): Smoke inhalation is no laughing matter. Not that you could right now anyway. You are unable to speak or even make vocal noises for the duration of the Jump, or until you are able to receive proper extensive medical treatment.

Lame (+200): You know what's also no laughing matter? Getting smacked in the leg by some falling debris. Your speed in general will be impacted by this, but the main effect it'll have is on your ability to jump. Which is to say, you can't. Anything more than walking up steps or over small cracks will be beyond you without serious rehab, or until the Jump concludes.

And Then Something Broke (+300): Did you somehow piss off a whole cavalcade of gremlins before coming here? It seems like things just can't help but break around you. Random pipes will fall off, systems will back up or flood, escape pods will have all their important parts stripped out... when the fates can excuse it, sometimes the floor beneath you will just up and give way. Once you're clear of the Museum and all things Bradwell this will calm down, but expect something inconvenient to break at least once a week for you for the duration.

It Takes Two (+300): Hope you're not the shy type, Jumper, because this Drawback is going to be fun. At random intervals, regardless of what powers or skills you normally would possess, you'll find that against a given challenge, they'll all... stop. Cease to be viable, either due to them not working correctly/at all, or due to obstructions otherwise blocking your path. The good news is, they can always be overcome. The bad news is, you'll need to rely on others to work in tandem with you every time this happens. Try not to have it happen too often with the same person, Jumper, or they might start to pity how often you get into these messes...

Didn't Think This Through (+300): Who could have foreseen that causing an explosion as a distraction could have collateral damage? Who could have foreseen that setting up elaborate schemes to entrap an alleged friend (rather than, say, sitting down with them and talking things through) could lead to them being in a position to harm your plans for real? Not you, Jumper! Your plans tend to have gaping holes in them where Very Bad Things could result, and some of those holes will have you looking damn stupid in the aftermath. At minimum.

Wrong Man For The Job (+400): Normally, getting out of here and avoiding or concluding the whole plot would be an easy feat for a Jumper. Not so much if this is taken; you will be reduced to your Body Mod for the duration of the Jump, and lose access to your Warehouse. If taken with More Time, this Drawback will instead terminate after twenty years.

Glitched (+400): Yikes, you okay, Jumper? Maybe you got your bell rung a little too hard on arrival. You'll find your motor skills sometimes are a little... off. Things seem to visually stutter around you at times, you'll have occasional difficulty gauging your movement speed, audio will seem to skip as if you lost half a second of time... and don't get me started on your issues with going up or down ladders. You might be able to seek therapy and eventually patch over these issues, but that will be of no consolation while you're stuck in the middle of this mess.

Scenarios:

You may choose to take (or not) either/both of the Scenarios presented here. Failing a Scenario (unless you died in the process) does not cause a Chain Failure.

Fulfill The Dream: Eliza Bradwell had a vision. She dreamed of a world of equal opportunities for everyone, no matter what their circumstances, background or economic status. From early in her life through to her tragic death, she never stopped believing these things could be achieved. Now, her dream burns within you as well. To complete this Scenario, you must achieve at least one of the aims of the Bradwell Foundation before the end of your Jump. This may sound easy, but even an experienced Jumper may pause when they see how far her vision went; you must either complete:
-Access To Education: Inspire and grant resources to enable 100,000 people per year that could not previously have gone to college to do so.
-Clean Water Initiative: Reduce either flood or drought conditions globally by 40% or more.
-Clean Energy Initiative: Create and/or distribute a zero-carbon ecologically friendly energy source (e.g., photobioreactors) such that it is adopted by enough nations to encompass 40% or more of the world's population.

Achieving even one of these lofty goals, aside from bettering the world and its people immensely, could be the work of ten years even in incredible hands. Doing so will grant the Jumper the Bradwell Foundation; a powerful philanthropic group and think-tank dedicated to Eliza's dream made manifest. It can function as a Warehouse attachment or be imported to any Jump, and its members will tirelessly work to improve the issues therein (or provide advice on how it might be done) that align with the Foundation's guiding principles. Those present will be operating on the same bleeding-edge level as is shown in The Bradwell Conspiracy, so with enough resources and support, taking the Bradwell Foundation into almost any setting will see that world's state vastly improved by Jump's end.

If one, however, manages to achieve more than one of the Foundation's goals before their time is up, then they'll have earned their true prize; all of Bradwell Electronics. The Foundation, the tech company, the R&D, the Bradwell Business Services & Solutions team, the works. This comes with the Stonehenge Museum, Bradwell R&D, Underground Mines, and EVAC Pods Items, with a full refund for any purchased prior to scenario completion. They'll function akin to the Foundation prize above, are fully self-sufficient to start, and will happily pivot to whatever the local tech (or equivalent) level is to provide solutions for any given world. Barring that, they know damn well how to turn a profit, so your kindness will be richly rewarded. As a final gift, even attempting this Scenario will grant you the Scenario-exclusive Perk '**Eliza's Dream**', making it easier not just to inspire others to be better by your example, but to dream bigger for themselves and their communities.

The Bradwell Conspiracy: Years ago, the bombing of a Brussels embassy took the lives of Eliza Bradwell and two of her children, Stephen and Kate. While a terrorist organization was assumed responsible, the true cause and culprits were never uncovered, leaving a wound that never fully healed. Melissa Bradwell, unknown to almost everyone even within the company, has been inspired by the tragic death of her mother and siblings to unite the world. Her method? Connecting everyone through an augmented water supply, tainted with a substance called NARAC that broadcasts what they see, what they hear, even what they think. In her mind, if everyone could know each other perfectly without barriers, events like Brussels could never happen again. Dr. Amber Randall, an old and dear friend within the company, realized at least part of what the work was intended for and hid her research while seeking a way to fully uncover and out Melissa's schemes. Unknown to her, Melissa is aware, and has set a trap to catch Amber and prevent her from interfering further in the activation of Aequus. The cat-and-mouse games played by these two women, with a hapless party guest caught in-between,

forms the crux of the conflict. Now, that hapless party guest is you.

To complete this Scenario requires going through the original course of events of The Bradwell Conspiracy, which will require taking the Mute, Lame, and Wrong Man For The Job drawbacks. You will make contact with Dr. Randall, fall into Bradwell R&D, be guided through the orientation of an incoming employee, obtain an SMP, and use it to repair power and advance to the medical wing. There, you and Amber can restore EVAC Pods and their tracks, then attempt to escape... only to be captured by Melissa, caught up in her plans for detaining Amber and obtaining the formula she secreted away.

From there, the two of you can escape the trap and traverse even deeper into another hidden layer employees of Bradwell R&D largely don't know exists; the Underground Mines, with the topmost chamber (massively hollowed out from mining all the Bradwellium therein) converted into the home of the Aequus Project. Normally, after attempting to disable it and learning it's too massive and widespread to disable, the duo would descend further in pursuit of Melissa Bradwell, ending up in the deepest chamber being used to maintain four massive SMP devices empowering a portal through which the data of all those being spied on can travel. It would be here Dr. Randall would employ your help one more time, to destroy the power supplies of the SMPs, destabilizing the portal and obliterating Aequus from the feedback.

However, there will be a deviation from the normal chain of affairs; once the final chamber has been reached, Melissa will contact you directly and offer you a choice. Join her and help complete the Aequus Project, or continue on your path to stopping it. Choosing the latter requires only completing the plan that will see Aequus destabilized and destroyed. Choosing the former, however, will require preventing Amber from doing further harm and then working to restore the systems; guided by Melissa, you must reactivate the lost data cores and complete activation of the remaining 10% to achieve total global saturation.

If you chose to side with Amber, you'll gain the Perk '**A team of TWO**'; whenever working alongside a Companion or Companion prospect, you'll find that your skills more naturally compliment each other and have a greater protection against getting in each other's ways. You'll also gain Dr. Amber Randall as a Companion; a sharp wit and keen mind, she has the full Whistleblower Perk tree.

Siding with Melissa will grant you the Perk '**Plans, plots and honeypots**'; when working with a Companion or Companion prospect to complete a goal, outside forces will find it much harder to sabotage it, to the point their original plans could prove physically impossible only after they've committed to them. You'll also gain Melissa Bradwell as a Companion; a ruthless CEO deeply affected by the violence that broke her family, she has the full Bradwell Perk tree.

Either comes with the Glass S business model version of the Guide Item.

However, there does lie a third option; if you can persuade Amber to hold off until Melissa can learn the truth behind the events that killed her family and poisoned her heart, then convince Melissa to shut down Aequus herself after having done so, you can claim both prizes. For fairness, the three required Drawbacks will be removed for this option after Melissa makes contact (would be hard to convince them via photos only), but any charisma Perks you possess will be only partly effective. Both women are deeply committed to their beliefs, and the personal ties they once shared makes them all the more unlikely to hear things out. It would require a hell of an argument to manage this one, but it might not be impossible.

End:

Your time in this world is up, Jumper. Now you have a choice to make:

Return Home: The fruits of this world, for well or woe, would radically alter the fate of things where you came from. Perhaps you could change the world, or at least retire in luxury. Whatever the case, your Chain is over.

Stay Here: For all its advancements, the tragedy of the Bradwells and the sorrowful fruits it birthed are proof enough this world could use a helping hand. Revel in the advancements, live well, or rule from the shadows; your Chain is over.

Move On: Spoken like a true scion of the Bradwell family. There's always new discoveries to find, new innovations to craft, new vistas to explore. Bon voyage, Jumper.

Notes:

The section of the opening scrawl in quotes, as well as a number of other details spread throughout, are taken from the official website for the game and the in-universe site for Bradwell Electronics. The art used is key art created by Jack Hughes for the game. All other materials/ideas come from the game itself or were abstractions based on events, items, locations, or actions from my playthrough. All rights reserved to their respective holders. Please support the official releases.

Problem Solving is intended to be an invoked Perk, not an automatic one. It comes with no assurances of what the collateral damage will be, just that the solution conceived of will succeed within the narrow context of the specific problem.

SMP Example:

Jumper has obtained an SMP. He currently has zero Substance and no Blueprints. He encounters a baseball bat that the SMP recognizes as being made of Substance. If he picked up the bat, ran a hand along it, swung it a few times, it would be a wooden baseball bat as far as he could tell. Using the SMP, and since its removal won't cause any harm or danger, he is able to absorb it into the SMP. The SMP does not increase in tangible weight but does now show that it has one unit of Substance and a single Blueprint; Baseball Bat. Jumper then finds a Blueprint for Rotating Desk Fan. He installs it into his SMP. He now has one Substance and two Blueprints, Baseball Bat and Rotating Desk Fan. If he uses his Substance to make a Rotating Desk Fan, it will look, weigh, feel, and function like an ordinary metal and plastic rotating desk fan would.

The only items shown in the game to require more than a single unit of Substance are Hydrogen Cell Generators, which each look to be almost the size of a person and are powerful advanced devices that can be used to power one of the towers that controls Aequus. Even then, it only costs two Substance. Judging by this, you can make a rough assumption that anything under that size/complexity will cost one unit, and assuming doubling size/complexity, guesstimate what the maximum an SMP can make is and how much it'll cost. Worth noting that in the final area four massive SMPs each with their own dedicated generators were needed to create the central portal device linked to Aequus and Melissa's grand plan, so at some point we can assume the handheld unit won't be enough for something super-complex or massive.

If an item or its upgrade says it provides Blueprints, those Blueprints can be applied to the SMP. As they are fiat-backed, said Blueprints will not be removed when transitioning from floor to floor or in/out of the Bradwell facilities.

Trade Magazine Subscriptions can be applied to fields such as Magic, Starship Tech, and the like, but will not inherently provide proficiency, training, or technical specifications. Tips and tricks with the occasional in-depth how-to for some DIY element may crop up but cannot be counted on. Interest should apply to something that could reasonably be considered a trade or interest with monthly updates; subscriptions to 'Becoming A God Monthly' won't grant apotheosis but might provide a nice dos and don'ts feature on writing holy doctrine, or what this season's celestial armor fashions are. Fanwank responsibly.

Obtaining Underground Mine as the one shown in the game won't grant any special bonuses while within it should the Jumper arrive there, aside from a basic familiarity and access to rudimentary functions within. By the time they arrive, Melissa will be in the last stages of her plan even if they teleported directly there, and if she was willing to ignore and push aside her own ailing father to

achieve her plans, and even to accelerate her schemes beyond what those in the know seemed aware of, she's probably taken the basic step of assigning admin controls to herself for the time being.

Companions cannot purchase Companions.

Glitched was the result of various frustrations with my chosen method of playing the game, the PS4 version. I can't speak to if it is better or worse on other platforms, but I will say it could've used some more QA & fix time before being put out there.

Overachieving and attaining all three objectives in Fulfill The Dream does not grant a bonus beyond the knowledge that, even if you never travel this way again, you have undoubtedly improved this world inexorably. While this grants no further buffs or boons, you have my deepest thanks on behalf of this setting's people.

The Scenario perks for The Bradwell Conspiracy are named after two of the trophies/achievements in the game. Hence the abnormal capitalization used. Attempting the third ending for the Scenario will only terminate the Drawbacks until some kind of resolution is met, be it one of the three rewardable endings or a Scenario failure.

Overall, a solid game with some neat ideas, hampered by a bit of clunk in the execution and too short a running time to fully explore the ideas it brings up. Worth a buy if you see it on sale for a 3-4 hour experience.

Feel free to repost this Jump anywhere you wish, but please do not edit without permission.

Created by Astrangeplaytomake

Version 1.0 - Created Jump