

In a remote part of the Rocky Mountains, hidden from prying eyes and lost to history, there exists a region once upon a time designated Area 634, later known as Sussurus Valley. Here, as World War II raged on, a United States military project was undertaken that was even more secretive than its rival Manhattan Project. This operation, Project: Pendulum, under the watchful eye of Dr. Andrew Fisher, sought to master the strange energy unique to the valley for military purposes. Triumph was followed by tragedy, and Area 634 went quiet for many years...

Quiet, but not completely forgotten. In the 1980s, a curious soul believed they had found the true resting place of a fabled treasure, the Lifeseed. This relic was alleged to have incredible properties and life-giving energies, but few other than they really believed it existed. On a scant few clues and a hunch, they came to Wendigo Lake and began an exploration that would reveal much the Valley had long since hidden...

You, Jumper, will spend 10 years in this world. Take this to begin your explorations:

+1000 Choice Points (CP)

Origins:

Who- or what -you are will go a long way towards explaining and informing your presence here in Sussurus Valley.

Reporter (Drop-In): You're not native to the Valley, nor to Project Pendulum. If anything, you're here because of all that, pursuing myth and legend in the hunt for something no one else seems to seriously believe in. Whatever the case, you'll find yourself in the Canadian Rockies with scant clues as to what you'll find if you proceed deeper in.

Scientist: The lifeblood of Project: Pendulum, these are the brightest men and women of their generation (excluding those working on the Manhattan Project, of course), and have come to Sussurus Valley to experiment with the incredible discoveries found within. Chief among these is Amrita, a kind of life energy whose applications seem endless...

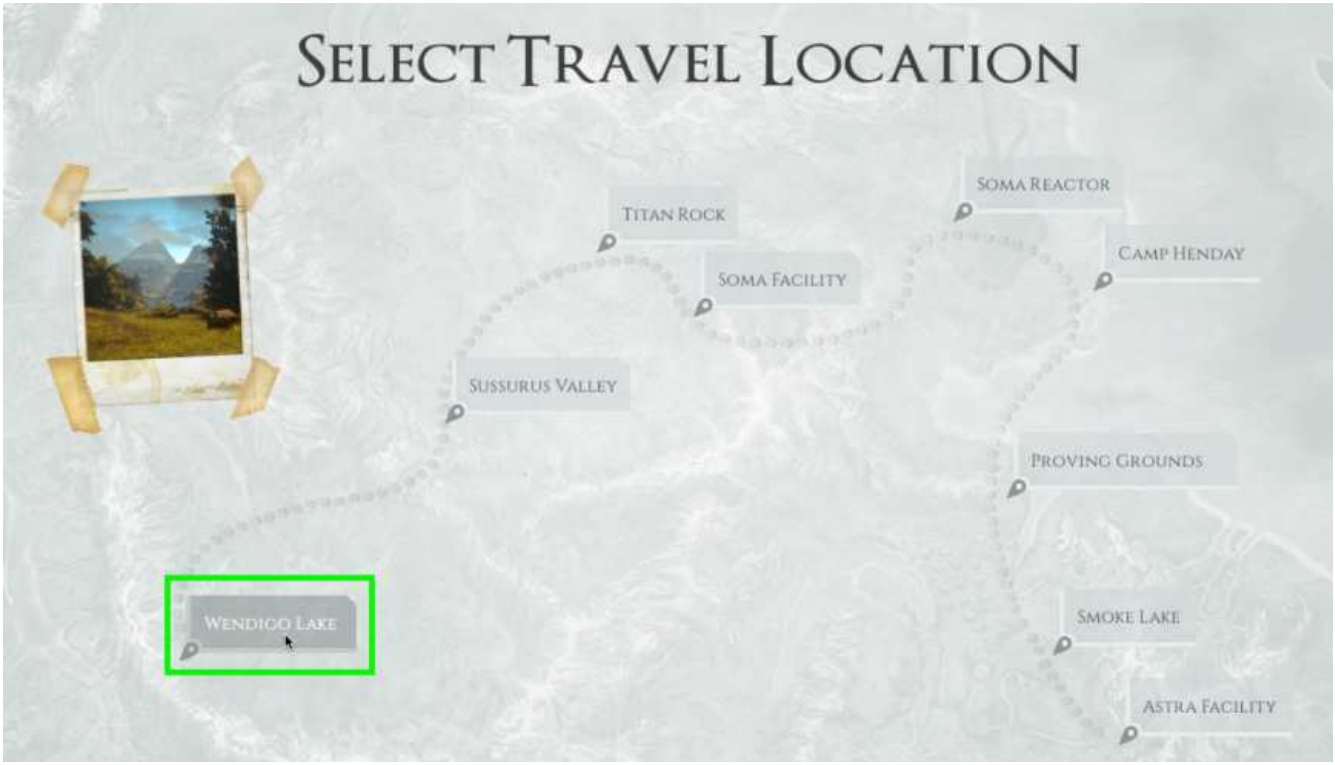
Pathfinder: Those outfitted with and trained in the use of the L.E.A.F. Suit, one of Project Pendulum's most impressive creations. Pathfinders explore the Valley, train in training courses, and if all goes well might be the next step in dominance for the US military during World War II and beyond.

Daemon: Cute little green fluffballs with tiny branch-like antlers and faces like cheerful masks, this lifeform is unique to the Sussurus Valley region. Glowing bright, they're often found making soft sounds and darting here and there leaving a faintly glittering trail. Oddly, they don't seem to have any natural predators in spite of their harmless and curious nature. Almost as if they were secretly at the top of the food chain...

Age & Gender:

Your Gender (while it may result in some interesting questions depending on when you arrive) is irrelevant, and your age only matters so long as you can be considered an adult if human. You may retain your gender and age from your past Jumps, or change it if you wish.

Location:



Due to the nature of The Valley and the technology presented therein, 'Location' is as much about when as where. Choose a starting time; this will alter where you will begin by default, though you can spend 50 CP to switch (assume Quantum weirdness is to blame). Daemons can pick either times freely.

1940s: As World War II rages and a Cold War simmers behind the scenes, this is the era in which Project Pendulum is in full swing. Scientists and Pathfinders begin here, anywhere listed above other than Wendigo Lake.

1980s: Years later, the Sussurus Valley has been long forgotten, with any hints to it or what wonders it holds scrubbed from the records. Only the most determined and adventurous will be able to infiltrate the Valley and discover its secrets. Reporters begin here, at Wendigo Lake.

Perks:

All Perks are 50% off for their Origin, with the 100 CP Perks free for them.

Reporter:

100: Story Senses. Tingling! Somehow, you know when a rumor or legend could lead to something big. It might not end up exactly how you think it will, but if you stick to it and don't give up the hunt, you're bound to find what was the source of all that hearsay.

200: Quick To Adapt. Stumbling across ancient ruins and preserved technology that would be bleeding edge even eighty years from now, then being confronted by threats and dangers way above your pay grade, would normally be discomforting to say the least. Now, however, you don't have to worry. Even basic instruction will let you adapt to any sort of environment, technology, magic, or threat. This won't give you instant knowledge of what to do to resolve it, but you won't be overwhelmed or need to worry about losing your balance and face-planting after that new suit of power armor turns a simple run and jump into a 20 MPH super-leap of multiple stories.

400: I Want What I Want. If you showed up to a lost and hidden valley in search of a legendary relic, and had to overcome ancient puzzles, a disused military installation in half-collapse, and a myriad of strange creatures out to kill you, most people would turn right back around and find a new hobby. Not you. Once you set your mind to a task, fear and doubt can have no hold on you. This powerful will and desire is so great, when active, not even magical or biochemical means of causing fear or doubt will impact you. This won't make you suicidally brazen in your pursuit- if it's clear your actions will get you killed no question, you can turn away as easily as ever -but outside pressures won't push you to give up early or against your will.

600: The Strength To Let Go. Sometimes, the greatest sign of character is the ability to walk away. To have everything you ever wanted in your hands, accept that to have it was wrong or dangerous, and let go. You now have this power. If at the end of a quest you obtain the thing you sought, you will be able to see as clear as day the consequences of claiming it and revealing it to the world, and will be able to resist any and all pressures to keep it if you feel doing so would be too dangerous. This does not contradict I Want What I Want; the former gets you to the thing you seek, the latter gives you the strength to bury it so it can't hurt anyone else ever again if needs be.

Scientist:

100: Certified Wisdom. Project: Pendulum isn't going to be hiring just anyone; a project this secretive with this much at stake is going after the best of the best, period. This Perk grants you a PhD-level education (plus accreditation) in your choice of the following fields; anthropology, physics (including nuclear physics), biological sciences, mechanical engineering, chemistry, statistics, or military sciences. You can take this Perk multiple times, but only the first is free for the Scientist Origin.

200: If A Then B. It's one thing to know something going into a project. It's another to discover a radical new method for its use in the middle of a project. This Perk allows the user to combine their existing knowledge and skills with new findings to create entirely new inventions. For example, combining finding an energy that was pure condensed life and using your engineering skills to create a gauntlet that can steal or grant the same at range. This Perk combos well with blueprints taken from

various Jumps, your own powers, and any practical skills or knowledge you've accumulated (including Certified Wisdom above).

400: Are We The Baddies? It's dreadfully easy to be so caught up in what you're doing and discovering and exploring that you don't notice the negative impact thereof until it is far too late. This Perk won't entirely prevent that, but it might stop the worst of it. With it, if your actions are actively harming the world around you in some appreciable way you don't yet notice, you'll get a sense to that effect. That sense will grow stronger the more you look into it and the closer you get to the truth, resolving once you've discovered the negative impact and can identify it. This won't help solve the issue, and may come too late to prevent any harm, but with it you can rest assured you won't find out much too late the real cost of your discoveries.

600: If I Can Build It... ...then you can destroy it. This isn't the same as building in some fatal flaw ahead of time (though you totally can, it's your creation) but if you had any hand in helping invent or put something together, you inherently gain a massive boost in knowing how to destroy it and putting that knowledge into use. This doesn't just apply to machines; if you made a virus, you can make the antidote. If you built that army, you know the perfect way to rip it apart inside and out. What's more, you'll know how to do it a way that will hurt those using it actively the most. Pity the person who seeks to turn your creations against you, Jumper.

Pathfinder:

100: Easy Adjustments. Running and jumping and swinging and rail-riding are not things the average person is built for. It can be disorienting to move like normal but be faster and stronger than you've ever even dreamed. With this Perk, not so much. You'll always be able to adjust on the fly to newfound abilities and enhancements, whether natural or from items/machines, and such improvements will work in your hands like you'd been used to them for a decade or more. Hop into a L.E.A.F. and show everyone Day 1 what a real Pathfinder looks like.

200: Heroic Stamina. You can do this all day, Jumper. Run an obstacle course, climb all over the ruins of an ancient civilization, plumb the depths of a secret underground base, and still have some energy left for a little swim. With this Perk, even the deadliest monsters would have a time catching up with you.

400: A Call To Arms. Pathfinders need to serve a variety of roles in the Valley, even moreso than the overworked scientists. When threats arise, or a new vista must be mapped and cataloged, it is these stalwarts who answer the call. When you are asked by another to tackle a task they cannot do themselves, you'll gain a general boost to all your abilities for the duration of that task.

600: Next-Level Soldier. The L.E.A.F. is a massive boon to Project: Pendulum, and without it the Pathfinders couldn't do a quarter of what they do. But what matters most is the man inside the suit. With this Perk, you gain the skills to be a master-class soldier in any era. Perfect marksmanship even with abnormal ranged weapons, an instinctive ability to seek cover just as danger is about to surface, and a sense for where to go and what to do to seek your mission objectives that borders on supernatural. When you're using a L.E.A.F., not only will your overall skill with it also greatly improve, you also have one additional bonus; once per Jump (or every ten years), you can engage the Quantum Death feature without expending it or draining your surroundings.

Daemon:

100: Just So Cute! There's something about your appearance that puts even hardened military men on the lookout for evil-doers at ease. If you're just living your life, most everyone will be content to smile at the sight of you and leave you be. This won't stop those especially cold-hearted/driven from stepping over your corpse or kicking your babies if it means getting their way, but they at least won't do so out of personal enmity unless you offend them first.

200: Ties To Nature. Select a region at the start of each Jump or every ten years (by default, the Location you begin a Jump in, if one is specified). If harm should begin to befall that region, you'll know instantly, and know how/why. This won't reveal everything to you; if it's because of excess logging, you would know the logging company but not who paid them to do it. What you do with this information is up to you.

400: Wendigo. They shouldn't have messed with you and what you hold dear, Jumper. Now they're going to pay. Violently. Designate something you hold dear; it could be a code of ethics, it could be the livelihood of your homeland, or it could be the life of someone you love. When that something is in direct danger of being annihilated, you can assume a vastly more powerful form for the duration of time needed to set things right. If you have an existing alt-form, you can assign this Perk to it; assume that form becomes roughly three times as powerful when this Perk is active. Otherwise, by default, you gain a Wendigo form, a swift floating powerhouse with massive antlers capable of ripping even trained soldiers limb from limb with energy bolts and at little risk to self. You may change your designated 'thing you hold dear' at the start of each Jump or every ten years, whichever comes first.

600: Alpha. What ***are*** you, Jumper?! Even by the standards of your most powerful kin, you're on a whole other level. Without anything else to apply this to, it'll make you twice as big and twice as powerful. Apply this to an alt-form if one exists, and those effects double again, with the added bonus that those who share that form but not this perk will defer to you, happy to bring you the spoils of their hunt or vengeance.

Items:

You may take one 100 CP Item from each category (**Valley** & **Pendulum**) for free. Daemons get **+400 CP** to use in the Valley section, Scientists get **+400 CP** to use in the Pendulum section, and both Reporters and Pathfinders get **+300 CP** that can be used in any section.

Valley:

50 CP ea.: Amrita Swarm. This swirling cloud of insects comes in one of two forms; passive and aggressive. When passive, they naturally gather Amrita to themselves, making them a steady source of it, albeit a slow one. When aggressive, they glow a sickly black-purple and can 'fire' single drones on suicide attacks that literally strip the Amrita from those they strike, which is another way of saying they'll destroy their target's very life energy. Each purchase grants you a 'loyal' Amrita Swarm, which will either follow you like a happy puppy, lazily float about a given area, or just wander off if you don't indicate it should do one of the others. Do note that infusion with Amrita energy, such as shots from a L.E.A.F. Suit, will switch an Amrita Swarm to passive, a good thing to note should you encounter aggressive ones in the wild.

100 CP ea.: Acorns & Medallions. You will be given two canvas messenger bags, one stuffed full of acorns from the Valley's many trees, and the other full of the Medallions commonly found around the ruins. Each can be used while in the Valley to open sealed passages, reveal hidden areas and caches of materials, and to find lost information and technology. Oddly, this won't just happen in this world; in future Jumps, you'll receive two more canvas bags, and will at random times and often in out-of-the-way places find similar doors and gateways that require these implements to open, and will equally reveal secrets and valuable goods and information. Acorns will open the more common gateways, while at least one major location with similarly major prizes within can be opened by way of the Medallions. You can purchase this multiple times to obtain more bags, doubling the number each time, in case you wanted to outfit an entire team

100/50 CP ea.: The Valley. The Sussurus Valley region as a whole is a gorgeous place overflowing with life and natural energy. A unique biome, the various locations within are at once attractive and potentially dangerous, filled with ancient ruins and lifeforms both common and abnormal. Each purchase will grant you both the ability to connect your Warehouse to your own version of these locations (or Import them) in future, but will also strongly improve your ties to these regions while in this Jump; wildlife will be more docile or even helpful towards you, threats will be less harmful, and the environment in general will be more hospitable. Your first purchase will be **100 CP**, but all subsequent purchases in this category will cost **50 CP**, and post-Jump whether serving as a Warehouse extension or Import these regions can be linked together and combined with the Project Pendulum selections if any are purchased.
-Wendigo Lake: This gorgeous region just at the border of the Valley is home to a series of lakes, waterfalls, and rolling hills. While only of mild interest as a historical dig site, it could easily be a place one could commune peacefully with nature amidst the flora and fauna native to the area with relatively few threats.
-Sussurus Valley: Sprawling, vast, and open, the Sussurus Valley proper is home to a wide array of ancient Sussurian ruins, a Titan Tree, and a series of obelisks built to power and feed said Titan Tree. Daemons can be found often here, darting around with few cares as they cheerfully glow and squeak playfully.
-Titan Rock: This massive mountain at the heart of the Valley swirls and twists, overgrown with vines. Amrita Swarms are exceptionally common here, some naturally aggressive due to a hunger for the

precious life energy. Project: Pendulum implemented a series of elevators and installed platforms and deadeye crane blocks to allow Pathfinders easier access and training, but they can only do so much. Without a L.E.A.F. Suit or similar means of easily getting around, climbing Titan Rock will be no easy feat...
-Smoke Lake: At the foot of the Astra Facility, Smoke Lake is a large of water, broken up only by man-made structures and small outcroppings of rock and land. Gorgeous and vast, it would take a lot of engineering work, a healthy boat, or one of Project: Pendulum's more eccentric creations to easily navigate this region from shore to shore.
-Feeding Ground: This underground pit far below the Astra Facility is the dark heart of the Daemon's great secret, a place of feeding on prey that have angered them, and to offer that prey's meat to their Alpha. If you are not of their kind and find yourself here, your odds of survival are exceptionally slim...

200 CP: Ancient Ways. The ancient Sussurians that once made the Valley their home were shockingly advanced, able to live (seemingly) in harmony with the creatures and strange powers of the region, and could even tap into their environment to create impressively advanced systems and works that long outlived them. You now possess their methods, technology, and creations. This purchase comes with a full Sussurian step pyramid, complete with examples of their pottery and masonry, their stone-cutting tools, their elaborate door locking systems that require specialized Medallions or Amritra-enriched Acorns to open, and most critically blueprints and formulas allowing you to replicate these creations. Sussurian architecture requires little in the way of advanced technology but is shockingly resistant to both wear and time, making it very useful in future Jumps should you want a stable sturdy base for building without being overly flashy. And given they were even able to dig massive tunnels out through the heart of a mountain with their limited resources... In future Jumps, you can have the step pyramid serve as a Warehouse extension or Import it to a location of your choosing.

600 CP: The Lifeseed. Rumored by many to be an artifact of literal world-shattering power, The Lifeseed is the product of a thousand years of Amrita gathering by a single Titan Tree. In truth, the Lifeseed is a kind of organic Amrita amplifier, and an exceptionally powerful one. Powerful enough that trying to emulate the level of power it can produce could consume every drop of Amrita in the entire region and beyond. Powerful enough that installing it in a reactor was able to power the most extreme dreams Project: Pendulum could come up with easily. Simply put, any energy that passes through the Lifeseed is heightened to a frankly obscene level, making it a potential tool for absolute destruction or the greatest good. It is now up to you which will be the case.

Pendulum:

400/50 CP (Discount Pathfinder for initial purchase): L.E.A.F. Suit. The core of the Pathfinder program, arguably the greatest single creation of Project: Pendulum, and unless you are especially skilled as a Jumper in the other definition of the term probably the only way you're getting around here with any ease. Coming complete with its own audio-visual guide, this marvel of engineering is a suit of power armor that greatly enhances your speed (up to 110 km/h!), jump height and distance, and overall durability. With an audio-reel recorder and player built in (though one might want to see about upgrading that once you're out of the Valley), it also comes with the God Hand, an Amrita energy manipulator that can draw life energy out of one thing (plants, trees, animals like rabbits or deer) and infuse it into something dead or robbed of life energy.

Yes, you can use this to bring the dead back to life... including yourself. Once per Jump, if you'd be slain by something, the L.E.A.F.'s Quantum Death function will instead revive you at the cost of draining a not insignificant degree of life energy from your surroundings to achieve this. During this

Jump only, so long as the natural world in your immediate area still has life energy left in it, this function can be used indefinitely.

Be warned, however, that without upgrades, the Amrita reserves on the L.E.A.F. Suit aren't very large. You'll be able to absorb and use roughly eight 'shots' of Amrita when initially purchased. This could come in extra handy if you're being attacked by something trying to drain the life force out of you, since it should drain from your Amrita reserves first. Lastly, be careful with the L.E.A.F. Suit around bodies of water. Being exceptionally heavy, submerging the L.E.A.F. Suit in water will see it plummet to the bottom like a rock, and the results will be fatal to any occupant that needs air to breathe. But hey, if you haven't use that once per Jump revival, it'll still work and will just send you somewhere dry when it does so.

Lastly, if you'd like to enhance the L.E.A.F. Suit further, each upgrade listed below costs a mere **50 CP**.

-Capacitor Upgrades: Want a bigger buffer between you and life draining foes? Want to have more freedom to play god or power the more exhaustive upgrades available? Then you'll want to purchase this. Each purchase of this will give you another eight 'shots' worth of Amrita storage in your suit.

-Icarus Boost: The ability to jump exceptionally high and far is all well and good, but sometimes even the L.E.A.F. suit can't quite reach. The Icarus Boost was intended to resolve that, expending roughly one 'shot' of Amrita to provide a second mid-air jump. For an additional **50 CP**, the Icarus Boost Damper can be applied, allowing use of this double jump functionality without expending Amrita.

-Viper Coil: This chain and hook system, mounted to the back and arm of the L.E.A.F. Suit, allows the user to fire it at a target and then swing with incredible momentum and accuracy, allowing an even greater freedom of movement. While for testing purposes this was limited during Project: Pendulum to 'deadeye' crane blocks, careful usage of this could see even the most inhospitable terrain crossed in record time. Firing the Viper Coil requires a 'shot' of Amrita; for an additional **50 CP**, the Viper Coil Damper can be applied, negating the expenditure.

-Pushrod Piston: The L.E.A.F. makes you a lot faster. And it can draw energy from the living world. Want to improve on both? The Pushrod Piston allows the wearer to run along powered rails, gaining an even greater velocity while also drawing on the grid to recharge the L.E.A.F. It might be a little odd to hop onto a train rail and breeze by faster than a car on the highway, but it'd certainly get you where you're headed quickly.

-Magnetic Core: You know what's better than running super fast on the ground? Running super fast on the walls, the ceiling, *and* the ground! With the Magnetic Core, the L.E.A.F. can adhere to metal surfaces, shifting the suit's legs towards them before running along them as if gravity had flipped a switch. Use this in a place with a lot of metal walls and you'll be amazed what you can do.

-Lake Skipper: Water is the number one enemy of the L.E.A.F. due to its immense weight. While this upgrade doesn't completely negate that, it does the next best thing; turns the surface of large bodies of water into a temporary speed lane. With this, you can run at a body of water and *keep* running for a handful of seconds, even gaining a little speed as you do. Hence the name; the L.E.A.F. 'skips' like a stone tossed along the surface. Take care to listen to the internal sensors of the suit as it beeps, however; the volume and pitch are the only warning you'll have as to how close you are to the Lake Skipper function ceasing to function.

100 CP: Emergency Life Extraction Vests. The last line of defense against improper Amrita exploitation, aggressive Amrita Swarms, or any number of other potential threats in the Valley, the Emergency Life Extraction Vest protects the wearer by way of buffering any attack that would drain the life from their body. While unable to be of much use against physical harm, these Vests could enable someone to endure the kind of Amrita-devouring dangers that could arise around here if something goes wrong. This purchase will give you a crate with one dozen ELE Vests, and provide another crate at the start of each new Jump sent to your starting location or Warehouse.

100/50 CP ea.: Project Pendulum. These facilities, once beyond cutting edge and still bearing the hallmarks of advances far beyond what modern sciences- military or otherwise -can produce. Each purchase will grant you both the ability to connect your Warehouse to your own version of these locations (or Import them) in future, but will also strongly improve your ties to these regions while in this Jump; wildlife will be more docile or even helpful towards you, threats will be less harmful, and the environment in general will be more hospitable. Your first purchase will be **100 CP**, but all subsequent purchases in this category will cost **50 CP**, and post-Jump whether serving as a Warehouse extension or Import these regions can be linked together and combined with the The Valley selections if any are purchased.
-Soma Facility: This mountaintop facility at the top of Titan Rock sprawls wide and tall, made up of a large central building and a set of smaller annex buildings. With large Amrita storage tanks on the roof, this R&D facility is where some of Project: Pendulum's most innovative creations were born.
-Soma Reactor: This massive underground facility, connected to the Soma Facility by large powered rails through ancient tunnels, is the beating heart of Project: Pendulum. It is here the Lifeseed is normally located (though you'll need to purchase that separately if you want to possess the Item at the start of the Jump), being used to filter the orbs found throughout the Valley into massive energy reactions to power not just the facilities and experiments but also the impossibly deadly weapons Dr. Fisher has formulated. If you ever need to shut this place down, be sure to also shut down its sister complex Astra; if not, the results could be apocalyptic...
-Camp Henday: This sizable military settlement, nestled in the long stretch between Soma and Astra, is also the home of the Pathfinders and the safe harbor for their L.E.A.F. Suits. One can also find the office of Dr. Virginia King here, an anthropologist and advocate for safe exploration of the Valley and examination of its many unique attributes, along with a nearby collection of artifacts from the Sussurians who once populated the Valley.
-Proving Grounds: This spot, secreted away in the heart of the Valley, is dotted with bomb craters and observation pillboxes. It is also home to some of the darker ruins left by the Sussurians; the remains of sacrificial pits, colossal statues immortalizing cannibalistic giants, and similarly grisly sights. The Pathfinders have made for themselves their own proving grounds here; an entire patch of forest high above the misty waters, decked out with deadeye blocks and platforms to create a rather hazardous competition circuit.
-Astra Facility: The sister facility to Soma; Astra harvests the orbs, which are cycled through the Soma Reactor, then returned to Astra for use in its weapons research and production. As such, while Soma represents the dream of what Amrita and the other wonders discovered in the Valley could be, Astra represents the reality of what it is being used for under Dr. Fisher's guidance. It is also here that the final and most horrifying weapon Dr. Fisher ever created can be found; the Thanatos Cannon, a long range Amrita weapon that can, as he put it, strip the life from entire cities or even nations without harming the infrastructure. Both in the 40s and 80s, the heart of all dangers to the Valley emanates from here.

200 CP: Amrita Generator. This powerful device gradually draws on ambient Amrita in the air, distilling it and filling reservoirs. While this is not a swift process, it is a perfect way to generate Amrita without harming the environment or putting others at risk. An Amrita Generator can hold eight 'shots' worth of Amrita at maximum at a time.

400 CP: Project Pendulum Research Notes. Enclosed within these folders are the culmination of all that Project: Pendulum was able to conceive of. Everything, from the L.E.A.F. Suits to Amrita Generators, from the Emergency Life Extraction Vests to the horrors of the Thanatos Cannon and even 'Brahmastra', a 100 megaton Amrita bomb that was thankfully never utilized. Even mundane elements,

like electrical systems that run off Amrita, or the myriad of pipes and elevators once used to allow staff to traverse the Valley even without a L.E.A.F. Suit, can be found in these pages, along with full biochemical and behavioral analysis of the native life of the region. With this, one could bring a world into a golden age... or as Dr. Fisher once imagined, rule over it with an iron and godly fist.

Companions:

The Valley would indeed be a wonderful place to explore alone... but somewhere this beautiful should be shared with others, don't you think?

50/200 CP: Import. Looking for some additional help exploring or protecting the Sussurus Valley? For **50 CP**, you can Import one Companion, and for **200 CP** you can Import up to eight. Each will receive an Origin, 600 CP, and half the bonus CP provided for that Origin in the Items section. They can collaborate with you should you choose to make The Valley or Project Pendulum purchases, with only one needing to make the 100 CP purchase.

50 CP ea.: Unaware Workers. Coming in a pair of long troop carrier trucks, these twenty Followers (two drivers, two foremen, & sixteen workers) can be called in even in the middle of a Jump, driving in from the nearest accessible road or similar passage from just out of sight. Much like the workers employed by Project: Pendulum, these workers will know nothing of the Jump you're currently in, just that you're their superior and to follow your orders to the letter. Skilled and diligent as any member of the US Army Corps of Engineers during World War II, while these Followers might not be the sort to lay waste to an enemy platoon, they can build, fortify, repair, and maintain just about anything if given the materials and plans. Each purchase provides two trucks and twenty Followers. Any slain Followers or destroyed trucks will be returned to life/back in full service at the start of the next Jump.

100 CP (Discount for Reporter): The Explorer. You may select their name, gender, and age. This seeker of the truth came to Wendigo Lake just as you arrived in the area, with a head full of hearsay and a burning desire for answers in pursuit of the fabled Lifeseed. For whatever reason, they find themselves drawn to you, and if you can help them find the truths this Valley is hiding, they'd be more than happy to join you on your own journey. If you chose the 1940s time period, assume The Explorer is here as the result of some extraordinary quantum shenanigans. The Explorer has all the Perks of the Reporter Perk Tree, plus a L.E.A.F. Suit with 200 CP in upgrades and the Acorns & Medallions Item.

100 CP (Discount for Scientist and/or if you take Edwin Hall): Virginia King. A valuable member of Project: Pendulum (even if Dr. Fisher seemed disinclined to listen to her), Virginia King was able to piece together truths about the Valley and the experiments hidden from all, even if she might've been too late and too outgunned to do anything about it. Now, however, she sees you as a potential ally, someone who might be able to help set things right before the Project can consume any more than it already has. If you chose the 1980s time period, assume that the Virginia King here is the result of some extraordinary quantum shenanigans. Virginia King has all the Perks of the Scientist Perk Tree (with 'Anthropology' as her choice for Certified Wisdom), plus a full set of Project Pendulum Research Notes and an Amrita Generator. She also comes with a special item, **Virginia's Music Box**. When played, the gentle sound from the Item will reduce the effects of fear and anguish in all who hear it.

100 CP (Discount for Pathfinder and/or if you take Virginia King): PFC Edwin Hall. A rugged and stalwart member of the Pathfinders, Edwin Hall is the sort of person you could base the inevitable Hollywood film around, if anyone ever found out about Project: Pendulum. Brave, athletic, and possessing a heroic quality, in the end... none of that may matter, as events in the Valley slowly spiral out of control and even Edwin is out of his depth to fix them. If he had more help, however, maybe that could change. If you chose the 1980s time period, assume that the Edwin Hall here is the result of some extraordinary quantum shenanigans. Edwin Hall has all the Perks of the Pathfinder Perk Tree, and a L.E.A.F. suit with 300 CP in upgrades.

100 CP (Discount for Daemon): Sparky. This adorable little Daemon seems a little... more than his peers. A little bigger, a little tougher, and a whole lot smarter. He seems to follow after you, and almost 'adopt' you, guiding you around the Valley as if you were some lost child it needed to help. Oddly, most threats in the Valley will keep their distance when Sparky is around, though he'll grow more agitated the deeper into the facilities you choose to explore... Sparky has all the Perks of the Daemon Perk tree, with Alpha applied to its Wendigo form. Ties To Nature will apply specifically to the Valley and its surrounding environments for this Jump, but can be changed normally after. You may choose whether his Wendigo applies to the Valley or to you at the start of this Jump, and reassign it as normal when he enters a new one.

Drawbacks:

So much to claim, so little time... and points. The Sussurians seemed keen on stories about creatures of greed, so they'd more than understand. You may take as many Drawbacks as you'd like, gaining the listed CP for doing so.

+100 CP: Truthseeker. They don't want you to know what they're hiding, and how **dare** they! Every secret needs to be uncovered, every shadow cast in the light of public scrutiny! If you get even a whiff of an idea something has been withheld from the people, you be filled with an overwhelming need to hunt it down and reveal it, damn the costs to you or anyone else. It'll take a real act of willpower or a very brutal and costly object lesson to convince you that what you sought wasn't worth it, and even then the damage might already be done.

+100 CP: Always Get The Girl. Even if the girl (or boy or both) gets you into trouble. You have a bad habit of falling head over heels for the kind of person who is going to make your life *real* interesting. The kind that might have very good reason to turn traitor against the military operation you're a part of, and if she does, you're almost certainly going to be right there at her side if you can't talk her out of it. At least you'll go down together.

+100/200/400 CP: Useless Discount Canoeing Lessons. You know how Perks are a great way to get knowledge and skills and training? And sometimes, if you're lucky, could even be the way you circumnavigate some massive challenge and get right to the heart of where you need to be? Yeah, not so much now. If you try to make use of a Perk to shortcut something major, there's about a 50/50 chance it will fail to some degree. Never lethally or in a way that would make progress impossible, but in a way that could prove embarrassing but will certainly leave you having to take a more humble route to your goal. This is worth **+100 CP** if you take no Scenarios, **+200 CP** if you take at least one, and **+400 CP** if you take all four.

+200 CP: Ethical Code. Damn the results if the process is wrong. And damn anyone who supports either! You have a strict moral and ethical code, akin to the heroes and heroines of pulp stories, and you can neither break it nor abide it being broken. You'll object, loudly, if you learn of harm coming to innocent animals or some industry harming the natural environment. And if someone starts slapping around kids? You might forget all that subtlety and go 100% Jumper on those responsible, no matter how much overkill that is for you.

+200 CP: Long Pork. The 'Wendigo' were named as such by Virginia and her peers due to the similarity in the art depicting them to the mythical creatures. While the Wendigo of the valley may or may not be the source of that myth and others, you certainly might be. You now have a deep abiding love of, and hunger for, the flesh of others. Animals, fish, humans, it doesn't matter. For you, now, meat is meat, and you're feeling Peckish. You might be able to contain this for a time, or use normal meat products to satiate yourself, but you can't deny the cravings for raw and fresh flesh forever...

+200 CP: Quantum Death. Dodging death has a cost in this world. Any time you would use a 1-Up, the energy to do so is drawn from the world around you with deleterious effects; the natural world very swiftly dies. Animals, plants, all of it. Not everything around you dies if you use one, but odds are depending on what you're using and how much of it you have you could end up a walking biosphere extinction event. If you're using a L.E.A.F. Suit, the existing energy drain on your surroundings is massively amplified; without working to restore what you take, the whole of the Sussurian Valley will die after roughly five deaths, leaving you with no energy to draw on. And if you have no life energy to

draw on, 1-Ups or no, your next death will be permanent.

+300 CP: Hated Rival. There is someone or something in this world that you loathe, Jumper, with all your being. Someone or something that you must see kneeling before you and kissing your feet. Someone or something that... might not even notice you exist, honestly. They're too busy being the best in their field, the sort that could change the course of human history if applied correctly. You need to beat them at their own game, come up with something twice- no, ten times! -greater than their greatest creation, all so you can rub in their face how superior you are and always will be. This obsession will only grow worse if obstacles begin to present themselves, and could spiral into using every resource you have to 'prove yourself', in spite of how *amazingly* destructive the results could be for yourself, those around you, or even the entire world.

+300 CP: Reclaimed Facilities. Mother Nature doesn't take kindly to abandoned properties in her back yard. Now, more than before, everything you come across will be damaged by exposure and time. Railings give way if you even touch them, sections of flooring could come loose, stones crumble underfoot and generators fail even once powered on. This will never completely stonewall your progress, but don't expect it to be anywhere near as easy or danger-free as before.

+400 CP: Thanatos Drain. The Astra facility appears to be malfunctioning early, in a very specific and frustrating way; it has drained you of your powers and Perks, leaving you with only your Body Mod. The good news is, you *could* always fix that by shutting the facility down. The bad news is, the only real way to do that without powers involves basically blowing the thing up. From the inside. Yourself. Good luck with that.

+400 CP: War Measures Act. No outside personnel or unauthorized items can be taken into the Valley during its Project: Pendulum days. That now holds true for you; you cannot bring outside Companions or Items with you into the Jump.

+400 CP: Both Sides Of The Story. Good news, Jumper! Now you don't have to worry about which era of the story you're in. You're in both. You'll first go through 1940-1950, then 1980-1990, each time at the start of that era appearing where designated by your Origin. Any Items or Companions taken during the 1940s will instantly travel with you quantum-style to the 1980s, which unfortunately for you means Jumping into a 1980 unaffected by your actions in the prior reality's 1940s and leaving you to deal with the Valley as found in the game proper. Have fun explaining that one to any friends you brought along.

+500 CP: Sussurian Legacy. Virginia spent a fair bit of time dissecting the civilization that lived in this Valley, building incredible statues and structures and mastering a strangely advanced technology for protecting their innermost secrets. These worshipers of the Daemons and Wendigo, of cannibalistic taboo and human sacrifice, in spite of their zeal and seemingly considerable numbers, would eventually vanish and their great works would be reduced to the ruins now seen in the Valley. However, if you take this Drawback, this is not because they died out, but instead because they migrated and took everything with them. Amrita, loyal Daemons, everything. In the dark and quiet places, even as the world around them changed, they took what that Valley gave them and refined it, perfected it for their own ends. Now embedded across the Americas, the powerful descendants of the original Sussurians have been alerted to your coming and- in the process -have rediscovered the Valley. A powerful foe, working in tandem with trained and loyal Wendigos, is returning to a world they left behind. And should they obtain the inventions Dr. Fisher and his staff have designed, the world will quake under the boot of new masters. Even should you turn them back, they will not be stopped, and may well keep

attacking both you and the Valley over the course of your stay until either you or they have been wiped out.

+600 CP: Fisher Triumphant. Dr. Fisher lives. At least, one version did. He absconded from the facilities and the valley with a handful of loyal men and a crate loaded with plans and research notes. From this, and driven even madder by the attack of the Wendigos and betrayal from within, Andrew Fisher sought to take revenge. Not merely on one instance of Area 634 and those within it, but (through the quantum research of Pendulum) on every version. The mad Dr. Fisher possesses advanced versions of every device and discovery Project: Pendulum ever conceived of, and backed by a support network of engineers and enforced by a small army of loyal-unto-death Pathfinders, he seeks to steal this reality's Lifeseed for his own purposes and leave the entire world to a grisly end. Should he not be stopped, countless Earths will suffer as the life is ripped out of them pulse by pulse, and countless more will endure an eternity in shackles as the Amrita-infused Doctor will placate his insatiable drive to be recognized and worshiped in the subjugation of as many realities as he can grasp.

Scenarios:

All Scenarios are era-locked, meaning the one(s) you can select must match the era you picked at the start of the Jump. If you took the Drawback Both Sides Of The Story, you may pick Scenarios from both times, or even opt for the ultimate challenge...

Scenario: Fisher King
Requires: 1940s

Virginia had it right; Dr. Fisher, eventually, goes mad with power, attempting to speed up production and energy drain to such a dire extent he nearly kills the valley and threatens the world. Whether they were just defending their home or knew more about the threat than one might expect, the Wendigos eventually put an end to Fisher, but took the entire staff of Project: Pendulum with him to a grisly fate. Now, you must undo this. You must see to it that both the Valley *and* the staff of Project: Pendulum survive to see the 1950s and beyond. This will be difficult, as by 1945 Dr. Fisher will have accelerated the project to its final stages, inciting the Wendigo attack that slaughtered everyone. And due to his growing megalomania, had they not attacked, his experiments would have likely destroyed the Valley if not beyond. Fixing this won't be as easy as taking sides, Jumper, but you might find some help in those you can recruit. If more than 80% of either the Valley or staff are lost before your Jump concludes, you have failed this Scenario.

Reward: Peacekeeper

There is peace in the Valley tonight, thanks to you. Both the Daemons and staff likely owe you a debt of gratitude, which would explain why a handful of both now want to tag along. A trio of Pathfinders from the always-runners-up Valkyrie squad, and a trio of Daemons, offer to join you on your adventures. The Pathfinders each come with an unaugmented L.E.A.F. Suit, the Daemons come with two Amrita Swarms under their control, and each gets 300 CP to spend with their Origin's 100 CP Perks for free. Each trio counts as a single Companion for the purposes of Slots and Perks.

Scenario: Golden Eagle
Requires: 1940s

Pathfinders were a unique breed; in spite of their comparatively low rank in the military, they enjoyed a level of freedom and power few can imagine. For those brief handful of years in the Valley before the end, they were the true kings of the sky, sea, and underground. Now, you'll have to be as well.

Your task now is to uncover and unlock everything. Every Acorn Door, every lost relic, every medallion. You must see, be at, and document every inch of the Valley and the civilization that once thrived here. And as a victory lap, you must beat the performance times of all five other Pathfinder groups- five to a team! -in racing both across the Valley as a whole and across the Proving Grounds. In pursuit of all of this, you'll likely receive- gradually -all the add-ons for the L.E.A.F. Suit, but keep in mind that the one you'll be using for your scenario is explicitly military property. Losing it due to losing the right to use it- say, by getting arrested and thrown out of the service -fails the Scenario.

Reward: Earned Your Wings

You are the first of a new breed, Jumper. In spite of its prototype nature, you've put the L.E.A.F. through its paces and come out the other side showing everyone what it can really do. A feat like that deserves a champion's reward, and luckily, the Raptors have just the thing for you.
The Raptor-Custom L.E.A.F. Mark II is custom painted in red and black, and contains every upgrade

listed for the L.E.A.F. Suit item, including four instances of the Capacitor Upgrade and the Dampers where applicable. It has one additional feature, however; an experimental onboard Amrita Auto-Generator Core, which will slowly refill the Raptor-Custom's energy reserves over time.

Scenario: The Eight Pages
Requires: 1980s

The Susurians who lived and worshiped in this valley understood this was a place of dark arcane power. They never knew how right they were. Something has come to this place, and knocked the Daemons off their perch as the apex predator. A swift and dangerous foe, replete with tendrils to attack and dismember opponents and the ability to sunder minds and souls, it has haunted the world for ages. Unstoppable. Unbreakable. Until now.

Hidden across the length and breadth of Area 634 are eight pages, tied to this monster's power. Obtain all eight, claim the Lifeseed, and use it in combination with a L.E.A.F. Suit to supercharge this horror such that it loses its ties to this world forever. Doing so will not just save your life and the lives of all those here, but will avenge countless dead and prevent countless more. Good luck.

Reward: Broken Operator

You have slain the unslayable; turned its weapons back on itself, then used the power of this place to shatter it such that it can never return. Even if no one learns of this deed, your actions will resonate across worlds. In each world you go to, you may designate one 'unkillable' foe. This should be a force that those who know of it think cannot be beaten, such as a god, a cosmic horror, or just the leader of an impossibly powerful empire. This foe is now uniquely vulnerable to you, suffering injury from your attacks in spite of any inherent protections it might otherwise enjoy and finding those injuries almost impossible to heal. This does not provide you any special protections from them, simply removing them from the target themselves. This designated foe cannot be altered, so slaying it won't let you pick a new one until you've gone to another world. The designations stick even after the Jump concludes, so if you have the means to return to that world pre- or post-spark, you can begin your hunt anew.

Scenario: Story Mode.
Requires: 1980s, Thanatos Drain

You are now in the role of the main character 100%. You must, with only the power of the L.E.A.F. and your ingenuity, navigate the Valley and ruins of Project: Pendulum, recover the Lifeseed, make it to the Thanatos Cannon, use the Lifeseed to activate the Cannon and destroy the facilities, and escape to safety.

Reward: Greatest Story Never Told

It's a shame the events of Area 634- twice over, no less! -will never be known to the world. A tale of hubris on the brink of total annihilation, the only person who got to learn any lesson from the whole affair was the main character themselves. Well, and the folks who played the game.
You now have the unique ability to, upon coming to a unique revelation or life/moral lesson, impart that information to 20% of the local population. They won't know *how* they came to know it, nor the events leading up to you learning it, but they'll know it. Assume 'local population' to be the nearest large settlement of people within three-days' journey at the time of your revelation. This can prove to be an invaluable trick if you should learn something of vital interest to others, such as the true nature of an alien lifeform or that a major politician planned to sell out his country for his own gains, or it could just be some simple lesson like 'be kind to strangers' that might improve the overall niceness of a

nearby town. While there is no cooldown on this ability, it must be something you're learning *new*, so you can't just read some blueprints you drew up and suddenly a fifth of the population knows how to build laser rifles.

Scenario: The Completionist
Requires: Both Sides Of The Story.

Not feeling content with the challenges on offer? Looking to walk away from this Jump having seen it all and done it all? This Scenario may be the answer; you're going to be completing all four Scenarios listed above (**Fisher King, Golden Eagle, The Eight Pages**, and **Story Mode**) in their respective time frames, and you're going to need to select either **Sussurian Legacy** or **Fisher Triumphant** on top of that (though see Notes for their interactions with Both Sides Of The Story). This does mean that you'll have to do all of the above with **Thanatos Drain** active, since it is a requirement to take and complete Story Mode.

Reward: Sussurian Valley + True Seeker

You've been keeping yourself busy these twenty years, to be sure. You've faced some of the worst things this world can throw at you, and not only survived but thrived. The world owes you a debt... the least it can do is offer you is the Sussurian Valley. You gain all the Items listed under The Valley & Project Pendulum in one massive group, refunding any points you spent if you made purchases from them. The Daemons native to the Valley all recognize you now as their Alpha, regardless of your Origin, and while they won't rampage out of the Valley in your name you can trust they'll keep the peace within it on your behalf. You'll also gain the Perk **True Seeker**; in all future Jumps, you'll find similar side-challenges and 'collectibles' like you found in this world, with similar rewards available to you if you can succeed at them. Upon entry to a new Jump, you'll inherently know what these are and can opt to tackle them or not, just like a normal Scenario. And, of course, you gain the Rewards listed for all the other Scenarios as normal for their completion. Congratulations, Jumper; you've earned your rewards this day.

End:

Even a quantum-charged adventure across two different decades has to end sooner or later, Jumper. The last leap has been made, and the sun is setting over Wendigo Lake. Which leave you with one final decision.

Go Home: Seeing a lush and verdant place nearly pulse itself into a lifeless extinction can make anyone realize how fragile things are. Perhaps it was that, or perhaps you just accepted it was time to let go You return to your home world of origin. Your Chain is over.

Stay Here: For all the danger and sorrow the Sussurian Valley has witnessed, few can deny its majesty. Perhaps it was this that lured you, or the mysteries still yet to be unraveled. Whatever the case, you remain in this world. Your Chain is over.

Continue: Stop here? When there's still so many worlds left to see, chasms to jump, ruins to delve? If anything, this place just made you more ready and eager to quest onward! Good luck, Jumper; may you carry the courage and skill of a Pathfinder as you venture forth!

Notes:

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It isn't made 100% clear in the Jump proper, but one of the twists in the game is the fact the orbs used by Project: Pendulum to feed the Soma-Astra loop and available as energy pickups for the player, the Daemons running around being cute in overland scenes, and the Wendigo enemies in the second half of the game are all the same species at different parts of their life cycle. The orbs are literally their species' embryos according to lab reports and an audio log near the end of the game, and it is because they're only vulnerable to Amrtia projectiles to 'pacify' them and Dr. Fisher locking away all the L.E.A.F. Suits that Project: Pendulum is eventually overrun and slaughtered by Wendigos.

L.E.A.F. stands for 'Leap Effortlessly through Air Functionality'. Evidently the fact it could make you very fast and jump very high paled compared to literally getting to play god with the forces of life and death, even in the naming department. If that doesn't clearly indicate how badly Dr. Fisher had his priorities screwed up, nothing will.

Emergency Life Extraction Vest as presented here are an original creation of this Jump... basically a way for a Jumper/Companions without L.E.A.F. Suits to survive should the Astra facility destabilize like it does in the game and it begins rapid-fire devouring the life energy in the Valley.

Quantum death, as established in the game, functions by shunting the consciousness of the person from a timeline where they died to a timeline where they did not. For the purposes of Jumpchain functionality, this Jump treats such an event like a normal 'death' for the purposes of 1-Up functions circumventing it. I.e, if the L.E.A.F. is used to avoid death, the 1-Up function means the Chain is not disrupted and the Jumper is not in danger of Chain failure. If there is no life energy to drawn on in the surrounding area, however, then death will cause Chain failure if the Jumper has no other 1-Ups available **or** if they took the Drawback Quantum Death. Also note that quantum death explicitly requires a timeline exist where survival is possible; hence, someone dying of natural causes due to old age is unlikely to survive through these means.

Discounts for Virginia King and PFC Edwin Hall stack, so if you're a Scientist and purchase PFC Edwin Hall, Virginia King is free, and vice versa for Pathfinders.

Why is Useless Discount Canoeing Lessons worth +400 CP when taking all four Scenarios would require the Thanatos Drain that turn off Perks? Because that can be overcome by taking down Soma and Astra, and Useless Discount Canoeing Lessons can't.

If you take Both Sides Of The Story and either Sussurian Legacy or Fisher Triumphant, you can select which decade the latter two will trigger during. So no need to worry about the threat taking advantage of the time you 'skip'. If you do want it to transpire in both time periods, take an additional **+200 CP** for Both Sides Of The Story, and my sympathies.

Related: Sussurian Legacy and Fisher Triumphant are entirely inventions of this Jump, intended to give a more action-oriented Jumper a bit more to do. Best of luck if you take both.

The Eight Pages is in reference to the Slender: The Arrival Easter Egg in the game, where all eight pages can be found for an achievement. While you never encounter the Slender Man in-game

(they're a wink and nod to Blue Isle Studios having also developed that game), their inclusion is certainly unnerving if one treats it as canonical. That said, if the Alpha Wendigo can go down to the power of Amrita projectiles, no reason the Jumper can't pull off the same against the Operator itself.

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

Version 1.0: Created Jump

Created by Astrangeplaytomake