

DOOM 2005

Yeah, okay. So, in this iteration, there are no demons but there's a 24th chromosome that is starting to cause issues with the researchers at the Olduvai facility on Mars. Into this comes the RRTS….

Doctor Samantha Grimm is planning to retrieve research data from all the labs that the strange creatures have taken over. Her fellow scientists want to survive. Sarge wants to try to contain this thing - by any means necessary. John wants to keep his sister (Samantha) alive and get back to Earth. For Destroyer, Duke, and Goat, it's just another day at the office. The Kid wants to prove himself, and maybe get a little high. Portman wants to live.

Oh, and Doctor Carmack? Well….

In any case, you want to be anywhere but here. Unfortunately, you didn't get a say in the matter.

You have ten years here, starting in 2046 at the beginning of the movie.

Take 1000CP to help you on your way.

ORIGINS/BACKGROUNDS

Drop In (*FREE*)

Okay, so you just wound up here. No background, no implanted knowledge, nothing. Good Luck.

Scientist (*FREE*)

This is the best job you could get with your degree? Oh, sure, everyone seems to think it's a wonderful opportunity - good benefits, cutting edge science…. It'd be great if the cutting edge wasn't aimed at your jugular.



RRTS (*FREE*)

Welcome to the Rapid Response Tactical Squad. You get some weapons, some armor, and then get sent to the back end of nowhere in the hopes that you'll advance Company interests. Try not to get dead.



Mutant (*FREE*)

You're a mutated badass that used to be a scientist. Go eat those RRTS guys. Or infect them. Try to infect the world. Your win condition is either killing all the RRTS people or making it to Earth and away from them without dying. If the Hell and Damnation drawback is taken, you are a Demon.



Faithful (*100*)

Where humans go, there goes superstition, mysticism, religion, or whatever you want to call it. You are very human in that respect. (No matter what else you've been during your travels.) You have faith in something or someone. It could be a deity, Joe Pesci, or even yourself. The point is that you have that faith and faith is power.

Taking this automatically triggers the Hell and Damnation Drawback. You *do* get the points.

PERKS

Each origin gets one 100CP perk for free and discounts on the rest.

General

Classified Credentials - 50 per level

May take multiple times.

Each time you take this, your classification level goes up by one rank. The first is an introductory level, the most basic of the organization you're part of. (Be it military, civilian, or whatever.) Taking this ten times automatically gives you the best available classification in your organization, even if there are normally twenty or thirty levels. You have complete access to everything.

And, yes, this applies to any organization you are a part of or join in future jumps.

Mundane Age - 100

You say that they think you're too young for your qualifications (or too old to be with it) and so don't show you the proper respect for your credentials or experience? Well, with this perk, your age is no longer a factor in social interaction, employment, or anything else. No, any discrimination will be based on other features that you can't change - like the fact that you're acting like an ass….

Yes, this does smooth over questions like "How are you over six times your species' life expectancy according to your ID?" It also means your toddler self can be tried as an adult, so have a handy toggle to turn it off…

Paperwork Cheat - 100

All your paperwork is automatically filled out how you would have done so. You do, however, have to stop long enough to sign it. Or empower your secretary to stamp your signature.

Certified BAMF - 200

Requires Clean Genetics Perk

You have been infected with the C-24 serum. For you, there are no mutations or negative side effects. You have increased regeneration, speed, strength, dexterity, intelligence, endurance, memory, and perfect night vision. Try not to get noticed. Vivisection is painful, even if you do regenerate. You do not age past your physical prime.

For an additional 800CP: Your regeneration is such that you can reconstitute from even a few particles after getting ashed. (Tossed into a sun, hit point blank by a space laser, etc.) You still age until you hit your physical prime, though. As long as you reconstitute yourself before the end of the jump, it's no longer a chain fail to die.



Clean Genetics - 200

Cannot be taken as a Mutant

You have perfect genetics for anything you want to do. Seriously. If your desired goal needs a specific genetic marker, you have it. If it needs you to not have a genetic marker, you don't have it. If you don't need specific markers, your genes will simply be the epitome of whatever species you happen to be at the time.

Assorted Immunities - 400

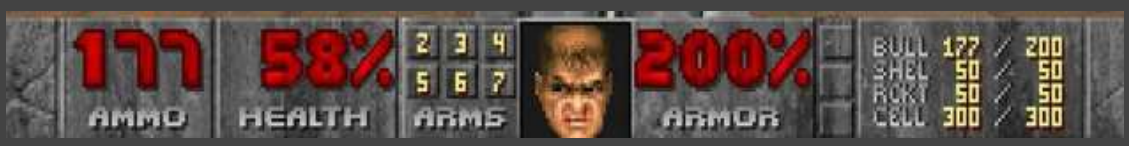
Provides immunity to Boredom, Radiation, Disease, Fungus, Parasites, Possession, Biological Assimilation, Nanites, Mind Control, Mind Reading, Trauma/PTSD, Temperature Extremes, Poisons, Drugs, Vacuum, Drowning, Zombification, Vampirism, Instant Death spells, and long term Curses.

This does not negate short term debuffs that are referred to as Curses. You can toggle exceptions for specific people, substances, or items at will. Does not negate Origins and Backgrounds selected from jump documents or alt forms. Adds immunities from future jump documents for free and without additional expense.

If you already have a perk named Assorted Immunities that is missing one or more of the listed immunities, you may take this perk for free. IF you choose to pay for this perk and already have an Assorted Immunities perk, your current immunities and any you add in future become absorption - you are healed by any damage that you would normally receive. Instant Death counts as full regeneration in this instance, including that of missing body parts. Absorption of Instant Death spells always resolves before any other negating perks.

Bodily Preservation - 600

You're always clean, in complete control of your functions (reproductive/menstrual, circulatory, etc), can eat any organic substance for energy, don't actually *have* to eat or breathe, have perfect digestion with no waste, never have acne or experience your voice cracking, do not experience excessive hair loss (thinning/balding), and do not age unless you wish.



Game Mechanics - 800

Provides the appropriate game system mechanics for each video game jump document, even if the document doesn't provide them. These mechanics persist for future jumps, and update to include features from any games that future jumps may be based on.

Starting in FFVII, for instance, will give you the menu screen, inventory, all similar menus, and the ability to trigger Limit Breaks (or the DMW for Crisis Core). Going from there to Call of Duty or Star Wars: The Old Republic would grant a HUD and possibly names/levels floating over people. (As well as all other mechanics, such as crafting systems.) Going to FFVI would add the ability to learn magic from magicite.

Drop In

Minor Stealth Boost - 100

This boost to your stealth provides limited masking for scent, sound, and visual cues that would give away your location. It won't get rid of your stench if you've been splashing in live sewage in the tropics, but it can handle having missed your morning shower.

Ambush - 100

Requires Minor Stealth Boost

You have a knack for attacking from concealment. When you do, you cause twice the damage you normally would and have an increased chance of escaping to conceal yourself again in the immediate aftermath of your attack.

Weapons and Tech Proficiencies - 400

This isn't your average backyard garage or even high tech lab on Earth. You're dealing with ancient, alien tech that surpasses anything you've ever seen or studied. Unless you take this perk.

This perk is the creme de la creme of weapon and tech perks. If it exists and you can see, touch, taste, smell, or hear the item? You know how to use the item - for both its intended use and any potential improvised uses. This applies to your nibling's Playstation, a beaten up truck, an old .30-30, and that nifty Fairbairn-Sykes at the garage sale.

RRTS

In (and Out of) Combat Training - 100

You have the training needed to be an RRTS (or Space Marine, if you prefer the game's terminology). This includes all UAC approved weapons, protocols, processes, procedures, etc, etc, etc….

Combat Experience - 100

For a bit of padding to the resume, this gives you a couple of years of documented combat experience in this and future jumps. It also provides the reflexes and attitudes that

would be required to survive those situations. Please note that this does not, however, supply the *trauma* that might normally occur.



Ultimate Survival Perk - 600

Gain survival skills for all environments. Includes desert, jungle, forest, arctic, alien planets, hell, and more. If there's anything resembling a way to live off the land using basic tools, you know it and can take advantage of it. You also know how to make those basic tools if you need to.

Scientist

Minored in Religion - 50

Mysticism goes hand in hand with human existence. You know a little about a lot of religions. You can recognize iconography, practices, and beliefs of major religions. You recognize the writing of the religion’s primary followers, but can’t necessarily read it. You can offend or be polite, as desired. Lets you recognize when something is religious but isn’t from religions that you’re familiar with. Updates for future jumps.

Degree - 100

A degree (likely in physics or the biological sciences) that qualifies you to be at the Olduvai facility. Updates for future jumps to an equivalent degree. If you have held degrees in previous jumps, this adds the information update to those degrees. All degrees automatically become valid in this and future jumps, as do any required professional memberships and licenses to legally use that knowledge.

Mutant/Demon

Deadly Body - 100

You are a mutant or demon. This gives you claws, fangs, a literally sharp tongue, and the skills to effectively use all three. Though it wasn’t implied that it was possible in the movie, you can regenerate the tongue once a day. Your monster form becomes an alt form at the end of this jump.

Regeneration - 200

You take injuries and, as long as you survive them, you heal your injuries quickly. From the real world equivalent of 1 hit point, you are regenerated to full health within 24 hours. Less grievous injuries heal more quickly. This regeneration is at full strength in your monster form and is at a reduced strength for all other forms you can take, unless

you have another regeneration perk. In which case, it doubles that perk's effectiveness for your other alt forms.

Hellfire - 200

You can create spheres of hellfire and throw them at your foes. With time and practice, this fire can be used in other ways. (Walls of flame, etc.) The flames burn yellow to red at the start, but - again - with practice you can get them hot enough to turn blue (apx 2500 in temp) or eventually wind up fully in the UV spectrum. (3000F or higher)

Buffed - 400

You have increased Strength, Speed, Dexterity, immunities, and Night vision.

Alternate Weaknesses - 600

May only take as a Mutant/Demon

You do not suffer from the traditional weaknesses of your kind. If you would normally take an aggravated level damage from holy magic, you don't. Instead, you take damage from something *adjacent* to your type's normal weakness. For instance, instead of holy magic it's light or plasma or - instead of demonic magics it could be fire or shadow magics.

For an additional 200 CP, there is no need to add an "adjacent" weakness to replace the negated ones.

Faithful

Majored in Religion - 100

Similar to Minored in Religion, but you know a lot about religions. You recognize basic iconography, practices, rituals, and beliefs as held by most world religions - present and past. You also recognize the writing of the religion's primary followers, and maybe puzzle out the general meaning if it's in a language you don't speak. You can offend or be polite, as your goals require. You also recognize when something might be religious but isn't from one that you're familiar with. Updates for future worlds.

Laying of Hands - 200

Congratulations, you're a healer! At first it's only good for minor cuts and abrasions, but with practice and faith it will allow you to draw return patients from the brink.

Support - 400

You are part of a supporting class. You can buff speed and endurance, cure diseases, remove curses, create holy water, food and drink, and purify contamination or corruption.

Aggressive Support - 600

You are part of a much nastier supporting class. You can curse, inflict diseases, corrupt or contaminate resources or people…. Basically, everything that is classed as evil when done to you but perfectly acceptable to do to an enemy. Starts out small, but gets more potent with practice. Enjoy.



Smite - 800

The power of… whatever you have faith in can be used to attack your foes. This manifests as a holy (or unholy) ray of energy in an appropriate color that causes immense damage. (Scaling - as you increase in damage potential, so does this.) This can only be summoned once per hour at maximum. The ray of energy may come from your holy symbol, the sky, or other logical emission point.

Elemental alignment defaults to light or fire if the entity in question is indeterminate, but may be a different element if the entity you believe in is aligned with a different one. (e.g. Water for Poseidon, Lightning or Electric for Zeus, Earth for Gaia, Death for Kelemvor, Grass or Psychic for Celebi, etc.)

Army of the Dead - 800

May take multiple times, each additional time is 200CP.

Choose: Damned, Blessed, or Neutral. You can summon an army of the dead that is aligned with that particular faction. For Damned, they are boosted by unholy powers and are damaged by holy powers. For Blessed, reverse that. Neutral takes damage equally - though in lesser amounts - from both and is boosted by neither.

If only taking once or twice, you may change your chosen alignment(s) at the start of each jump. Taking this three times provides all three alignments. May summon an army for each time this is taken, but only one of each type.



ITEMS

Each origin gets a 50% discount on its items.
If purchasing multiples of any item, subsequent purchases are at a discount.
(e.g. Buying three Infinite Domain Accessories requires 400+200+200=800CP.)

Unless otherwise noted:
Consumables replenish completely once per week.
Items cannot be lost, stolen, or sold.
If they somehow still manage to get taken or lost, they reappear in your warehouse or equivalent in 24 hours.
All weapons, vehicles, and armors come with infinite ammunition, fuel, or other required energies.
Everything self repairs, cleans, and accepts modifications.

General

Soundtrack - FREE

The soundtrack to the movies and, because we're generous, the game soundtracks, too. You can let them play on auto - which will sync to events that you're experiencing - or select a specific song to play.

Infinite Domain Accessory - 400

This allows you to import any accessory (e.g. earrings, necklace, etc) that you purchase for CP or that you find in a jump to become an alt form of this item. Items purchased and directly imported are discounted to half price. This may be done from any jump or gauntlet document. Gauntlets cannot restrict access to this item.

Accessories that incorporate weapons (poison rings, knives in belt buckles, etc) count as either accessories or weapons for the purpose of this item.

Items added become alternate forms. They are fiat backed, have infinite charges/fuel/energy/ammunition, link automatically to a HUD if you have one, self repair, cannot be lost or destroyed, can be modified or enchanted, are summonable from any location, cannot be used by anyone without your permission, and become stronger with you. Items also retain properties that they had prior to import, and spread those properties to other alt forms.

A single pair of earrings counts as a single accessory. You do not need to use 2 ID Accessories for a pair of earrings. The earrings do not have to physically match but must, if enchanted, have the same enchantment.

Comes preloaded with the form of a plain ring or necklace in the metal of your choice.



Stable C24 - 800

A vial of C24 that replenishes once per week. This version does not cause mutations, no matter the recipient's genetic structure. Increases regeneration, speed, strength, dexterity, endurance, intelligence, and memory. Halts aging at physical prime. Provides perfect night vision and the Assorted Immunities perk. Provided regeneration allows revival from death twice per jump/gauntlet or once every five years, whichever is shorter.

Does not provide perfect genetics for every goal as per the Clean Genetics perk.

Drop In

Map and Guidebook - 50

Because you're going to need help to get around Olduvai. The guidebook includes lists of the best places to scavenge food and water, the best shelters, and biographies of the scientists at Olduvai. Updates for future jumps. May take this item multiple times to add Earth for this jump and additional dungeons and similar locations for future jumps, one per purchase.



Infinite Domain Vehicle - 400

This allows you to import any vehicle (e.g. car, boat, plane, starfighter, aircraft carrier, etc) that you purchase for CP or that you find in a jump to become an alt form of this item. Items purchased and directly imported into this item are discounted to half price. This may be done from any jump or gauntlet document.

Items are fiat backed, have infinite charges/fuel/energy/ammunition, link automatically to your HUD if you have one, self repair, cannot be lost or destroyed, can be modified or enchanted, are summonable from any location, cannot be used by anyone without your permission, and become stronger with you. Items retain properties that they had prior to import, and spread those properties to other alt forms that are part of this item. Gauntlets cannot restrict access to this item.

Comes preloaded with either the form of an El Camino or a ‘58 Plymouth Fury. Your choice.



Interdimensional Bank, Realty Management, and Shop Access - 600

A holographic interface that functions as a shop, which may be opened anytime and anywhere. Seamlessly integrates present and future HUDs. Has instant delivery and allows for purchases using all currencies that you have or may eventually have.

Items listed are appropriate to the setting, but include Ammunition, Armor, Crafting Resources, Healing, Utility, and Weapons. Any item that has been purchased once is “locked in” to be available in future jumps.

Has option screens to manage, sell, and/or buy real properties. Provides currency conversion (in case you have stacks of useless Pokedollars or something), and allows for all other features expected of a full service bank - including checking, saving, investments, etc.

ARC Transporter - 1000

Instant, if somewhat turbulent, transport from point A to B that is nearly instant. You get three transporters initially. The first is in your Warehouse, through a new door that has appeared. The second is in one of your properties (your choice if you have more than one) on Earth or whatever jump world you’re on. If possible, it prefers a basement location. The third goes on the closest planet.

If there is no atmosphere on a planet where an ARC is placed, it creates a cube-shaped chamber with an airlock. The room is underground and approximately twenty feet per side. On the other side of the airlock is a short hallway and a ramp heading up to the surface. While the room cannot run out of oxygen/air as a result of normal airlock operation, leaving both doors open will quickly deplete the atmosphere that is held inside. There is a selection of non-combat EVA suits that adjust to the wearer inside the airlock.

In a tectonically/volcanically unstable area, the room and all attached facilities are immune to tectonic/volcanic activity. If submerged in lava, the room will have a relaxed temperature of only 70F and will continue to have breathable air. This protection does not extend to you on *leaving* the room. Be certain to have immunities/resistances or suitable equipment.

You gain the ability to place an additional ARC per jump or gauntlet after this one. So, next jump, you have a fourth. The jump after a fifth. Yes, you may have multiple ones on a single planet and they will all function perfectly well. You choose locations. Just be aware that there is no inherent security for these teleporters.

RRTS



ST Grenades - 100

You know, I have no idea what ST stands for? I mean, it could be Stand Tall. Super Thermal. Skulltag. Could even be Stay Thirsty… Whatever it is, these grenades seem to produce a plasma reaction that kills everything around them.

In any case, you get a big freaking crate of 55. That's easily enough to arm a full complement of companions and you with six each. Empty the crate and it refills in one week. No, you don't have to use the ones you have first. Just remove them from the box.



Loadout - 200

A full basic kit for the RRTS Marine. This includes your Rifle, Combat Knife, Basic Medkit, armor (kevlar), one day worth of rations, infinite canteen (water), unbreakable sunglasses, sunscreen, fifty meters of paracord, firestarter, and pair of insanely thin thermal blankets that can double as a fire blanket or basic tent.

Consumables refill indefinitely, doing so at midnight each night.



Nano Walls - 400

So, your Warehouse has doors. Lots of doors. You know who else had doors? People in the Dark Ages. Why don't you swap those doors out for Nano Walls? This Warehouse upgrade comes with an application that lets you swap all the doors in your Warehouse at once or swap only specific doors on an individual or grouped basis. Additionally, the app will connect to your other Warehouse or personal reality options and upgrades - including extensions like farms - allowing you to manage them from the comfort of your sofa.

But, what is a Nano Wall? It's a door that's not a door, basically. The wall becomes passable with the touch of a button and returns to solidity when you hit the button again. Be careful! Things caught in the wall can get stuck. (Poor Carmack.)

Nano Walls can be locked via security codes monitored at central servers. Codes can be unique to each person or issued on a group basis. When closed, Nano Walls are impervious to bullets and can handle low level explosions. Directed explosive force may successfully rupture them.

The control application is compatible with iOS, Windows, Android, Linux, and any other OS you find. Being entirely formed of conceptual BS, it requires no RAM, HDD space, or even a display or standardized inputs to function. It just does. No matter what. Wherever you are. Whenever you are. Every breath you take. Every move you make. The app is watching you. Do not mock the app. Do not uninstall the app. If the app somehow starts leaking glowing, viscous liquid, do not approach the liquid. Call animal control, HAZMAT, and the MiB. One way, or another, the app is gonna find you. The app is gonna getcha, getcha, getcha. May cause sneezing, coughing, and death, followed by a violent urge to perform Thriller. !redruM

Infinite Domain Weapon - 400

This allows you to import any weapon (e.g. sword, shotgun, plasma cannon, etc) that you purchase for CP or that you find in a jump to become an alt form of this item. Items

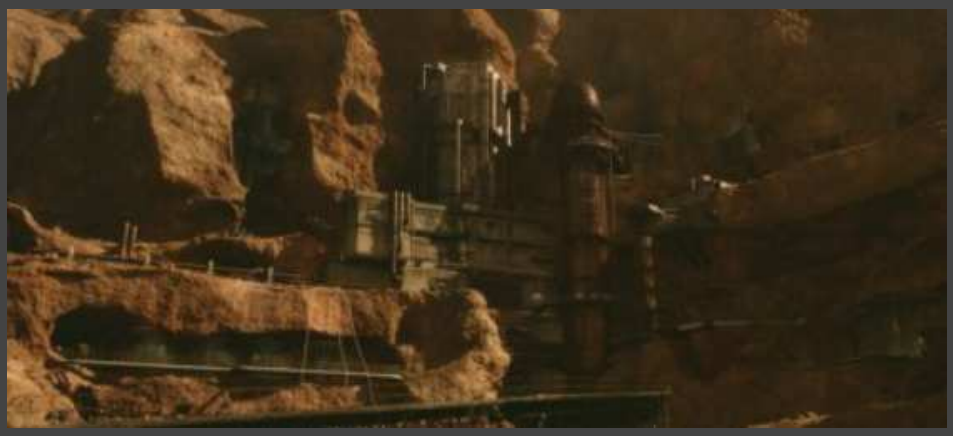
purchased for CP and directly imported are discounted to half price. This may be done from any jump or gauntlet document. Gauntlets cannot restrict access to this item.

Items added become alternate forms of this item. They are fiat backed, have infinite charges/fuel/energy/ammunition, link automatically to a HUD if you have one, self repair, cannot be lost or destroyed, can be modified or enchanted, are summonable from any location, cannot be used by anyone without your permission, and become stronger with you. Items retain properties that they had prior to import, and spread those properties to other alt forms that are part of this item.

Accessories that incorporate weapons (poison rings, knives in belt buckles, etc) count as either accessories or weapons for the purpose of this item.

When wielded while wearing *at least* one each of the ID Accessory, Armor, Communications Device, and Bag, this weapon becomes a perma-kill/Godslaying artifact. Once this trait is unlocked the first time, it becomes permanent.

Comes preloaded with the forms of a BFG (Big FUCKING Gun) and a plasma rifle, plasma pistol, or combat knife. Your choice.



Mars Base - 600

It’s a base on the nearest planet to the one that you start your jump on. If you have the ARC Transporter system, it has one of those installed. This base has a plethora of air locks, bulk heads, and - for some reason - a window that goes to the surface that has no discernable method of keeping air in and yet somehow does.

The upper levels are pretty and nice. Directly below is a sewer system that is distinctly not. Well, what did you expect in a place where people live? The sewage to be magically vanished? I mean… we could. But, that would make it so we couldn’t have the atmospheric horror of slogging to your death through liquid… *ahem* right.

Included with this base are fully stocked labs for genetics, weapons, and forensic anthropology work. Each lab contains top of the line equipment. The equipment updates for future jumps.

When not placed in the world, it connects to the Warehouse via a door on one wall.



Praetor Suit - 1000

This suit is iconic. It's the traditional Doom Guy/Sentinel/Slayer/Praetorian outfit. For that reason alone, we should probably jack up the price. But, no. This piece of armor provides so much more than just the traditional protections.

First of all, you are given an infinite power source for all suit features. Which, of course, you can pick your version of the suit (or mix and match) to make your favorite features available. Second, you can toggle all features of this suit. If you feel like living in easy mode one day? Turn them all on. Want nightmare mode? Turn them off. Now, in addition to the canonical features:

Complete negation of blunt impact damage. Just the damage. You still can get sent flying. It's just that becoming a living ping pong ball isn't going to *physically* hurt. You'll be embarrassed, probably, as you fly through the air and some demon is no doubt cracking jokes about 30-love, but you'll live.

Is fully Soul Bound. This armor cannot be taken from you and you can make it appear over anything you're wearing. Okay, that mink coat might wind up a *little* uncomfortable under the cuirass, but it's a small price to pay for the instant wear and go.

Protects against all forms of timeline rewrite, paradox, and anything else that would result in you dying before you can fight off an attack. And, yes, that includes instant death spells. Avada Kedavra won't even give you a nose bleed.

Yes, you can blend this into Infinite Domain Armor so that you can share these traits with every single armor that you add.

Scientist



Hallways - 50

So, you're just… accumulating doors in your Warehouse, aren't you? Have you noticed that you almost can't see your walls anymore? Well, now you can make things a little easier on yourself. Every Warehouse extension can now be attached to these hallways instead.

Each hallway holds up to twenty-two doors. Two doors are reserved, but whatever is attached to each of the doors does not interfere with whatever room or structure is attached to the door on either side. You can also opt to convert up to ten doors per hallway into windows that look into the structures that are attached. These windows can be reverted at will.

All hallways come with bulkhead doors that can seal the hall at each end.

One end of the first hallway is automatically attached to the wall of your Warehouse. The other end can attach to up to three more hallways. Put all your labs together. All your Gyms and Dojos can go to another hall. The hallway is ten feet across and equally tall, in order to allow you to bring whatever you might need down it.

The first doorway on each hall's left is reserved for a storage room that can hold everything from mops and buckets to infinite resource nodes. The storage room can be accessed from inside any room on the hall.

The first door on each hall's right is reserved for an elevator. This feature allows you to stack halls vertically.

The initial hallway comes with a holographic 3D map that lets you lay out and rearrange rooms, hallways, and doors. If the map is lost, a new one appears at midnight. The hallway's aesthetic can be manually set, but will default to your current Warehouse theme. Additionally, each hall has a mundane labelled map of your hallways posted in case you get lost.

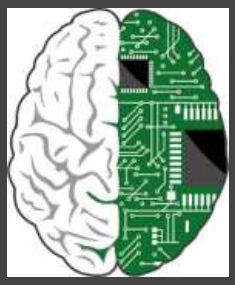
Your first hallway costs 50CP. Subsequent hallways cost 10CP and more may be purchased at any time that you would normally spend CP. (e.g. When spending on future jump documents or gauntlets.)

Lab - 200

This lab has all the equipment needed for your particular branch of science, updating for future worlds. Moreover, samples of genetic material and/or anything else that might get freezer burn is preserved without the possibility of going bad.

In fact, you find that the refrigerator and several smaller containers - up to four cubic meters of total storage - make it so you have a near limitless supply of small amounts of resources. For instance, a DNA sample of a particular ninja? Put a vial of that in your fridge and it will automatically refill. A single bar of vibranium? Be able to pull one or two out of the crate per day.

Just a reminder - if you're buying the Mars base, then you already have genetics, weapons, and forensic anthropology/archaeology labs. You can use this to tack on additional labs, such as chemistry and astronomy.



Better AI - 600

Okay, so the damn demons managed to figure out how to possess AI in canon. (Seriously? Damn….) That's not going to happen to this AI. This AI is a version of your AI of choice, with the complete Assorted Immunities perk applied. Additionally, it's proofed against mundane hacks, traces, and any other cyber defense or offence. There will be no messing with YOUR artificial intelligence.

Now, which AI is it? That's up to you. This defaults to either VEGA or DAISY, you can opt for any AI from anywhere in existence or design your own.

JARVIS or Cortana? Sure.
Ultron?.... I Guess?? If you want.
HAL9000? Are you just messing with me now?
GlaDOS? ....SERIOUSLY?!

This AI is capable of interfacing with any and every computer system, is absolutely and permanently loyal to you, your Companions, and your Followers (but mostly you), and has access to any and every planetary network that you might come in contact with in your Jump. It is a peerless hacker and has - in spite of what the canon version might have - no tendency to judge your ethics or goals beyond practical feasibility.

Yes, if you feel the need to have more than one AI then you can take this multiple times. Or just wait until you run into more of them in other jumps. There is no discount for taking multiple AIs.



Infinite Domain Communication Device - 1000

A necklace that can produce a large holographic display or feed directly to the optic nerve with no need for an implant. Can project a hard light keyboard, mouse, controller,

or any other media or input peripherals. May be operated by hand, voice, or mental command. Can run all software - games, utilities, and tools - no matter the intended OS. Can record audio and video, take photos, access internet or place calls, and provides all other smartphone or computer functions.

Can load an existing AI or create your own.

Unlimited storage and processing power, never needs charging, cannot be hacked or tracked, always has internet and telephone connection, cannot be lost or stolen.

When it's used as part of the process, it provides a 300% increase in skill for hacking or processing data. Provides a 100% percent increase in skill at secretly conveying information.

Any communication device you purchase with CP or otherwise acquire can be added to this device, adding an alt form and any missing capabilities.

+50CP: No longer an item, it has merged into your soul and cannot be taken from you.
+200CP: Each of your Companions, present and future, also gain this perk. This includes the 50CP upgrade if you purchased it for yourself.

If you have the Ultimate Communication Device perk from any of my other settings, you can update to this one for free.

Faithful



Sacred Gear, not from Anime - 100

This gear is simple, but effective. Inside this wooden box - hand crafted by a master - you will find a holy symbol for your chosen deity (or yourself, if you're feeling it), appropriate clothing in your size (self adjusting and cleaning), whatever Holy Book your religion requires (or multiple ones if there are multiple texts), and the appropriate supplies for worship and monster hunting.

Consumable supplies such as incense, charcoal, and the like will refill every twenty-four hours. If your deity is a deity of magic and you have spells that require components, those components will be included. Yes, even a diamond if it's appropriate. Supplies cannot be bartered or sold, as they will be dismissed by merchants as high quality fakes.

Soup Kitchen - 100

For 100CP, you have enough food and drink for yourself and Companions to eat one meal per day. This meal will provide all your needed nutrients and calories. For another fifty CP,

you can feed up to a total of 200 people, three times a day. For a total of 200CP, you can visit a stadium when it's packed and feed everyone there - *three meals per day*. That's over 100,000 people.

Food is hot or cold as each individual's mood and the weather requires. It is fresh, and varies enough that no one will get sick of it and even the pickiest eater will enjoy it. (Yes, even your 2-year-old nibling.)

A fiat-backed SEP field ensures that no one will ever ask how there were over 300,000 unique meals served that day.



Infinite Domain Armor - 400

This allows you to import any armor (e.g. brigandine, power, kevlar, etc) that you purchase for CP or that you find in a jump to become an alt form of this item. Items purchased for CP and directly imported into this item are discounted to half price. This may be done from any jump or gauntlet document. Gauntlets cannot restrict access to this item.

Items added become alternate forms of this item. They are fiat backed, have infinite charges/fuel/energy/ammunition, link automatically to a HUD if you have one, self repair, cannot be lost or destroyed, can be modified or enchanted, are summonable from any location, cannot be used by anyone without your permission, and become stronger with you. Items retain any additional properties that they had prior to import, and spread those properties to other alt forms that are part of this item.

Comes preloaded with either the form of chain mail or kevlar. Your choice.

Extra Dimensional Chapter House - 800

Similar to the Warehouse, the entrance to this building can be summoned to any doorway or - if you purchased portals for your Warehouse - any appropriate wall. Inside, NPCs provide healing, blessings, worship services, legal marriages, funeral services, and - for rare customers that can pay exorbitant amounts by *Jumper* standards - resurrections. Lodging is available cheaply, as are refreshments.

The Chapter House can purchase extra loot drops or other items you've found in the world - including stolen ones - but does not sell anything available in the Shop unless you purchase the Bank, Realty, and Shop option. IF you do purchase it, then there are merchants available in this Chapter House for anyone to trade with. There is also a hidden door to your Warehouse.

Unlike the Warehouse, any local you bring in will shrug the experience off, not questioning where the weird Church came from.

Mutant

Warren - 100

Because every beastie needs a lair, and you are no exception. This warren of rooms can be rock, a sewer system, the bowels of a wrecked space ship, whatever. The point is that it is almost a maze inside, the environment is dark, dank, and otherwise not easily navigated by humans. There is a readily available water source, a warm area with appropriate bedding, a cooler area to serve as a larder, and an area to relieve yourself where the smell doesn't escape to the rest of your lair. All the comforts of home.



Infinite Domain Bag - 400

This allows you to import any bag (e.g. clutch purse, haversack, etc) that you purchase for CP or that you find in a jump to become an alt form of this item. Items purchased for CP and directly imported into this item are discounted to half price. This may be done from any jump or gauntlet document. Gauntlets cannot restrict access to this item.

Items added become alternate forms of this item. They are fiat backed, have infinite charges/fuel/energy/ammunition, link automatically to a HUD if you have one, self repair, cannot be lost or destroyed, can be modified or enchanted, are summonable from any location, cannot be used by anyone without your permission, and become stronger with you. Items retain any additional properties that they had prior to import, and spread those properties to other alt forms that are part of this item.

This bag has space inside to hold up to 3 tons without changing size.

Comes preloaded with the form of a belt pouch, messenger bag, or school backpack. Your choice.

For an additional 50CP each, this bag can gain two additional alt forms.

The first is a luggage trunk similar to the multi compartment trunks in Harry Potter. This trunk has large areas for storing clothes, books, lab equipment and supplies, etc. It is fully warded against being tampered with, going so far as to overwhelm - with fiat backing - the most impressive of shields so as to send would-be thieves and nosy people packing.

The second is a farm trunk with 100 square miles of space on the flat plane and infinite sky. There is a small lake and extensive land for farming or forest. The trunk opens to an interior door for a six bedroom farmhouse. Power and water are supplied and waste is eliminated via fiat-backed magical effects.

For an additional 20 CP, the farm trunk can come pre-planted with seeds, vines, or trees of your choice. These are laid out in a manner that you designate. Infinite additional seeds for the selected plants are available in small crates in the basement.

An additional 30CP sees an automatic irrigation, fertilizing, weeding, and harvesting system installed in the farm trunk. Additionally, all harvested items are automatically packed for sale and stored.

Minion Store - 800

As you kill things or achieve goals in each jump, you gain points that can be spent here. Yes, you can save across multiple jumps. However, you can buy minions with these gained points. You can buy everything from cheap fodder (1 point each) to final bosses which can run hundreds of thousands or even millions of points.

The minions purchased are appropriate to the local setting and your current magical specializations if you have any. Summoned minions can gain you points to buy more minions as they kill. For the purposes of combat XP, loot, and other statistics, they count as an extension of their summoner when sent out to achieve goals.

If you purchase minions, those minions will be permanently unlocked for future purchases even if they’re not suitable to the world you’re currently inhabiting.

Types of minions include Combat, Construction, Research, Support, and Training.

COMPANIONS

Yeah, as a far different game says, it's dangerous to go alone. For 50CP, you can bring one companion. For 300CP, you can bring eight.

Everybody you import gets one origin, the associated freebies and discounts, 400CP, and access to buy their own drawbacks and the like.

You can also buy local companions of course. Your options are:



Dr. Samantha Grimm - 100CP

Beautiful, headstrong, and one hell of a scientist, Doctor Grimm has a spine of steel.



Sarge - 100CP

He's a little unbalanced, with psychopathic tendencies. Still, he's a damn good soldier.



Reaper - 100CP

John Grimm is a medic and has personal experience with Olduvai. Canonically, he and his sister were the only survivors of this mess. Make of that what you will.



The entire Movie RRTS Squad - 250CP

Includes Sarge, Reaper, Destroyer, Duke, Mac, Goat, Kid, and Portman.
You could also spend 300CP and skip Portman…. Yes, you actually get a discount for taking Portman off our hands. Seriously, have you met him?

Other RRTS squad member or UAC Scientist - 50CP each

Yes, this can include Pinkie.

A Squad of Random RRTS - 300

So, you want a squad of soldiers for your very own, but you don't want *those* particular soldiers? Have eight NPCs. Feel free to make up names and backgrounds for them, or don't get personal at all and just refer to the generic Sarge that leads the platoon.

Count as Companions, taking one slot for the group. When imported to a jump, you get the CP for that slot and they share anything purchased with it - e.g. Purchase one Perk and they all have it. Like regular companions, killed members of the squad get revived at the end of the jump. If you want disposable, easily replaced minions, get the Minion Shop.

A Lab Full of Scientists - 300

Need a bunch of researchers and don't want to worry about much personality or even whether they're individual people? Congrats. You get a group of 8 scientists - known among RRTS members as a Collective Charlie Foxtrot - that you can assign to labs. These companions are a collective noncombat unit (to start) that takes up one slot and operates under the same rules as the Squad of Random RRTS when it comes to CP.

With a lot of effort and persuasion, you may be able to turn some of these guys into field operatives. They will not be as strong or adept at it as other companions, however.

DRAWBACKS

Power Down - 100

Only use in-universe powers and perks to complete this jump.

Addict - 100

Like certain other members of the RRTS, you have a fondness for drink or drugs. Try not to be too high/drunk to fight and try to keep your shaking hands from fouling your aim.

Sick - 100

What a horrible time to have a cold. Sadly, antihistamines and cough syrups only barely help. Don't get me started on the amount of time you spend bent over or sitting on the toilet. You'll be sick to varying degrees and with varying symptoms until the end of the jump.

Tasty People - 200

The no lasting trauma (for you) version.

This version of the drawback does not include nightmares, flashbacks, or other horror-filled traumatized moments as a result of living with this. Though, that doesn't mean you won't inspire those in others. And what actually did happen? You discovered that long pork (human) is the superior barbecue… You get the point, you're an effing cannibal. Buy a cookbook and dig in.

Rabbit Season - 200

You are the rabbit. A squad of RRTS - not necessarily the ones from the movie - have been dispatched to hunt you down. There are eight of them. Their specialties: Command, Communications, Medic, Heavy Gunner, Tracker, Demolitions, Sniper, Cook.

The squad has access to a map of the facility and access to all security functions, including cameras and varied sensor suites (thermal, pressure plates, etc). They have also locked out any security codes you may have been issued, though acquiring new ones is possible. If you kill them, more will come.

Mutilation - 200

For whatever reason, you have the urge to cut into yourself every now and then. You may be punishing yourself for "bad behavior", enjoy pain, like the look of blood, or have assigned some religious significance to it. Whatever the case, you have to take extra care in unhygienic environments, lest you get an infection. Oh, and you should watch out for animals or other things that might be attracted to the smell of blood…

All My Friends… Are Gone - 300

You are alone. Very, very alone. As in, no one that you know is nearby. In fact, every time that you meet someone new and get to know and be comfortable with them, the person will die, decide they want nothing to do with you, get lost in the Bermuda Triangle… Whatever happens, they're gone. This has a good chance of giving you abandonment issues.

UAC Sycophant - 400/800

There are two versions of this drawback, and you *can* actually take both for a total of 800 points.

The first version involves you having a UAC fanboy (or girl) tagging along with you. They will follow you everywhere you'll let them, including the toilet and your bed. They will argue, shout down, and even get in physical altercations with people that disparage the UAC. Your job is to keep them from being killed by anyone, including yourself.

The second version turns *you* into a UAC sycophant. You're not a cultist that wants demon invasions or something, but whatever else they do - sell tech or whatnot - you are all over it. You get pissed when anyone talks badly about the company. I mean, sure, they've got some issues - demon summoning and all - but they're the UAC. They'll learn better!

Taking both means that you and your sycophantic friend are probably going to get in a *lot* of arguments with other people. Better bring body armor, tear gas, and whatever.

Intelligent? No - 400

Yeah, you are normally at least decently intelligent. Well, have you ever met a sheep dog? They're some of the more intelligent dogs you'll run into. Unfortunately, you are their intellectual peer for the duration of the jump. I would seriously not take this drawback unless you have some serious perks that up your passive survivability.

IF you take this and die during the jump, you simply go to the next jump with nothing from this document. If you survive, you get a video of your greatest fails.

Hell and Damnation - 800

Sorry, but some people like the traditional Demons better than C24. With this drawback, you can go through the 2005 movie but with demons instead.

You can do DOOM Annihilation. You can even import the 2005 movie characters into Annihilation if you opt to buy them as companions. You'll have two very confused groups of Marines, one from each movie, but that just makes things more interesting - right?

If you want to do *both* 2005 and Annihilation, you take an additional 200 points. Doing this resets you at the end of the 2005 movie run (see below) to run the next iteration. You keep anything you purchased with CP and anyone you imported/recruited is with you.

You cannot turn Annihilation into mutants, you're stuck with demons.

If you want to be in the video games, you get an extra 200 points for each video game you include and the jump will reset to start each new variation.

You can use the other Doom jumps for supplements if you take this option. You still have to complete one movie run, with either demons or mutants, which provides no additional points.

Maximum allowed time in each location other than DOOM 2005 is one year. DOOM 2005 is a full ten years, and does not reset until the time is up. You do not have to complete the games to receive points, only survive. Completing a game ends your time in that iteration early. In short - yes, you can speed run the games.

NOTE: Perks offering C24 and the C24 vial that you purchase in this document will still function as intended in the description.

HELL AND DAMNATION DRAWBACK EXAMPLE		
Drawback And 2005 Mutant Run	800	10 Years
Annihilation In Addition	200	1 Year
DOOM (original)	200	1 Year
DOOM 2	200	1 Year
DOOM 64	200	1 Year
DOOM 3	200	1 Year
DOOM 2016	200	1 Year
DOOM Eternal	200	1 Year
TOTALS	2200 CP	17 Years

Tasty People - 800

The lasting trauma (for you) version.

This version of the drawback means that you're going to have nightmares, flashbacks, or other horror-filled moments as a result of living with this. You're also likely to inspire that in others. And what happened? Why, you discovered that long pork (human) is the superior barbecue. You're an effing cannibal. Buy a cookbook and dig in.

In short, this drawback negates all protections against PTSD and trauma for the duration of the jump and adds a cannibalism compulsion.

Weakened, Seriously Weakened - 1000

Light hurts your eyes, you can barely smell anything, your sense of touch is constantly half numb, you can barely taste anything, and your hearing goes back and forth between ultra-sensitive and deaf as a post. You take extra damage from every type of attack. You can barely lift your own body weight far enough to walk across the room, and you have no coordination. In short, you're really damn squishy. Good luck.

SCENARIO

Everyone’s Enemy

The moment you're physically alone, everyone on all sides will decide that you are the one responsible for everything. Both for this situation and anything else they're particularly against. Seriously, I don't know how you managed to make their kindergarten teacher hate them over two decades before you even met, but they’re certain that you did it.

In any case, they want you dead. All of them. Every man, woman, child, mutant, alien, and/or demon you meet in this crazy jump.

Taking this scenario triggers semi-permanent murderous hatred that begins the moment you have a reasonable expectation of privacy - e.g. your own bedroom, a locked office, a bathroom. The animosity will continue until the jump ends, and even newborns born during this jump will hate you.

Success brings, for you and *each* companion whether you imported them or not: 1 ID Vehicle, 3 ID Accessories, 1 ID Communications System, 2 ID Weapons, 1 ID Armor, and 3 ID Bags. The same will be provided for each new companion in future.

Failure forfeits the items, and resets the jump for you to try again without the scenario active.

If you have opted to do the video game run throughs from the Hell and Damnation drawback, this only applies to one of the iterations.

END

The jump is over. Congrats! As always, you can stay, go, or go home. All drawbacks are ended and rewards are distributed.

NOTES

I actually liked the movie, believe it or not. I’m just well aware that it wasn’t the actual DOOM game. DOOM Annihilation was… all right. I wish they’d gone with facing the armies of hell with the movie they actually put a decent amount of money and effects work into…

Moving on, Infinite Domain is a perk available in the Cheater’s Manual Supplement by Spere for 600CP. The perk lets you do what I’ve set up with these items, but requires you to build up to the features that I immediately provide here. This is why it costs a lot more for the entire set unless you take - and survive - the scenario. The original perk is more flexible, if only because you can make as many items as you want.

If you haven’t checked it out, the Cheater’s Manual Supplement has some awesome stuff in it and you really should go take a look.