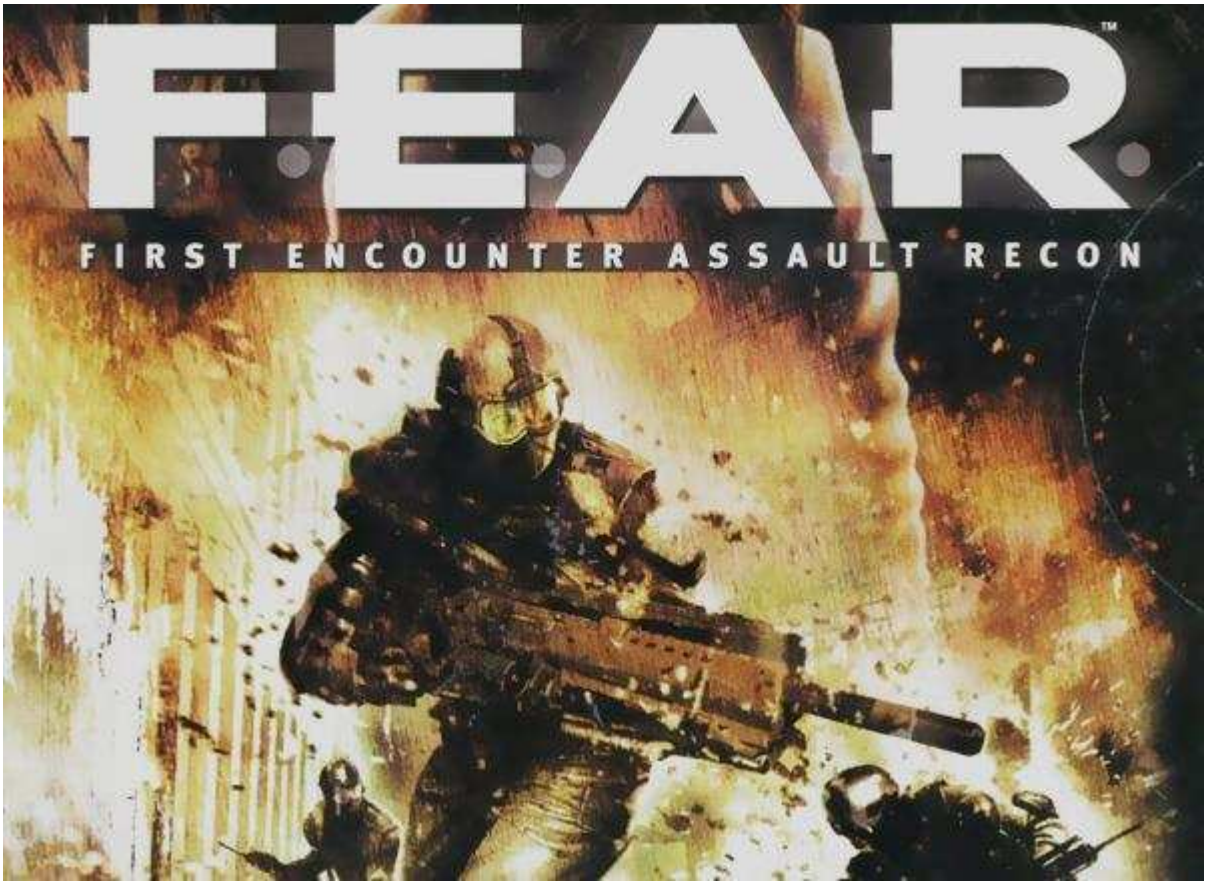


BEGINNING:

Well well well, this is quite the place to find oneself in. Stories of how the military or a corporation would try to have a monopoly on a supernatural force have been quite prevalent, and for good reason. Introducing something that defies all known concepts is a game changer, so those who possess it effectively control the game.

At the same time, if they were to lose control of that force it would be the equivalent of the game being destroyed. So naturally, things are going to go horribly wrong.

But I'm sure you'll be fine.

You have 1000CP to use for your time here.

STORY:

Welcome to F.E.A.R.! It stands for 'First Encounter Assault Recon', which are the go-to experts for dealing with supernatural threats in this world. What kind? Well, mostly psychic events and people with strange yet fascinating powers. It's implied there are other powers out there aside from psychic abilities, but for the most part psionics are the focus here... along with ghosts.

I mentioned that before, didn't I?

In any case, the primary concern was with the birth of one Alma Wade in 1979, and when she was age three she started to demonstrate hints of psionic abilities. Seeing as her father Harlan Wade was working for a powerful company called Armacham Technological Corporation, you can probably see where this went. A few experiments and studies later, Project Origin was started with the intent to breed psychic commanders.

Even with this shady dealing and unethical experimentation going on, there were still psychic disturbances going on in the world. In 2002, F.E.A.R. was established in order to combat these paranormal threats to ensure national security remained stable.

The year 2005 was especially nasty, when Project Origin was deemed too unsafe and Alma Wade's life support was shut down. It took her six days to die... well, her physical body anyway. Turns out she was strong enough that death didn't stop her. From then on the city of Fairport, especially the Auburn District, began to have disturbances of psychic origin thanks to Alma still remaining in this world. Which more or less leads us to your situation.

You'll be dropped off in the year 2020, five years before F.E.A.R. is deployed to the city of Fairport to investigate some concerns. I'm sure nothing will go wrong.



LOCATION:

There are many places to be in this world, with none of them as safe as one would expect thanks to the inner workings of those who seek to control whatever they can. Where will you arrive, and how will you react once you get there? You may roll a 1d8 to determine your location, but if you don't like it you can simply pay 50CP to decide for yourself.

1- Auburn District: An abandoned industrial district located in Fairport, this place has seen better days. Thanks to Armacham experiments causing chemicals to leak into the water supply and Alma's festering emotions causing more problems, this location has been left to rot like an open wound. But just because it's abandoned doesn't mean you're alone.

2- Valkyrie Tower: A luxurious condo building which has quite the extensive security thanks to Armacham employees living there. It's not a dangerous place as a result, but things will go down quite quickly once Alma starts kicking up a storm. What you do here is up to you.

3- Wade Elementary School: A school founded in 1978, this school is an extremely large facility with many well-equipped classrooms and other facilities easily meant to hold a thousand students or so. But in truth it's also a hidden bio-research facility with many laboratories and pens hidden underneath the complex. Many dark things were done down here, and these things have a tendency to fester.

4- Still Island: An island somewhere in the world, this location contained an old nuclear facility that was shut down due to supposed radiation leaks. In truth, Armacham bought it and used it to perform tests on Alma before she was locked away. This place may be old and decrepit, but there might be some things left over if you look...

5- Armacham Headquarters: The Armacham Technology Corporation Headquarters is a large facility in the city of Fairport, located right outside the Auburn District. It's not known if this is the main headquarters or simply the regional headquarters, but what IS known is that this place is going to be under assault by rogue Replica forces VERY soon. Be wary.

6- Ward Facility: A house in the middle of a forest, this location was the place where certain bio-engineered subjects were raised and studied in various experiments. As a result this place has been tainted by psychic influence, with multiple rooms and training facilities left to rot. There's also the matter of that 'Creep' creature...

7- Almaverse: Oh, well this isn't good at all. This 'location' is actually an alternate reality created by the psychic abilities of Alma Wade. It represents how she views the world, showing a twisted version of reality, in line with the horrific abuse Alma suffered as a child. Hope you find a way to escape soon!

8- Free Choice: Fortune favors you on this day, it seems. Choose any location of your desire to begin your time here! ...this a good thing, right?

IDENTITY:

Well, you're here. Here in this world rife with negative emotions and horrific psionic powers, for better or for worse. You may as well figure out who you are, or what it is you'll be in this world of nightmares and mind horrors. You may roll 1d8+25 for your age, and keep your current gender. You may choose to pay 50CP to change both of these.

-Drop-In (Free):
+No memories or personalities giving you any influence; you are your own person
-No allies to start with, and no indicators to help you out
You wake up in the location of your choice, equipment nearby and safe for the moment. It's going to be a very hazardous time for you here, and your actions could very well change things for better or for worse. Just be mindful of lingering thoughts.

-Delta Force (Free):
+Teamed up with F.E.A.R. to get shit done
+Plenty of resources and connected to U.S. Government
-Hope you didn't care for the Red Shirts that much
-Pretty much everyone who's not you want you dead
You are a new member of the US Army 1st Special Forces Operational Detachment; specifically, the Delta division. You may not be as knowledgeable about the psychic spooky stuff, but you've got plenty of combat training and teammates watching your back. Unfortunately, that lack of knowledge might see your superiors giving orders that could easily get you killed or worse. But all you have to do is focus on the mission, right?

-Armacham (Free):
+You know all kinds of SCIENCE and technological prowess
+You're intimately familiar with the psionic experiments that go on
-Not all experiments are a success, nor are they stable
-To the Board? You're an asset, not a person
Your vast intellect and your ability to understand things has made you a valued interest to the Armacham Technological Corporation, and it was with them that you were shown the nature of their work. Various technologies and experiments, and yet you just knew they were hiding far more than what you were allowed to see. But lately their private security forces and weapons creation have increased, and you've seen a lot of your co-workers 'let go'. One wrong move and you know you could end up the same.

-Replica (Free):
+You're a super soldier with plenty of programmed training
+Armacham technology is easier to get for you than others
-You're just a clone like all the other Replicas, and thus are seen as expendable
-Plenty of people want you dead
Your designation is Romeo 619, and you're a clone soldier from an unknown genetic donor. Some masked guy. You're unusual in that you can wander around without orders from a psychic commander, but at the same time you're also expected to work with your fellow Replicas. Should you engage in actions against the mission directives, they'll start to think you're defective and that could cause problems. Play this one safe, soldier.

-Ghost (Free):
+You're a manifestation of psychic energy, given life from all the fluctuations in the area recently
+You're pretty damn scary!
-EVERYONE wants you gone; even the other ghosts want you gone
-Ghosts can be killed here
Strange. Very strange. I'm not exactly sure what formed you, but you're a conglomerate of emotions and memories given physical form in this world. This could grant all manners of abilities depending on what you do, but at the same time this means you will not fit in among humans so tension may be high. The other ghosts formed by Alma Wade or others will recognize you are an alien object however, and will attack like they would anyone else. Good luck.



SKILLS AND ABILITIES:

You've figured out your identity in this world! Good for you, this will be fun to watch. But you don't think I was going to send you out into this kind of world as you are, do you? ...well, I MIGHT. But as fun as that would be, it will be much more fun to see what happens depending what you bring in. It's time to choose how you work here.

-Paxton Fettel (Free): There can be some pretty odd names people take up in places, and if you have an improper name it could lead to getting teased or ill-thought of. Not anymore! With this little bonus you could have any strange-sounding name and people would treat you as seriously as they would anyone else. That's the key part, 'as serious as anyone else'.

-Like a Ninja (100CP) (Free: Drop-In): You really don't belong here. Really, you don't. But like that's ever stopped you. You gain an intuition on how to move around quietly, and you can determine which places are better for sneaking than others as easily as breathing. Can you imagine the looks on people's faces when a fully armored soldier got close without them noticing?

-Night Vision (200CP) (50% off: Drop-In): Where you're going, you won't need eyes to see. Regardless, it wouldn't hurt to use them anyway, and with this you'll have even better luck. You can see in absolute darkness as though it were daytime, and as a bonus sudden flashes of light won't mess with said vision. Talk about handy!

-Just The Wind (400CP) (50% off: Drop-In): Anything could give you away. Anything. But that's why you've learned how to cover all your bases. You're able to modify your equipment and tools to cover about any angle, from guns that are ACTUALLY silent to sleek armor that can turn invisible for a few minutes! You could even develop wall-crawling equipment to let someone follow a target mere feet away with a mouse fart giving more noise than them. You've finally figured out the 'silent' in 'silent, but deadly'.

-Null and Void (600CP) (50% off: Drop-In): All these psychic powers and mind-screws... this is all very weird. Too weird. But you're rather weird yourself, you know? Possession and mind probing are extremely difficult to perform on you, and psychic effects being done in your area can't seem to get ahold of you. Hallucinations? Weaksauce. Emotional tampering? They'll be the ones raging instead. But if they perform psychic abilities on themselves or the environment though, you might be in trouble. But on the plus side, you gain some resistance to psychic abilities used on you!

-Kung-Fu Fighting (100CP) (Free: Delta Force): It's not always about guns and bravado. Well, it is, but when push comes to shove you need to know when to shove back. Your skills in martial arts have increased, allowing you to have mastered one mundane martial art and the expertise to learn other martial arts a bit more quickly. As a bonus you could perform these martial arts even when wearing armor, like spinning kicks or crazy backflips! You can also imagine some unorthodox uses for these skills much easier.

-But This One Is Mine (200CP) (50% off: Delta Force): Weapons are a soldier's best friend. They even the odds, kill at all kinds of distances, and allow one to unleash the primal act of harming and murdering others. It's only natural that you would become attentive to such tools. Your proficiency with handling weapons have increased, and should you take the time to maintain the ones you use regularly their effectiveness increases noticeably. Effort where it counts.

-Bored with Insanity (400CP) (50% off: Delta Force): All these ghosts and spooky events. Shame, that. Could drive a person insane to see these things day in and day out. But you? You're made of sterner stuff. Your courage and mental stability have taken a dramatic increase, allowing you to weather all manners of sights and horrors without so much as shrieking, before deliberating what tactic to use. Simply put, you're sane. VERY sane.

-Bullet Time (600CP) (50% off: Delta Force): For when you need to kill fast, and bullets are too slow. You can enter into a psionic state of awareness which the world seems to go five times as slow as normal, while your own reflexes and agility at the same time increases by a factor of two. This has the benefit of allowing you to clear a room quite quickly as far as the enemy is concerned, all while covering a lot more ground. This effect however is temporary, lasting all of ten seconds. That's ten seconds to YOU and not the enemy, and when it fades it will need to recharge. The more stamina you have, the faster it recharges. Tick tock.

-Outside the Box (100CP) (Free: Armacham): Focus not on what it was meant to do, rather what it can do. You're an expert at repurposing items to suit whatever you need at the time. That welding torch for instance could be a nice one-shot flamethrower if you tweak it a bit, and those sensors could boil skin if you messed with the safety features. All in how you use it.

-Proper Clearance (200CP) (50% off: Armacham): To get things done, you need some peace and quiet... and the best way to do that is to keep things a secret. You know just where to build any sites or facilities to ensure its secrecy, from its construction to its function. You could build a research site underneath a public elementary school and no one would suspect a thing unless they were actively looking, and even that might be difficult. On the plus side, shady corporations are going to love you for this.

-Shipping the Product (400CP) (50% off: Armacham): Prototypes are one thing, but what about actually getting the damn thing distributed? An item or weapon doesn't help anyone if it's the only one of its kind. You will find your ability to create has increased dramatically in efficiency, letting you use the materials for three of the same items to actually make five while streamlining production lines rather quickly. As a bonus, logistics have increased enough where your shipped supplies are harder to intercept, keeping any allies you have fresh with resources!

-Feel It Out (600CP) (50% off: Armacham): Your ability to understand machines and designs are more than just knowledge, and anyone who follows your work would know this well. You have a subtle psionic ability to 'understand' the machines and items that you physically touch, to the point where you can understand how it might work. More importantly, what you could do to also make it better. Naturally the more complex or esoteric the item is, the more drastically the time needed increases. But the more information you collect the more ideas and methods you can formulate to begin working.

-Motivational Awareness (100CP) (Free: Replica): Everyone has their price or their trigger buttons, and to you they're just waiting to be pushed. You gain an intuitive sense of how to properly motivate your allies in whatever task you may have deigned to them, pushing them to succeed for their sake and others. The best chain is one with no weak links.

-It Just Works (200CP) (50% off: Replica): Form and Function can sometimes clash. After all, looking intimidating is worth shit if you can't even move properly or see. Fret no longer, for it's now a thing of the past! With this, you're able to move around in armor as if you weren't wearing it at all, regardless of how bulky it was. Furthermore, aesthetic choices also don't get in the way of things. You can see your surroundings regardless of giant shoulder pauldrons or if your helmet was one huge floodlight for a face!

-Parts of a Whole (400CP) (50%: Replica): You're part of a team. A good team has its members aware of their roles and their goals, but a BETTER team helps each other out with them. By training with your allies or showing them the ropes, they'll learn skills and knowledge much faster than they would have on their own. Be amazed as you crunch down what should take years and make it a matter of months! Even better, this works for if they try to teach you something as well.

-We Are Many (600CP) (50% off: Replica): Oh... oh dear. For when you want to take coordination to the next step, there's this. With consent from both parties and a lengthy bonding process, you can psychically connect the minds of yourself and others in order to create a telepathic network. Conversations and orders can be transmitted as fast as you think of it, and with effort they could show others what they see. Of course, doing this to lifeless bodies would be much faster, but the more bodies you control the more you'll strain yourself.

-Scare Tactics (100CP) (Free: Ghost): Fear is something that everyone possesses. To direct that fear is to direct them. Fear is power, and you've capitalized. You've got a keen eye on what actions or sights would scare which people, and the more you see them fight the more you can custom tailor your tactics for maximum spookiness.

-Nowhere to Run (200CP) (50% off: Ghost): You need to capitalize on these moments; people don't ambush themselves you know! Not only has your movement speeds increased significantly, but you're also able to plot very clever ambushes whether it's knowing that corner is perfect for hiding you, or just laying a trap and waiting for it to distract them. Sometimes the "if" of the situation is all you need.

-Nowhere to Hide (400CP) (50% off: Ghost): Walls will not protect them. Barriers will not hide them. Doors will not help them. It is because these things are meaningless to you. For a few precious moments, you can phase right through nonliving matter and get right to your target to give them a sound... whatever it is you do. Attempting to stay phased for longer than a minute at a time however, would be quite unhealthy. But as a bonus, should you choose this perk you will have the know-how to modify your equipment to be able to phase right with you!

-The Ride Never Ends (600CP) (50% off: Ghost): Why settle for just one victim, when there's so many more out there? Your psionic presence has increased to the point where you can layer illusionary appearances over yourself to make yourself look like a terrifying beast! Or maybe the little girl they fear, or maybe that boss that gives them nightmares. Who knows, people fear different things. But they all fear. You can feed upon the fear they give off, empowering yourself to be stronger, or faster, or even more terrifying until they die of fright.

-Paranormal Therapy (100CP): A lot of the ghosts and psychic phenomena in this world are due to the truthfully abnormal amount of negative emotions that many psychically-gifted entities feel. It's a self-perpetuating cycle when one thinks about it, inflicting horrific acts on others which in turn influences the world. Someone should do something about it. With this, you can be that 'someone' with an unnatural gift in counseling and soothing different spirits while getting to the heart of their issues. The more powerful and deep-seated their trauma, the harder it will be. But if you don't mind all the pain you'll undoubtedly get in the process you could help them for the better.

-Telekinesis (200CP): Mind over Matter! Or more specifically, mind to MOVE matter. By focusing, you're able to lift nearby objects (or people) and suspend them in midair! A group of people would be easy enough, but trying to lift multiple power armors would be quite challenging at first. Or if you decide to focus, you could instead make a telekinetic shield to deflect enemy fire! Just be careful they don't start lobbing missiles right off the bat at you.

-Telepathy (200CP): Being able to speak with one's mind is both amazing and scary when you think about it. Even worse, think of how it looks to someone who doesn't have powers and can't stop someone from talking to their brain. They would never be able to escape that nightmare. This option lets you do that, being able to talk to a few people initially while reading their surface thoughts. As it grows or as you practice, it could increase to sifting through a person's entire life or communicating with whole groups! Reach out and talk to someone.

-Pyrokinesis (200CP): Burn it, burn it all! You can create and control fire itself for a variety of purposes. Decide whether you use it to make walls or engulf people akin to a flamethrower, or if you're feeling industrious you can focus it from your fingers akin to a welding torch. If you're feeling badass, you could always leave a trail of fire from a vehicle to give the impression that you're Hellbound. This is just to start, so who knows what kind of inferno you could eventually cause if you put your mind to it?

-Possession (200CP): If you're not comfortable in your own skin, just wear someone else's. If you don't have skin of your own, just use theirs. Surely they won't mind once you've managed to eliminate their personality enough for yours to slide right on in. At first it might be temporary, or only give partial control depending on things. But become powerful enough and you could override someone's consciousness with enough force that it mutates the body into a copy of yours or adds aspects of their physical body to yours. Naturally, this kills the personality if you do it to that degree. Hopefully their will isn't enough to resist you either.

-Teleportation (300CP): Whether you're in danger or want to find the danger, with this it would be a simple hop, skip, and jump away. Science is not sure yet how this sort of thing works, but with the power of psionics you're able to cause fluctuations in the space-time continuum in order to teleport yourself a bit of distance to give yourself some breathing room. Now starting out it will take a good amount of energy and you may not go far, but it won't be long before you're dropping entire squads in at the drop of a hat to plug the enemy full of holes.

-Manifestation (400CP): This ability right here? This is the big one. This is arguably half of what caused all the madness and mayhem within this world, the other half being from the one who used it. Let us hope that you will not contribute to that insanity, with a psionic power capable of forming monsters and specters from your own emotions and memories. Initially it may be difficult to form more than a couple, but with time and increased power you'll be able to plague an entire city with hordes of monsters. There are monsters in the closet and under the bed now, and you're the one who put them there.

-Synchronicity Event (300CP)*: Curiouser and curiouser. Due to coming into contact with... well, SOMETHING, your psionic abilities have noticeably increased. Psychic powers you may have had are stronger now, with control and development coming more quickly with practice. There is also a boon to this; by taking a few days to 'attune' a person, you may impart upon them the beginning of psionic abilities of their own. You may only gift one school at a time, and they start at the very beginning; if they are to grow and learn as you have, it would be wise to teach them. On the plus side, they'll eventually become as strong as you are, so you'll have quite the pupil on your hands.



COMPANIONS AND IMPORTS:

Don't want to do it alone, do you? I can understand that, things are better when you're with friends. Not to mention that having a multitude of people with you is more beneficial when things get rough. Let's see what we can do:

-Companion Import (50CP): There is danger around every corner, and even when you think you are safe there are instances that prove you are truly not. Some back-up would be required. For 50CP you can bring two companions in, up to 100CP where you can import up to eight companions total. They will get their own background for free, and 400CP to spend on perks along with 200CP to spend on items.

-Provisional Friend (100CP): Maybe it was a Replica Soldier gone wrong. Maybe a Delta Force operative said "Fuck this noise". Either way, you have a groupie. This guy knows his shit, and comes with a background of your choice (except Ghost) and 200CP worth of items along with 400CP worth of perks. Maybe you can do a psychic buddy cop show?

-Wayward Spirit (100CP): Who's this guy? They're not entirely sure themselves, other than the fact that they were killed. But rather than go on a rampage, they've decided to tag along with you. Along with 400CP worth of perks along with the 'Ghost' background for free, they also have 'Telekinesis'. They reserve the right to groan at you if you call them 'Casper', however.

-Canon Companion (100CP): Perhaps you wish to rescue someone from this world. Maybe you feel they need to have a better lot in life, with someone they can trust at their side. Maybe you can be that someone? We'll see. Using this option you will be guaranteed a chance to speak to someone and convince them to follow you as a companion when your time here is done, giving them an opportunity like yours. For a price of 200CP instead, you can make the offer to those in this world who have been blessed with psionic powers such as the Point Man or even Alma herself. Hopefully you know what you're doing with something like that.

ITEMS AND EQUIPMENT:

You have your identity and you have your skills. But why stop there? Surely there's something here that can be offered to you to aid in your time in this place? A lot of these items could be worth something and some of them might interest you.

-Infinite Soda (50CP): You're not sure what this is, but somehow you've stumbled across a vending machine that offers unlimited soda. Rather than pay, you just push a button for a modern or past soda drink and it just drops a can. Even more odd, if you put an ordinary non-empowering can of soda from a different world into the machine, it gains the new option.

-Infinite Cheezee Pooz (50CP): Not unlike a certain other kind of cheesy snack bag, they are best known as the favored food of Norton Mapes, who takes them with him just about everywhere. You now have an infinite supply, and the best part is they won't give any negative health effects. All the fun with none of the problems!

-Creepy Doll (50CP): A simple doll with red clothes and dark hair, this thing... you're not sure if it's staring at you or not. It kind of feels like it, but there's never any real way to tell. It could make for some nice ambiance in a room, though.

-G2A2 Assault Rifle (50CP): Possessing a zoom feature and greater accuracy than a normal rifle of its type, this gun is exceptionally balanced with excellent damage and range that would even give mid-tier Replica soldiers a run for their money. At the least it would help you stay safe in this world. If you desire, this option can be used to get the VES Advanced Rifle instead.

-Medical Injector (100CP) (Free: Drop-In): When you're in the field, you need a way to keep those bullet wounds or gashes from making you an easy target. This wonderful little injector replenishes itself every hour, and can heal a part of your health with every injection! If broken, it'll reappear the next day fully ready and repaired.

-The Shredder (100CP) (Free: Delta Force): When you want to screw someone over, don't half-ass the attempt. Do it with this to make your displeasure known. A double-barreled pistol, the Shredder shoots heavy metal shot rounds mixed with nitrates in order to take down potential super-soldier threats. However, it also seems to be quite effective in taking out extremely fast targets. Too slow!

-XS Shock Grenade (100CP) (Free: Armacham): Tag 'em and bag 'em, just like the farm days! The Armacham XS Shock Grenade was designed to temporarily disable organic and electromechanical targets. When detonated, it releases a localized electromagnetic pulse to disrupt electrical systems as well as a concussive wave to stun physical targets without causing physical injury. That way you can disable something and drag it back for study!

-Vollmer Ultra92 Automatic Shotgun (100CP) (Free: Replica): Go loud or go home. The Vollmer Ultra92 is a gas operated, self-loading automatic 12 gauge shotgun with a 12-round detachable box mag. This weapon works best in short to medium-range combat, and with its high rate of fire it can knock a lot of targets on their ass.

-Strange Rope (100CP) (Free: Ghost): This fifty foot rope seems like any normal kind of rope, but that's what they WANT you to think. By placing this rope around a doorway it can keep low level spirits from entering the room! As a bonus, if you place the rope around your waist it will allow you to see invisible enemies. If it is destroyed or used up, you will find a replacement the next day.

-LP4 Lightning Arc (100CP): Don't let the small magazine size fool you, this weapon is MEAN. True to its name, it fires off bolts of rather damaging lightning, and it can even jump to nearby enemies in a chain reaction of mayhem and death. You don't even have to aim that much; a general direction and the lightning seeks its target!

-Origin Samples (100CP): Project Origin was born after the Vietnam War, after it was determined that regular communications were too slow. If one could breed psychics to make psionic commanders, it would change everything. We all saw what the result was, but perhaps their failure could be your success. A few vials containing DNA samples of certain people are in this briefcase, taken from every psychic that was involved in the project. Please try not to destroy the world with this.

-Nightcrawler Armor (100CP): Whereas the Replicas were clones meant to be disposable, cheap soldiers for war, the Nightcrawlers are a mercenary group for hire that are willing to dive into some truly nightmarish places. They can even compete with Replicas in terms of effectiveness, and so when they are seen it’s a force to beware. Shame that you managed to swipe their armor with this option, giving you some exceptional protection whenever you’re out in the field.

-AP-5 Deployable Turret (200CP) (50% off: Drop-In): Stealth is one thing, but sometimes the most effective thing is good old-fashioned guns. This turret can be placed on the walls, floors, ceilings, just about any surface! From there they bring up a single, fully automatic gun that will scan and shoot any enemy that gets near them. Bring your own back-up!

-S-HV Penetrator (200CP) (50% off: Delta Force): Holding back is for wusses. Armacham's S-HV Penetrator is capable of firing hardened 14mm depleted uranium spikes, making it devastatingly effective against armored targets and fleshy targets alike. Even power armor is unlikely to stand up to constant assault from this bad boy. Just be careful with the weight.

-Unmanned Aerial Vehicle (200CP) (50% off: Armacham): The Corporation always protects its investments. This small drone is small enough that you could fit it in a backpack, and its tri-wing design allows it to seamlessly move around regardless of obstacle or trajectory. They might be weak, but they also carry a surprisingly accurate and strong laser weapon. By purchasing this you gain four drones that can protect you.

-Type 7 Particle Weapon (200CP) (50% off: Replica): For when you REALLY want to show someone you hate them! This particle-beam based weapon is surprisingly fashioned to work like a sniper rifle, capable of powerful zooming functions and high power output. When the beam comes into contact with a person it will strip the target's flesh, more often than not leaving charred and blackened bone where it struck. Nasty piece of work.

-Balzer LM10 Napalm Cannon (200CP) (50% off: Ghost): Ghosts are pretty scary, but you want to know what else is scary? FIRE. The Balzer LM10 fires bursts of ignited napalm, making it extremely useful in situations where indiscriminate firepower must be brought to bear on multiple hostiles. A curious weapon, the Balzer LM10 is no ordinary flamethrower; rather than firing a constant stream of ignited fuel, it shoots a single coherent projectile, and has a deceptively long range for a weapon of its type.

-APC (200CP): When you travel, do it with style. This 6x6 wheeled fighting vehicle is used as transport and features a roomy transport compartment with six seats, a fire extinguisher, and a weapons rack for ease of transport. Touch screens are all around and an APC defense turret is on top for dealing with problems. It's also surprisingly sturdy for its size, able to take a bomb and drive away unharmed.

-REV6 Powered Armor (200CP): Drive around in style! This power armor is more like a mini-mech, but it can be equipped with dual laser cannons or dual rocket launchers while taking one heck of a hit! They're also surprisingly fast and can deal out some heavy punches, and as a bonus are light enough to be carried by a helicopter easy. If you wish, you can trade this out for the REV8 or the REV9 model instead.

> -Enhanced Power Armor (+100CP): Actually, why deal with that outdated model? Bulk up if you want to win this war of madness that the world has been thrust into. Possessing automated repair systems along with greater armor and additional options for melee attacks if someone gets too close, this machine will send all but the most heavily-armored enemies a pile of bloody goop in front of you. Let none stand in the way of technological prowress.

-MOD-3 Multi-Rocket Launcher (300CP) (50% off: Drop-In): You silly fools, you thought rocket launchers would be single fire? This impressive double-barreled launcher is the size of a rifle, letting you run around firing off explosives with impunity! It fires them off at a three-round burst, allowing you to strike harm at armored foes... to say nothing of unarmored ones.

-Type-12 Pulse Weapon (300CP) (50% off: Delta Force): Everything must go, enemies included! Armacham's Type-12 fires pulses of superheated coherent energy capable of evaporating the soft tissue of organisms within several meters of the burst, and even directly destroying a power armored foe with a direct hit! Pulses gradually decelerate due to atmospheric resistance and destabilize violently after a short interval, however... which means it's a short-ranged weapon. Just be careful.

-Shark FL-3 Laser (300CP) (50% off: Armacham): By the grace of technology, all shall be cleansed. The 1.7 kW Shark FL-3 Laser employs Neodymium-doped glass amplified by solid-state, heat-capacity technology. The FL-3 cuts easily through armor, making it highly effective against hard targets. The Shark's size does reduce operator mobility, so this should be taken into account before the weapon is deployed.

-Replica Cloning Tanks (300CP) (50% off: Replica): Get your forces up and running! By placing a genetic sample into this machine, it can begin to churn out cloned soldiers... soulless, mindless, practically dolls until a psionic commander extends their influence. From there, the work begins. It also comes with a machine to help program combat training, skills, and techniques into them to make them effective fighting forces! Keep in mind non-human or esoteric genetics will be much more difficult for the machine to work with.

-MP-50 Repeating Cannon (300CP) (50% off: Ghost): Loud noises can be scary! So can unrecognizeable bodies. This 20mm handheld cannon is capable of tearing through groups of enemies like they were spongey mannequins, and its surprisingly large magazine capacity can mean a world of difference when it comes to the battlefield.

-Technology Corporation (300CP): When Armacham finally took center stage, they had done so as a multi-national conglomerate that was cutting edge in technology with research in military application. Their cloning technology, cryogenic suspension, and highly-efficient nuclear reactors made them significantly profitable despite the ethics allegations leveled on them, with aerospace application practically ensuring their profits fly as high as their planes. Unfortunately, Armacham is about to have some competition as a purchase of this will grant you a technology corporation of similar competence and power.

-Secret Laboratory (+100CP): Some people don't want to bother with only being ambiguously evil, they just want to delve right into the realm of sinister intent. The best way to do that? A secret research laboratory set up somewhere in an innocuous place like underneath a public school or built within a shopping mall. Maybe they're secretly under the orphanage in town. This purchase will allow you to place a lab in a similar location, for reasons that will no doubt be hard to explain if its existence ever came to light.

DRAWBACKS:

Oh my, you still want more points? Even here? Well, I'll never say 'no' to making things more interesting, but just be wary of what you do. You may take as many drawbacks as you like, up to 800CP worth. You can take more after that, but you will not gain any additional points after 800CP... but it will be curious to watch.

-No Shapes (+100CP): Seeing as this world's supernatural phenomena are reduced to ghosts or humans, it is this you too shall be forced into, to blend in. You are forced to remain a human-like entity that could blend in with others, with any alt-forms or shapeshifting disabled to ensure this role is not broken. Energy forms, dragons, monsters, these and more are barred for your stay here. Those who choose the Ghost background are locked into their spiritual visage... which could pose a problem in of itself.

-No Friends (+100CP): You're on your own here. Something about you makes others distrustful of you... no amount of charisma or persuasion will make them trust that vault combination to you, that squad of guards won't follow your lead, and forget about those scientists pointing you to the secret location. This uneasy feeling you give off will ensure you're a loner here, to the point where you have no Companions or allies for the duration of your stay.

-No Data (+100CP): The psychic disturbances of this world are more deep-rooted than once thought. Turbulent emotions and violent thoughts given form cause any clairvoyant or precognitive abilities to outright fail at best, or only give violent and gruesome images at worst. Likewise, battle precognition and danger senses have become inert, forcing you to rely on your own senses and judgement to get through any fights. As a side effect of this, foreknowledge or outsider knowledge of this world has been blanked from your mind, leaving you truly stumbling in the dark.

-Subjective Reality (+200CP): How can you really say you're here when you're not even sure where 'here' is? Your mind and thoughts are plagued by constant hallucinations, of memories past and people long since dead and decayed. This can happen at any time, even during battle... and the more you try to repress certain memories, the worse these hallucinations might get.

-Liquid Harvest (+200CP): There is a rare creature called a 'Scarecrow' that hides in black smudges, waiting to pull victims in and tear them apart. Normally you wouldn't even meet them in this run, but by choosing this they will be everywhere. Black smudges, blood pools, even puddles of water are homes to the Scarecrows... and make no mistake, they WILL be everywhere. Floors, walls, ceilings, even right around corners. Worse, they WILL end up grabbing you sooner or later to tear through your defenses like paper. They won't kill you instantly, but wasting precious seconds will guarantee you a world of hurt.

-2spooky4u (+200CP): There are things that go bump in the night, and you're flat terrified of them! You have a crippling phobia of ghosts, spirits, and supernatural entities. When it comes to normal troops and power armor you're all over that, but PSYCHIC troopers? Nuts to that, you're out of there! Provided you don't freeze up screaming in fear. Good luck getting anything done.

-Wretched Memories (+300CP): You're not a person. You're a product, and a failed one at that. They thought they could use you, but you didn't measure up and they tossed you away. As a result you're extremely erratic and prone to fits of violence, with the inability to control these emotions. If you're a Drop-In, you're somewhat schizophrenic and unable to determine what emotions are fit for situations you come across, plagued with thoughts that might not be your own. Regardless, with this lack of emotional control comes a lack of control over your abilities. Expect constant build-ups and flares, with varying degrees of effectiveness.

-Only Darkness (+300CP): It would help you to find scary things if you could see or sense them. Now? Any form of night vision or extrasensory ability simply doesn't work for you. Any attempt at flashlights, light fixtures or light sources of any kind will break whenever you use them or get near them, and any darkness powers simply become inert in the night. In fact, it seems like the nighttime gets darker than usual for the time you're here. This doesn't extend to your enemies, who can use lights just fine... but the moment you try to use it, it stops working.

-Exact Frequency (+300CP): Something has gone wrong. Whatever happened in you coming here has made you psionically vulnerable. Hallucinations can hurt you VERY well, and your ability to fend off psychic attacks has taken quite the nosedive... to say nothing of possession. Seeing as this place has supernatural creatures, psychic commanders, and other such things? It might be best to try and reduce the attention you get.

-Otherworld (+600CP): Many of the apparitions in this world are formed from Alma's memories and views, and can serve as representations of her thoughts. But you have your own problems now, for the psionic nature of this world has caused creatures to form from your greatest traumas and fears. These creatures are relentless and will hunt you ceaselessly, with all their attacks being extremely effective against you. Worse yet, you cannot simply kill them and expect to be done with it; to truly erase them you must confront these dark parts of yourself. But the longer you put it off, the stronger they will get... and you would be surprised how deep-rooted these things can get.

-Escort Mission (+600CP): Something's gone wrong. Horribly, horribly wrong. A rogue psychic commander has enthralled you and any companions you may have brought, and you now have become their bodyguard. Your mind remains your own, but any actions they ask of you, you will carry out to the letter. There is no way for you to break control, subvert them, restrain them, or strike at them, and should they die it will count as a 'loss'. Even more problematic is that you cannot upgrade them in any way... and they're the adventurous type, so any attempts to simply keep him out of combat will result in him getting more reckless to get his blood pumping. You're going to need to work overtime.

-Alma Hates You (+600CP): The dead are a vengeful bunch, for many reasons. Maybe they want to see to unfinished business, or maybe they are spiteful to the ones who killed them. But you? They see you as something they could never be. They see you as a free spirit, and that has filled them with eternal anger and hate. This hatred fuels them, and their powers have grown in their attempts to attack you; possessions require active effort to try and resist, hallucinations are almost too real, and you will never have a moment's peace with their reality subsuming this one. I don't think I have to tell you what happens if they win.

END CHOICE:

Should you survive, then congratulations! Naturally all drawbacks are revoked, and any physical injury you may have suffered that you could not restore has been repaired for your leisure! Traumatic memories you're on your own for, sorry about that. But before we end this, there's one more choice you need to make:

-Go Home:
You've had enough of this. All of it. Maybe Alma's suffering made you snap too. Maybe the sheer psychic madness has gotten to you. Either way, you're done. You return home with all you have gained so far, and as a bonus you get an additional 1000CP to spend for here before leaving as a parting gift.

-Stay Here:
Really? Here of all places? Well if that's what you want. Your travels end here, and your affairs back home are taken care of. Pets will be cared for, your loved ones will be assured you're in a place you wish, and any concerns are handled. As a bonus, you gain 1000CP to spend as you wish, with your psychic abilities boosted to be on par with Alma Wade's. May you find happiness here.

-Move On:
The journey continues on, and much like the thoughts of a mind will wander, so too will you. Time remains paused back home, with this world pausing as well. You collect your things and move on to another place.

NOTES:

-'We Are Many' cannot be used to cheat death; if someone kills your main body, that's it.
-All psychic powers can be improved via training.
-The rogue commander from 'Escort Mission' cannot enter the warehouse or any designated area that is 100% immune to attack or harm. So for example, they will never enter an Adamantium Bunker or a pocket dimension.

*Synchronicity Event boosts psychic powers from outside this setting by a decent amount. It's nothing like Alma, but it's a decent boost. At the same time, you may also unlock the following abilities:
-Taking 'Null and Void' further increases your nature, giving you a significant resistance to physical psychic abilities like telekinesis or psychic-related phenomena. Your effects on mental effects are likewise great enough to negate all but the most powerful of possessions or psionic/mental tampering by touching a person's head. In time you may be able to pick and choose which effects you remove.
-Taking 'Bullet Time' instead links the ability to your stamina, letting you keep the bullet time active so long as you can handle the strain. But the longer you go, the more taxing it will get. At the same time, you may choose to push your psychic power into your body to increase your physical abilities like strength or speed or durability.
-Taking 'Feel It Out' increases your understanding of technologies and different items, dramatically cutting down the time needed to analyze the object in question and improving defenses should any psionic traps be laid. You can also 'attune' objects to better channel psionic abilities and become a powerful focus for them.
-Taking 'We Are Many' increases your ability to mentally control clone bodies dramatically, even extending this mental control to robots you yourself create. At the same time you can also start to form a psychic 'node' within your telepathic network, to place knowledge about many things within it. Others may contribute to this 'node', but any who are connected to this network can access that knowledge at will.
-Taking 'The Ride Never Ends' allows you to further benefit from the harvesting of fear, storing the emotion they give off in the form of a black, opaque liquid that can overwhelm the mind of weak-willed beings or allow you to stash it away for later. You can telekinetically control this liquid, and it will not negatively affect you. In time you can learn to shape this liquid and give it life, creating golems and monsters out of the fear you have stolen.