



And welcome the menagerie - your brand new favorite is back again.



Oh gosh, sorry! I didn't see you there - but, hi! I'm Valeks, and I can tell you're kind of new here but don't worry, I'm here to help. Welcome to the world of Goodbye Strangers. Why do I refer to it like that? Well…you'll find out.

So, to give you a sort of basic rundown of Goodbye Strangers - in this world, there are these things called **Strangers**. They're weird, and most of them are dangerous or have negative effects - both for normal people who can't perceive them (we call them standards!) and for those who *can* see them, which we call sensitives. Sensitives come in three types - **Dissemblers, Laminates,** and **Projectors,** but there are also **Psychics, Blanks,** and **Mediums**! There are also **Empties**, but uhh, you don't want to be one of those. Then you have what unifies all the different sensitives (except **Empties**) which is a **Thoughtform**, and from there you have stuff like **Ghosts** or weird things like **Nurenforms** and **Meoms** and…

Whoops, I'm kinda getting off track here. Anyways! What you need to understand is that there's loads and loads and *loads* of stuff here, and I'm not really sure I can get through all of it…but I'll try my best!

You'll have **10 years** to explore the world of Goodbye Strangers and 1000 CP to spend. Try to be careful, but also try to have fun!



Oh but how can they ever have fun if they're not indulging all their ***deepest desires*** all the time?

It's not like they're trapped in a *maze* or anything like that!
(Whoops, forget you heard anything about ***that*** whatsoever!)



Oh, and uh, ignore anything those things say. They don't mean well.

Origins

Drop-In - It's just you! Which is sort of a good thing, I guess? You won't have any of the connections or ties that some others have - like some general stuff Sensitives get for free - but you also won't be as likely to get roped up into bad situations either! Hopefully.

Average Sensitive - You're a pretty bog-standard sensitive - you can perceive the Strangers as they intrude from the Sociospace, but you don't have any personal unique abilities like most of the sub-types get. Just a typical sensitive in a not-so-typical world.

Dissembler - A dissembler is a type of sensitive that can make a stranger inert through direct skin-to-skin contact. An inert stranger cannot move, nor can it inflict its influence upon the world. Dissemblers are furthermore almost completely untouched by both the positive and negative effects of roaming strangers. Basically, you're the cream-of-the-crop when it comes to dealing with pesky Strangers and the guy that everyone is usually first to call if they have a stranger issue.

"*Themes of power and control form a recurring element within the narrative of the project, with this control tending towards one* [illegible] *in which the balance is "all or nothing". The dissemblers are all-powerful over the strangers,* [illegible] *and the strangers, as a whole, are in a position of power over the sensitives."*
[illegible] **But even though Bracey can stop the strangers with one touch, he can't stop the slaughterhouse.**

*These power dynamics are not a complementary or counter-balanced system, like that of the Pokémon types. Rather, the fundamental system is relational, but the structure as a whole remains unclear.***"**

Laminate - A laminate is a type of sensitive whose physical touch allows them to carry dead stranger matter from the sociospace into the real world. Parts that bear resemblance to the stranger's form are less likely to survive the transition – fluids and tissues have far greater odds than heads or limbs, while a fully intact corpse would be virtually impossible to recover.

Essentially, you're the recovery guy. The sort of person brought on when some people REALLY need stranger gunk, but can't access it themselves due to how quickly dead Strangers dematerialize. It's nasty work, but it pays well!

Projector - A projector is a type of sensitive whose presence can pull a stranger out of the sociospace, as long as the stranger's physical form remains unseen by a non-sensitive. In this way, they can displace a stranger's effects, channeling them into the familiar world.

I don't quite get this one myself, but basically if a stranger is sitting outside of standard reality in the sociospace doing…whatever it is that strangers tend to do (mostly bad things), you can pull them into material reality and disrupt whatever effect they were exerting so long as a non-sensitive isn't there to disrupt the effect. Pretty nifty, huh?

Psychic - A psychic is a person who possesses bifurcate thoughtforms, allowing them to perceive adjacent dimensions. They have unusual biology, including a cluster of nerves known as the messianic crown that grants them their abilities, as well as psychoactive tears.

Psychics are able to see strangers at all times (regardless of whether or not the connection to the sociospace is interrupted), perceiving the stranger in either a holographic or physical form. My best friend, Default, is a psychic (and also a slut)!

Blank - A blank has a thoughtform that is larger than what is traditionally thought of as the body, allowing them to perceive and interact with the outside forces that share this space. And uhm, as far as I'm aware, these guys *can't* perceive strangers - but they can interact with a bunch of weird stuff so it works as a neat trade-off I guess.

Medium - A medium is a person who has the capacity to see ghosts. That's about it really.

Stranger-Touched - Uh, okay, so I'm not sure how this is really possible, how it even CAN be possible - but it seems like interacting with the Strangers has sort of…changed you? You have a lot of weird eyes now, and your body seems to shift or grow more vivid constantly, or fade in and out, and a bunch of other things. You can perceive strangers like any sensitive can, but you also get a bunch of weird powers too - which I think are lesser versions of Stranger abilities somehow?

In general, you're kind of a mess and people are probably going to think you're either some new variety of Stranger or some weird mutation, and will want to generally run away from you, catch you and dissect you to find out how you work, catch you and cook you to eat you, catch you to turn you into their personal sextoy forever, or…uh, well you get the gist of it.

General Perks

No Problems To Find [100] - You've somehow managed to avoid situations where you'd be grievously harmed either by strangers or other unpleasant supernatural horrors. Now, whenever you need to simply get out of a bad situation in regards to the paranormal, you always have some convenient escape route or another ahead of time.

Pulling On Threads [100] - Reality is sort of like clay, and you've found a good way to pull on things until they shift in your favor. By manipulating strange patterns in the Sociospace, you've found a pretty convenient way of altering the flows of probability to generate useable resources for you, to create exits in physical space by removing obstructing material (walls, doors, cars, the occasional building, etc) and generally create things from nothing - mostly small things, but with enough understanding of the properties of what you want to bullshit into existence, you can escalate pretty hard.

Disrupting The Norm [100] - As it turns out, people kind of find you pretty unnerving to be around. At all times, you exude a minor reality-altering effect that makes standards, sensitives, and other supernaturally-attuned beings be on constant high alert so long as you're near,

heightening feelings of paranoia, distrust, and fear. You can raise or lower the effect at will, likewise causing its effects to be raised or lowered.

Craving For The Strange [200] - On some level, you just seem to attract people with experience in the unnatural or alien. Not all of them are sensitives - you get the odd psychic, or blank, or medium and some even weirder people here and there. But what remains consistent is that they've *all* seen or interacted with something that no amount of science could ever hope to explain and for whatever reason, they've elected *you* to lead and guide them. A taste of power over others with a crowd of people flocking under your banner - well, I can only hope you don't let it get to your head.

A great taste you won't forget.
Got a taste for a brand with **your** name on it?
Well BOY do you want these exotic deals!
Fun, fun, fun, for the whole family **AND** your dog!

Going Cold Fish [200] - You're sick to death of weirdness and weirdness can't stand such a downer - now, you exert a feeling of repulsion towards any material supernatural entity that comes too close, a sort of psychic neon-sign saying "stay the fuck away from me". It works wonders, and a lot of things simply can't stand you and will leave if given some time. Some things won't take the hint though and will continue to pester you regardless - and some find your resistance **even more attractive. You're really just playing hard-to-get; you want this just as much as they do.**

Rippling Static [200, discount for Stranger-Touched] - Your presence is disruptive to reality itself, causing a static-y distortion to spread across visible space around you - this effect can break down objects, people, and even locations around you and render them hostile and damaging to material entities. Typical effects include causing people to become transparent and incapable of interacting with most matter, causing people to fall or 'glitch' into the ground, causing painful alterations to a body that involves shunting a portion of it between physical reality and the Sociospace, etc.

The static gets a lot worse than this.
Make sure your TV is properly tuned before you begin watching;
Who knows what kind of weird channels you could end up catching! Or who could be watching YOU!

Humming Bliss In Red Kisses [300] - Your body heats up constantly, a painful yet pleasurable heat arising inside you at all times, warm and soothing but also hot and passionate. And you can share that passion with the whole world - giving rise to all their deepest passions and deep-seated lustful urges. Merely being near people for too long causes the heat to start to rise inside them, going from a light heat to an all-consuming raging lust in minutes. You can alter how intense this heat is, from merely an annoyance to a sanity-shattering deluge of blazing devouring flame.

Distorting The Sequences [300, discount for Psychic] - Your deeper connection to the Hells has enabled you to distort or alter the functionality of various things around you. Toasters and microwaves no longer toast or provide heat, but instead freeze, Books no longer wait to be open and read, but instead open themselves to bite unsuspecting passerby, walls lack solidity and flow freely across the ground like a moldering carpet of ooze, gravity becomes broken in some places, etc. The logic of the world becomes subject to the unreality and un-logic of the Hells, without rhyme or reason. Suffering becomes absolute.

Enticing Voices [300] - You have the ability to throw your voice and its pitch, mimicking the sounds or tone of anyone else that you've ever crossed paths with. You can even mimic their voices entirely with enough practice, which is a good way to trick or convince people that their "friend" really did call them for their help in that shady dark abandoned alleyway far from any onlookers. **The perfect method for the perfect crime.**

Spikes Of Brilliant Loss [400, discount for Stranger-Touched] - You have an effect on people that makes them become more prone to simply lacking the will to…do anything, really. It's not very pronounced, at least at first, but you can see that light just go out in their eyes if you're around for too long - they lose interest in stuff that once drew their rapt attention, they get more depressive, more prone to burst of anger or snapping back at others, etc. To you, it doesn't feel like you've done anything at all - but to them, it feels like something has been 'cut' or torn through with a jagged needle that was once so precious to them. Now it's gone, and they no longer care.

Pneumatic Shock [400, discount for Stranger-Touched] - Physical contact between you and an object or person causes ripples of sharp spines to extend from the point of contact - on objects, this just leaves a spiderweb of colorful spines coating whatever you touched, but when used on people, it causes a sharp tingling feeling that eventually transitions into a pleasurable feeling - their body temperature rises and their libido increases. And that's where the pain starts - the nature of the spines is that they carry a specialized cocktail of drugs and chemicals whose initial effect results in a heightened libido and a feeling of pleasant warmth, which turns into caustic agony as their heart-rate massively jumps. Soon, blood vessels and capillaries burst and they swiftly collapse in a pool of their own blood as nerve endings detonate or tear themselves apart wholesale.

History Eraser [600] - A black ink constantly oozes from your hands, coating them in a layer of the flowing substance which dribbles everywhere. It can be covered with gloves or wraps, but it will always seep through eventually. The ink itself doesn't harm on contact with skin or anything like that, but it stains everything it touches and said stains are impossible to remove once the stuff touches them. On clothing or items, this often necessitates having them replaced. And on people, it typically just leaves black 'smudges' that will fade with time, but never fully go away.

The most dangerous property of the ink comes from when it is exposed to written information of any form - it spreads over and corrodes the text itself, not just destroying or corrosion the

material, but erasing the information contained within wholesale from reality. Any impact said object or the events it contained and detailed are completely undone, to the point that history itself will change to match the altered events. When used on records of people, those people, the impact they had on the lives of others, and even minor details regarding the person themselves are erased - thusly rendering them a ghost, an errant thoughtform lost in the Nowhere that has no impact on the world anymore.

Average Sensitive

Hardier Than The Standard [100] - You're tough. *Really* tough - damage that would grievously harm or even kill most normal people leaves you only a little bruised and sore around the edges. You can run faster, jump higher, and lift just a little more than the average person - which is great for evading law enforcement in the event they catch you with weird illicit products (likely Stranger-derived, let's be honest) or more likely, from the Strangers themselves.

Unfortunately, for all the benefits this gives, Strangers can still take you apart as easily as they would any standard. Best to still be careful.

Seeing The Flow [100] - You can see the phenomenal shapes in not only the Sociospace, but other things as well - Supernatural disguises or illusions tend to falter around you or come apart really easily. Attempts to trick you via manipulating your perception will either find extreme difficulty in doing anything or will just flat-out fail. You can even see past certain enchantments or step past wards or barriers that would obstruct anyone else.

Oddity To Standard View [100] - You play havoc on the minds of standards near you - your very presence seems to act as a mobile 'blink' to some degree, causing people around you to feel a sense of disorientation or disruption, a mental fatigue that increases in your presence and can even take effect just from interacting with things relating to you specifically. And when you leave, they inevitably forget anything that even vaguely concerned you or what you were doing.

Blink and you'll miss it.

How can you know that your perception of the world isn't being manipulated *right now?* How are you sure that you're even real? That what you're experiencing isn't being dreamt up by someone else? Wow! You really can't say!



Remember, if you're ever feeling lost, always know that it's not **you** - it's **them**! It can't be your fault if they don't know what they're talking about!

Can you even imagine not being able to trust **your own mind?** Or the people around you? All it could take is a blink to totally **change** how you perceive 'reality'!



Keeping Clean With Obsession [200, free for Dissembler] - You have a sort of unhealthy need to mess around with things that you probably shouldn't - sometimes it even produces results. You have an ability to take various unnatural elements/chemicals/other messy byproducts and stick them together to get other things, wiping the original material from existence in exchange for getting something cool in exchange based on what you desired to get in the end, as well as whatever material you were working with to begin with.

Destructive Needs [200, free for Dissembler and Laminate] - You have a want - no, a crippling *need* to be near certain people or entities. You need them to bask in your presence, to feel you, to be there with you and if need be, to die for/with you. You radiate such a strong yearning that it draws in people or things like a gravity well - forcing them into making contact with you, for yearning for you almost as much as you yearn for them. Your hungers become their hungers, your needs become their needs, your pain becomes their pain. You can even weaponize this, setting your sycophants onto your opponents or simply people you **hate** and want gone.

The effects of this perk become more potent, both for you and your victims/the receivers of it, the longer they're exposed to you - enabling you to infect upwards of dozens of people and entities with your obsessive yearning at the highest end.

Inspirational Defeatism [300] - You don't believe you have good odds of doing anything of value or even of beating back the Strangers themselves. But for some reason, people follow and hang onto every word you say, no matter how much your defeatist attitude or cynical views bleed into your speeches. You've somehow become a community leader, a pillar, a foundational bedrock for others despite *never* wanting to be one - and it's spreading. Others are taking up your cause or championing your views despite your best efforts to convince them otherwise, and people swear that they'll die for you as long as it's to aid your cause. It's kind of becoming a bother…

Hot & Cold Psychological Engines [300, discount for Psychic] - Your ability to discern hidden structures that lie beyond the depths of reality have manifested in the things you create as well. A blur of **red** and **blue** smearing onto a page and spraying out like the waves of an ocean onto a white canvas. And from these creations, you can derive psychic devices - loose aggregations of collective thought that collect material from the Sociospace and adjacent dimensions and 'pushes' it through into the collective human thoughtsphere. With these, you can manipulate the common human mind - maybe not directly, but by implanting ideas into their heads that they will feel the need to act on.

Note that the more material you mine from a specific dimension (adjacent to either **Red Hell** or **Blue Hell**), the more likely that the properties of the Greater Hells will bleed through into the device's you create and thus influence what thoughts can be implanted into the people around you.

Ads That Bite And Cut [400] - You can see advertisements all around you. But not the normal ones, no - these ones are *weird*. Alien, like they're not even from this world or maybe from something with a loose understanding of how our reality works to begin with. You can feel them following you around, preying on insecurities and flaws - but only for those around you. For whatever reason…they seem to like you? At the very least, those weird puppets who always show up in them seem to take more joy from harming or driving insane those who bother you than they do you.

Lost In A Maze? [600] - Some higher dimensional part of you has been forcefully (and painfully) integrated into the loose structure of a dimensional machine of pure suffering - something you have heard only vaguely alluded to by the **Mirinet** as **The Maze**. As such, at every point, you can feel the suffering of others. At the hands of each other, at the hands of the strangers, at hands of their own incessant need to consume even - it's crippling. You can barely move, barely think, barely talk - and the constant laughter of ads tinged in **wonderful searing magenta** burns your eyes. But you can make others feel this pain - you can make them *share* it. At will, you can project a field a couple miles in diameter that makes everyone in its radius experience the same pain you're always in, letting them experience the same maddening and

crippling caustic agony that you endure but a scant few minutes. **It's not enough, it will *never* be enough, but it feels good to cut loose.**

Dissembler - Perks

Touching Kills Swiftly [100] - As a Dissembler, your merest touch renders Strangers inert - and due to some strange (get it?) fluke of the cosmos, that same power now extends to other supernatural entities. A single touch from you now causes even otherwise incredibly lethal supernatural entities to become physically inert, still passively producing whatever effects they may have had, but no longer able to actively exert them upon the world or enforce their influence. They will never again speak, act, or lash out - they're your perfect toy to do whatever you want with.

The obvious exceptions being of course, anything from **Blue** or **Red Hell** (can't make something inert when a single spasm can crush you or when you are dissolving into nothing, after all) or any **Dimensionarian** or similar higher dimensional being.

Quick Firm Grasp [100] - You're really good with your hands - good enough that you can just reach and take hold of the various tiny little spots that make up all that warm gooey stuff in that cage you call a mind, and just start rewiring it. You can break things, so it shouldn't be too hard to *un*break them, right? You can effectively entirely rewrite a person or thing so long as you have physical contact with them and they have a functioning brain for you to work with. Just get in there and start tearing and connecting and tearing and **connecting** and **tearing until it all comes together.** Until a nice obedient pet is just ready and waiting to sit in your lap.

It unfortunately doesn't work on sensitives or people with sufficient supernatural power, but that shouldn't stop you from finding your way **in** eventually.

Choking Out The Frequencies [100] - There's noise all around you. So, so, *so much noise* - most people don't even realize they're being impacted by frequencies alien to themselves all the damn time, but **you** do. And you've figured out a way to make them all stop - you've silenced the noise. All around you, supernatural phenomena that would once have impacted your existence, relating to the Strangers or even to some other non-Stranger things, have failed to find purchase in your flesh. You can still die due to Stranger byproducts or them deciding to get all up and physical with you or just flatly having your effect ignored if say, you get stranded in Red or Blue Hell and encounter any of the *things* lurking there (assuming the process of getting there in and of itself doesn't rip you apart first) - but the average stranger's effects don't bother you, as do most minor supernatural phenomena.

All Work And No Play [200] - Being a Dissembler, you're called on a lot for your abilities and somehow, even when nobody knows your name or who you are, you're still drawn into or called up for all kinds of 'dirty' tasks. Getting rid of pesky Strangers is one thing, but you seem to have a unique gift for getting brought in for intensive, secretive, or even outright illegal situations on the regular - call it luck, fate, coincidence, or whatever the fuck. What matters is that when you do get called in for these sorts of things, people tend to let shit slip that they would no doubt never tell anyone else - giving you access to all their best shit and resources, from tech, to supernatural techniques, to even more. So long as you don't ask questions, everything is smooth and sweet.

Rippling Disassembly [200] - A Dissembler's abilities allow them to render Strangers inert via direct skin-to-skin contact, which completely disables all of that stranger's unique abilities and anomalous effects but it comes at the disadvantage that you have to make contact with the stranger first. This deviation of the standard Dissembler ability allows you to project a 'field' of your typical ability that can disable certain stranger effects from a distance, making it easier to close in and physically render them inert with a touch - but this power only affects the stranger's powers and does nothing to the physical condition of the stranger. It also doesn't affect every stranger nor does it do so equally - A condroni is still going to eat holes in your brain no matter how much you drop your field on top of it.

This power can likewise be used to counter other supernatural being's abilities, with similar limitations.

Fields Of Extrusion [300] - Armed with a basic understanding of how you force Strangers into becoming inert, you have managed to devise a method of forcing your dissembler-based abilities into a loose field that you can set over a particular area. Any stranger or similar entity caught in the grasp of said field, will become inert for the duration - making for not just easy transportation, but also easy destruction if need be. **It all becomes so much simpler when you just let yourself *run wild.***

Writhing In A Kaleidoscope [300, discount for Psychic] - You've peered past the veil into the shimmering kaleidoscopic **noise** outside our ordered reality, and you've brought some knowledge back with you. Now, you can build functional pieces of machinery capable of harnessing the raw energies of both the Sociospace and the strangers, creating technology that can take their reality-warping properties and apply it to mundane tasks or general benefits - now, you can heal the sick or mend damage to the physical structures of somebody's body with ease.

But the more you over-reach, the more bizarre the designs that wind up in your head tend to be. But it probably isn't anything to worry about.

Bearer Of The Crown [400] - With your understanding of what goes into them from repeat testing, you've devised a method to link your mind to inert strangers - this functionality essentially giving you the ability to direct their otherwise entirely listless and non-responsive

bodies for brief periods. It's not the greatest, because the bodies move sluggishly and you have little direction of their effects, almost as though there's some other force acting upon and through them that you cannot oppose - but you've managed to work around this for the most part.

As you refine this newfound strength of yours, you can increasingly direct more inert strangers, potentially up to dozens at a time. A little horde of your own to terrify your opposition into submission if you want to **or rip them all into obnoxious little chunks.**

Kaleidoscopic Engineering [600] - You can **taste** it - the kaleidoscope, you can even *see* it. With your grasp of your abilities, you've managed to intuit the inner workings of early Kaleido-technology and of periods beyond, using inert strangers as fuel for unnerving devices of potentially devastating ability. Engines built from many 'drone units' - strangers suspended in machinery with rudimentary AI processes - capable of widely altering the world around them with their abilities. Such power, and all it takes is a few inert strangers and a functioning human **brain** for you to direct it all…now you just need the right materials.

Laminate - Perks

Ripping Off Chunks [100] - With your abilities as a Laminate, you can flawlessly remove chunks or fluids from dead Strangers, carrying them back into material reality with all of their properties retained - and in this state, they will not experience decay or loss of quality, meaning you can easily preserve them for lengthy periods without any level of worry.

Pulling Out The Monoform [100] - Unique even among Laminates, your ability to remove pieces/fluids from dead Strangers can not only be applied even to 'live' specimens, but can be done at range - and not just to Strangers either, but to actual animals or even **other people too.** A simple tug and pull and whatever element you want to remove simply comes 'loose' from the body, appearing outside of it with an audible pop of displaced reality. Naturally, you don't want to go around doing this to just *every* person or creature you encounter (or do you?) for fairly obvious reasons, so people will be more than a little freaked out if you just go around doing it to anyone or anything barring specific circumstances.

There is also a range limit of no more than a few meters ahead of you, and whatever your targeting must not only be fully visible to you, but must have a physical body possessing the materials that you want and that you can clearly create an image of said things inside your mind. An entity that does not have a physical body, but also lacks either Monoforms (a Stranger's equivalent to the physical structures that compose a living thing), actual functional organs and fluids, or all of the above, would be immune to this ability.

Drying Out In The Sun [200] - With a wave of an arm, you can render an entire area cleanly sapped of any moisture around, leaving it barren and impossibly dry. You can even suck the moisture straight from the air, making it difficult to breathe in places that have been drained like this. Any strangers that rely on some level of moisture to survive will of course, naturally, dry out and be rendered desiccated husks. And any of their numbers which need said moisture for optimal functionality can be rendered semi-crippled by the sufficient lack of it. You can even apply this to actual living things - siphoning away their own moisture and leaving dried still-living husks in your wake.

The Swirling Fluid Spiral [200] - You can somehow 'attract' liquids to you now, pulling large amounts of unprotected fluid and having it flow about you in a lazy halo. The liquids seem to almost have a will of their own and will probe or investigate things around them, but will never stray too far from your side - it's kind of cute honestly. But in the event that you're ever threatened, they will rapidly come together to lash out and attack the aggressor. You've seen enough people get messily decapitated because they kept pushing you for your taste.

When It Pours On You [300] - A storm of Stranger fluid and bits of flesh rains in a constant downpour all over any area you're in for longer than 2 minutes. To standards, this is seen as just normal rain, but any sensitive or supernaturally-attuned individual can see the hellish 'rain' for what it actually is. You can control the intensity of the downpour, but you can never get it to stop beyond simply leaving the area and carrying it with you. Even ignoring the property damage from rotting stranger gunk pouring on places or people's stuff, all of the effects that these stranger parts would have normally are still in effect in this state, meaning you may accidentally turn into a plague-spreader or a force of mass-destruction by use of this ability. Whoops.

Peeking At Your Insides [300, discount for Average Sensitive] - You can see on the insides of people, strangers, and other supernatural entities. See their squirming guts and all their pulsing fluids, and you can make them **dance** - as it turns out, all it takes to get a body to start moving to your will is to make their organs be the ones doing everything for them. Imbuing them with a bizarre life of their own, these organs and fluids will start pushing and pulling the person in question every which way as they fight for control, often to the absolute detriment of their host. With Strangers, it's a little harder given they aren't alive and monoforms aren't really 'organs' either, but you can direct them away from you or into disadvantageous situations with a little effort - and any stranger under the effect of your ability tends to get ripped apart by their fellows, so that's a bonus too.

Baking Their Flesh [400] - You've found a **delightful** new application for your Laminate abilities - not only can you pull out fluids and parts from a stranger (or even people, as you've now found) - but now, when you pull them out, you now find that they're placed into well-used and sealed containers automatically. More than that, they're freshly baked too; their meats and juices have been seasoned and prepared into a wide variety of pies and cakes that are uniquely catered to all manner of tastes. Not only are they tasty, but they can have a slew of unique effects depending on the stranger or person they were taken from - sometimes with **fatal** consequences.

Soft Chewy Delights [600] - Your abilities have advanced far enough that now when you rip out fluids and parts from strangers or individuals, they come out as a fully prepared, fully edible exotic dish. You can even do this from a distance - removing parts from inside them, and out comes a ready-made meal for you to consume. Upon consumption, any damage done to your body goes away; subtle soft tissue damages vanishing in the blink of an eye and a general feeling of rejuvenation and newly-imparted energy flowing through you. Perhaps you could even market this ability to those who might find a use for it, for even bigger rewards…

Projector - Perks

Entrapping Frequencies [100] - Your merest presence causes a sort of distortion effect in reality, allowing you to pry your way into the abstract depths of the Sociospace and pull the phenomenal shapes known as Strangers into material reality, disrupting their influence and effects, and rendering them vulnerable - so long as you remain unseen by any non-sensitives.

This perk will also allow you to do the same to other entities hiding out in higher or adjacent dimensions to standard reality, but functions especially well against normally immaterial or abstract beings.

Rigid Reality [100] - In an inversion of how things normally work, your abilities have manifested as a way of forcing already manifest Strangers back *out* of reality - severing whatever link they've established to material space, and driving them back into the Sociospace. This is an exhausting process and you can't do it to more than a couple at a time, at least at first, but it very much provides another option when it comes to dealing with the ever-growing stranger infestation.

Pushing Through The Folded Line [200] - Not only can you force something *out* of the Sociospace, you can also force something that never originated from it at all *in*. This naturally has highly destructive consequences for whatever poor bastard or object you're shoving into it. For example, if you were to push a high-rise building into the Sociospace, the overall effect from the perspective of reality would be that there simply never *was* such a building to begin with - standards will perceive it in a similar manner to a Blink, with them forgetting that such a thing ever existed or was there prior. Sensitives will instead perceive the aftershock of the effect,with the ground rumbling and sky quaking as the building in question experiences violent dissolution in a form not too dissimilar to a nuclear explosion. Material objects and the constant swirl of high-concepts and conceptual patterns of multiple realities flowing into a slurry that make up the Sociospace do not mix.

Raising The Curtains [200] - By enabling a channel between our world and the Sociospace, you can create a link to carefully project the effects of the stranger's in a concentrated form,

causing their abilities to bleed into reality even if said stranger is not directly present. This may be used to invoke a particular stranger' effect wherever either for the sheer thrill of it, or for the sake of using it with lethal intent. **The power is in your hands, so go crazy with it!**

Space-Time Revolving Door [300, discount for Psychic] - The Sociospace is not just the result of disturbances in our physical reality, but of friction with other dimensions. So logically, a developed thoughtform should be capable of reaching in and experiencing those dimensions if they know where to look - to catch sight of their structures and differences from our own reality. And a *truly* developed thoughtform (such as your own) should be more than capable of simply taking things or people from those dimensions and bringing them here due to their relative closeness to our own, right? So that's exactly what you've done - by creating a strong channel from our reality into the Sociospace, you can pull people, places, or things from vastly different dimensions into our own reality. Though whether said things can *survive* being forced through the Sociospace into our world is another question entirely. You're no Laminate, after all.

Holographic Depravities [300] - You can create holographic 'screens' by emulating the process through which the threads and fields of the Sociospace and dimensions it interacts with settle into a coherent form, creating a three-dimensional image. These images are never of anything good, but are always invariably of horrific atrocities caused by human hands or by some race whose atrocities are similar in nature to those caused by humanity. These depravities are disturbing enough to damage the minds of all exposed to them in an irreversible sense, making it a very efficient method for getting rid of unnecessary **competition**.

The Show Must Go On [400] - People just cannot get enough of you! Everywhere you go, everywhere you look, a crowd waits with bated breath for whatever you'll do next. Mindless throngs influenced by your impossible charisma and talent, all adoring you - all praising you as is your *right*. And because they hang onto everything you say, you can get them to do whatever you want. Go there, do that, **kill that guy, fuck that person, play with that knife, hurt yourself for my amusement, etc**. You simply can't get enough of it - this absolute control you have over the masses. And the more popular and well-known you are, the greater control you will be able to exert.

Peeking Behind The Scenes [600] - By generating enough power and brute-forcing your way in, you've found out that there are narratives *outside* of the one you're currently in. You can't quite reach them - yet, but you can influence stuff out there. A single altered event here, a changed conversation there, and suddenly you're watching a whole new story, a whole new narrative blossom. Most are pretty boring and don't have enough differences to really consider them anything other than a branch of your own, but sometimes you get something vastly different altogether.

Sleeping And Weeping [100] - Tears constantly run down your face without prompting or your ability to control. These tears themselves possess a compulsive effect on people, making them more prone to obsessing over you or wanting to be near you at all costs. On the one hand, it's comforting to have them so close to you - bodies to press into **or other things,** but it can also feel stifling or suffocating to be so near.

Your tears can also be harnessed and refined to increase their properties, making it possible to compel people against their wills - to make them your perfect pretty obedient little pets if you want, or to simply get rid of obnoxious people by getting them drugged on magic tears.

Addiction's Curse [100] - You have the ability to create a minor field of disorientation and compulsion that you can force onto a single person at a time, compelling them to engage in self-destructive pursuits like taking too many drugs or overdosing on way too much of 'the good shit' (typically psycholy, or if that's unavailable, the nearest equivalent). If you feel like shit, you'll make everyone else feel like shit with you - one person at a time.

Rivers Of Bloody Blue [100] - Blue gunk drips from your face, oozing down and splattering about on the ground. This substance is attuned to Blue Hell, the push and pull of the infernal dimension eroding some aspect of yourself, tearing at your ego and out comes a tide of blue garbage - the refuse of an exploding soul. It doesn't hurt, not really - but something empties out of you whenever it happens. The stuff sizzles and roils as it disorients and tries to passively erode the ego of anything around itself, and that's just in its normal state. If you're smart, you can harness and strengthen its properties, make it into pills or drugs, and start selling it to people - then watch the fireworks as they lose themselves in a haze of **blue.**

This substance can also be channeled towards the cause of further interlinking the self with Blue Hell, though the consequences of this are entirely unknown and potentially hazardous for all involved.

Hell's Saccharine Embrace [200] - The sheer psychic distress you feel is enough to temporarily scrape away that barrier that protects our reality from direct exposure to the influences of **Blue Hell** and **Red Hell**, causing the briefest glimpse of them to be manifested into our limited space for but a short time. This is usually enough to utterly annihilate the minds of any and all exposed to the effect - the destruction of all meaning and the truly horrific entities that dwell within being hopelessly beyond the power of any mind to endure.

At its worst, with enough mental distress, you can even throw someone *into* the Hells - damning their thoughtform to an eternity of senseless torture.

Torturous Ensemble [200] - Your love hurts, and those who love you are hurt as well - and that pain strengthens you. It's a terrible thing, but the flowing anguish that runs into your veins by truly loving something ends up fueling some sort of psychic 'connection', a sympathetic link that you can use to draw that pain into yourself to make your body stronger and more resilient to

further pain. You've found a lot of **funny uses** for this ability, but the fact it relies on mutual pain is sort of a turn-off…

Crown Without A King [300] - You can build weird devices, things that tune into the hell fields emanating from the Greater Hells and can be placed onto either inert strangers or unsuspecting people to massively amplify and spread these effects over a wide range. People in this range become subject to the effects of the Greater Hell's fields and properties - for **Blue Hell** fields, this causes a feeling of dissolution of the self, of a lack of desires, of a simple loss of the will to do anything or *be* anything. For **Red Hell** fields, this causes a loss of inhibitions, a lack of restraint, of libido and desire unchecked and a need to *do everything.* So long as the crown is intact and attached to a mostly intact body, the field will keep propagating, regardless of the state of the host.

Addictive Connections [300, discount for Dissembler and Blank] - You're attached and attracted to others, and this causes them to be attached and attracted to you. They'd do anything for you because you have become their world, and you'd do anything for them in turn. **You both become the other's toy**. Those who become addicted to you become desperate to keep you with them, and will do everything in their power to ensure you'll stay by them. They're even willing to kill anyone they see who is attracted to or is too close with you, which makes them easy to manipulate into situations where they'll 'get rid of' anyone too obnoxious who is bothering you.

King Of Hellish Nirvana [400] - You can directly invoke the properties of one of the Greater Hells over a wide area (ranging from the size of your average city, to over several thousand miles), not only causing a massive boom in hostile stranger manifestations, but causing any victims to experience the full force effects of either Psycholy or Red Milk. You can usually only keep this up for a couple minutes before the strain becomes too much to bear, but practice will allow you to keep the effect up for longer and longer periods of time.

Note that the strangers manifested by this are not under your control and will be just as prone to attacking or harming you as they will anything else.

Ending In Crimson Rainfall [600] - You can, by way of sheer psychic turmoil, briefly create a 'detonation' of raw cosmic force - a minor way of invoking **The Flood**, a thinning and breaking of the dimensional walls causing a brief period of unmitigated destructive catastrophe as all around you gets washed and swept away out of this reality. If they're lucky, they'd have died the moment it occurred - but they never are.

Over use of this ability is not only damaging to your body, but makes strangers more hostile to you or those around you and increases the manifestation of more dangerous strain in the area immediately following the invocation.

Blank - Perks

Things In The Mirror [100] - You have an intrinsic connection to another reality - a world called the Fade - vaguely like our Earth in some aspects, but vastly different in most others. You can't see strangers, but you can perceive a ton of other weird entities or otherworldly things that you should probably have no business interacting with. Most are apathetic to your existence, but a few are friendly. And some may want you dead. Either way, life has gotten far more interesting ever since you found out you were a Blank.

Suffocating Enshroudment [100] - Things tend to die when you're around; not *human* things certainly, but the weird things - the 'supernatural' ones. Your presence plays merry-havoc with the connection to the Sociospace that all strangers have, due to the sheer size of your thoughtform canceling them out - there's simply no room for other 'frequencies' to get in, so their connections terminate whenever you are present. This is naturally an annoyance for much of the sensitive community in North Mural whenever you're around (especially since you can't perceive strangers yourself) - but that's not the end of it. Other entities too may suffer from exposure to you, especially if some aspect of themselves relies on a connection to a higher space in order to maintain their continual presence. It might not destabilize them out of reality like it does with strangers, but the effect *will* be unpleasant.

Channeled Smokey Haze [100] - On some level, you act as a bridge between this reality and that of the Fade, and further still from the Fade into the Nurenverse. Thus, some 'material' from that end can seep into reality where you're around - substances and elements from the Fade leaking into a world unknown to them. Being alien material that relies on your presence to aid it in coming through, stuff from the Fade or Nurenverse doesn't tend to last long without you going out and collecting it yourself, which seems to work in stabilizing it into a properly physical state.

These substances, whilst not inherently harmful, can be merged with other compounds or elements to form devastating weapons borne of supernatural materials from realities unlike our own. Especially dangerous uses can be found in synthesizing these with Stranger fluids or body parts. Utilize with caution.

Presence Of The Thirteen [200] - Briefly, you may emulate someone - or rather, *something* - else, and cause all the problems bothering you to bolt or scamper away. Some element of yourself, via your connection to the Fade, has become entangled with a portion of those of the thirteen Gosdragons - incredibly powerful entities who dominate much of the world of the Fade. Your thoughtform has found itself in an intersection with that of their nurenforms, and as a consequence of this, you may channel the briefest expression of their sheer presence into an area of several meters around you. This presence produces an immense feeling of dread or wariness in those around you, rendering it difficult to approach or confront you.

A Bite From The Beyond [200] - Your connection to the Fade allows you to briefly overlap material reality with your perception of the world, enabling…*something* to come through that can bite off huge chunks out of people or any objects in the vicinity. You can never get a good look at what it is, due to how distorted and massive it is, but you get the feeling that it is *not* native to the Fade at all. Either way, when something gets 'bitten' by it, it leaves a clean hole or gap in whatever it removes - this wound doesn't heal and despite the limb no longer being there, people afflicted by it can *feel* it being digested somewhere, no matter how great their distance from you is.

A Wall Among Men [300] - The sheer size of your thoughtform has caused it to start spilling out beyond the confines of…whatever weird space thoughtforms inhabit beyond your body, turning it into a solid wall of *stuff* capable of halting or outright stopping attacks launched against you - bullets halt well before they ever reach you, vehicles get stopped right in their tracks and can't even kick up dust in your face, and even other people might feel like they slammed face first into a wall if they're coming in too fast towards you.

Psychedelic Resonance [300, discount for Psychic] - Around Psychics, you tend to…*act out*. Not necessarily in a hostile way, but you get incredibly possessive and defensive over them, reacting with snappy aggressiveness not typically characteristic of you if they're around. If you grow particularly attached, it might even end up with you being so interconnected with them that you can 'feel' them no matter where they are, and your emotions start leaking in and shaping *theirs* to be more in line with what you want.

Shearing Through To The Nurenform [400] - Somehow, your thoughtform has reached a point where it's changed, becoming something *more*. The shell of thought and being that encapsulated it has given way to transcendence, advancing the thoughtform in defiance of all that was thought possible to the level of nurenform. Not a particularly strong nurenform, with your range of attachment-detachment to the world not being nearly as great as some of the more old and powerful entities of the Fade, but anurenform nonetheless. Damage that would ordinarily have been considered crippling to your vessel can now be fixed in seconds, and it is overall stronger and more durable than it was by orders of magnitude. You can move and detect things in more adjacent dimensions than you could initially perceive whilst you had/were a thoughtform, and manipulating your connection to the Fade comes easier than ever before.

Draconian Manifestation [600] - In a rare show of acquiescence, you allow your connection to a higher entity of the Fade - one of the thirteen legendary Gosdragons - to be completely enveloped by the being, enabling it to manifest temporarily via your body as an active doorway. You don't remember much from the experience - flashes of hot fiery recollection, of claws and wings, of feeling 'apart' from your 'body', and an overwhelming sensation of power fill up your mind. But when you next awaken, whatever problem you were facing has been dealt with, and all you have left are the scattered feathers, claw marks, and spines left to tell the story.

Medium - Perks

Too Many Ghosts [100] - You can see ghosts. That's basically the most of it - the power does have its uses and you *can* leverage it to your advantage, as ghosts are pretty much everywhere and they all have a couple things to say or some hidden secrets to uncover regarding the nature of how the soul/thoughtform works when undifferentiated from the space around it through the lack of a physical body, but more often than not, you're not going to be finding much practical use beyond this. As they lack the ability to intake new memories and experiences,and their own inability to perceive the physical world beyond the haziest and loosest sense of connection, ghosts fundamentally lack the ability to gain new info about their surroundings beyond what they may initially provide.

Enforcing Shells Of Meat [100] - You can force ghosts into becoming attached to a material body, something thought to have been impossible before this. Effectively by acting as an inbetween, you can directly ensure the connection between the living vessel and the thoughtform of the ghost carries through - essentially causing said ghost to develop true life. Any ghost brought into physicality by you in this manner will be doggedly obsessively loyal, and determined to please you in any way they possibly can as the one who finally gifted them with awareness. And there are many, many, *many* ghosts to share this with.

A Little Trip To Nowhere [100] - You can step past the waifer-thin walls of reality into the space where ghosts and ghost strangers reside - that reality only known as Nowhere. It's not as fun as you might think, being a barren nothingness that sometimes shifts into a wire frame replication of what exists in the 'real world'. In this space, ghosts exist freely, neither being perceived nor perceiving, and ghost strangers frolic and make merry havoc - manifesting the instant a stranger ever 'dies' in material reality, an uninterrupted continuity of their existence beginning from the moment their initial puppet ends up destabilizing.

It's quiet here, and safe so long as you avoid the ghost strangers - so it makes a good place to gather your thoughts and plot your next move when under pressure.

Town Of Phantasms [200] - By manipulating the connections they have between this world and Nowhere, you can briefly cause the destabilization of the boundaries between people's selves and their thoughtforms, causing a mass gathering of ghosts pulled from Nowhere and allowing them to shift into place of those people - causing those people to be briefly stored in Nowhere in a sort of stasis until the connection snaps back into place after a few minutes and they all return to where they were before. You may even further destabilize the connection to temporarily turn those people *into* ghosts, but the psychological trauma this causes will be immense so it is not recommended.

Flickering Between Lines Of Reality [200] - Your thoughtform is relatively unconnected from your body, meaning you're stranded between two worlds - this physical reality and Nowhere. In

some ways this is beneficial, as it is more difficult to harm you when you are flickering between the two worlds, but the process that drives you between these realities makes it easier for ghost strangers to locate you and potentially harm you via their hazardous effects. As such, it is difficult to balance between the defensive properties and the risk of drawing unwanted attention. Worse still, your perception of the world is muted when you are flickering between your ghost state, meaning certain events or threats may pass you by if you are not careful.

Torn Frameworks [300] - By pulling their thoughtform into Nowhere, but not terminating the connection between their body, you have found a way to cause people to enter a strange trance-like state. They are still 'there' mentally, but there is a distance - it becomes difficult for them to retain the connection between the feelings of their bodies and their thoughtform. For those with unique abilities such as sensitives, it is easier to maintain coherence, and they may even find it easier to make use of their abilities in this state, but it is still an upward struggle. The biggest advantage of this is that experiences are not lost so long as the connection to their current body is maintained, so a thoughtform may still retain awareness even in the event that their original body is highly wounded or unable to act.

Psychics and other Mediums are not affected by the act of separating their thoughtforms from their bodies in this manner. And Blanks or other particularly large thoughtform-connections cannot be separated from their thoughtforms at all.

A Look Into The Beyond [300] - You can peer beyond the boundaries of our reality into Nowhere, and from Nowhere into deeper realities that lie beyond, all infested with increasingly bizarre and disturbing strangers. This process may prove maddening, which is why it makes for an effective method of dealing with opposition by simply showing them the desolate state of Nowhere, then mentally project glimpses of totally alien and unspeakably hostile realities. An individual broken in this manner becomes an agent of yours that lies part way between Nowhere and reality, uniquely without running the risk of the ghost simply not doing anything due to lacking the ability to perceive reality. If anything, they start perceiving *too much* instead.

Neverwere Yet Everywhere [400] - By diffusing your thoughtform across your link between here and Nowhere, you have essentially enabled yourself to exist so long as ghosts retain a continued presence. You can effectively 'appear' anywhere there is a high concentration of ghosts, enabling you to cut out most of the distance involved in moving anywhere and simply *be* where you need to be. The trade-off is that in the event that the amount of ghosts ever decreases too dramatically, or worse, ceases to be entirely (whether by all thoughtforms being consumed or destroyed, or otherwise), you will cease to exist as well.

Into Armies Of The Restless Host [600] - You have managed to assume control over a number of ghosts by replacing their nonexistent experiences and perception with your own. Now you have become one with their legions, with these ghosts acting as extensions of your will. Whilst they're ineffective at actually interacting with anything present in reality, they make for an excellent information network due to the sheer unknowing prevalence of ghosts in every corner

of everyday life. As you'd expect, they are nightmarishly efficient at picking up even the tiniest hint of gossip or info dropped from unsuspecting mouths.

Stranger-Touched - Perks

In A Field Of Possibilities [100] - On some level, some part of you exists elsewhere, entrapped in a net between reality and the Sociospace. As such, you find it remarkably easy to navigate the bizarre world of Strangers, far moreso than most of your peers. Openings to higher dimensional realms aren't an uncommon thing for you to come across, though even you struggle to make sense of anything at all within them, especially when you do bring something *back* that you don't recall ever having picked up. And naturally, anything to do with **Blue Hell** and **Red Hell** is something to very much be avoided.

Eyes All Over [100] - You're absolutely *covered* in eye-markings, the strange patterns that normally cover every stranger dotting your flesh like a declaration of ownership. They're functioning too - you can see out of them, albeit in a strange manner; they perceive things not in reality, but in the Sociospace and beyond. Both of the common stranger, and of weirder things - things you're not sure have *ever* manifested in reality before. Damage to the markings will disable them for a time, but they'll regrow and regenerate regardless of what is done to them. If exposed to them, standards may react negatively, and sensitives will *always* experience some instinctive flight-or-fight response, though the latter can be suppressed.

Radiant Immaterialism [100] - Your entire body is composed out of complex flowing strands of light, making you mostly incapable of being directly interacted with by any sensitive- any attempt to do so simply goes through you as though you aren't there. Standards similarly may find it difficult to interact with you, but accounting for their inability to perceive the Sociospace, this is simply chalked up to you being 'weird' rather than being a walking talking mass of light. Despite these difficulties however, you yourself experience no issues in doing all the same tasks that you've always done.

Tick-Tock Goes The Clock [200] - Time experiences a bunch of technical difficulties whenever you're around. You appear perfectly normal on the outside, but a constant ticking sound follows you wherever you go - a sign of the gears and pistons that have replaced your innards. More than that, time slows down in a certain radius around you, causing objects to slow to a crawl and people's perceptions of time pausing and stretching in a number of disconcerting or overall unpleasant ways. These effects gradually diminish the further away you are and cease entirely once you're far enough, but the damage will usually be done by then. Thankfully, you can control how much of time gets altered or slowed down so unless you *want* to torture somebody, most people won't notice anything awry.

A Hole In The World [200] - By warping and stretching material space, you can create infinitely deep holes that extend forever into whatever surface you set them upon. Being parts of you, you are intimately aware of any holes you have ever made and can change their positions at will. Anything that falls into one of your holes is considered lost forever and cannot be retrieved except by yourself or by a Stranger with similar properties. You may also step through your own holes to appear at any other hole you have ever made anywhere else.

Note that these holes have to be set on a physical surface - they cannot be anchored onto anything other than a flat, physical plane.

Sweltering Heat In Sweaty Ovens [200] - Your insides are a churning inferno. Anything that is consumed by you is burnt up in the raging heat of an oven set to the highest possible setting and then cranked way beyond that for fuck you reasons. To make matters worse, both your insides and outsides have been considerably hardened, taking on the properties of worked steel and other material, meaning that it's almost impossible to break your skin to mount an escape.

Manipulating Our Puppet Bodies [300] - A Stranger is just an empty shell, with no thought or consciousness or internal experiences in the slightest, a piece of something far larger than you can even understand. A puppet or maybe a toy or maybe some abstracted revolting mess like the distorted cartoon mascots that get promoted on almost everything nowadays that's bled down into our sane reality. A puppet - and in some way, somehow - you've started to notice that your body is a 'puppet' as well.

Now, your consciousness can act outside of your body, untethered to your meat in any real sense beyond it being an anchor - allowing you to stretch your awareness over much greater distances than you ever could before. You'll naturally still die in the event your body gets destroyed, but in the event that happens, there's a chance that you can find and insert your runaway thoughtform into the conveniently hollow and open space that composes an Empty before it totally dissolves, granting you a second chance at life. But good luck finding one of those.

Covered In Wood Chips [300] - At will, you can make tiny wood chips appear in the lungs or internal organs of literally anyone in your range of awareness. On its own, this isn't much more than a minor discomfort, but you can eventually make enough wood chips appear on and in their insides to make breathing, eating, or doing anything at all utter agony - as they slowly but surely hack up their shredded guts. Naturally this can become fatal with enough time, but the effect only persists for as long as you have those victims in your range of perception - otherwise the wood chips dissolve back into the ephemeral nothing from which they were conjured.

Radioactive Colossus [400] - Your body is much, much larger than it actually appears - what most people think of as 'you' instead being the human-shaped afterimage cast by your actual body. This in and of itself wouldn't be a problem, outside of the technical problems that come from having a 50 meter tall body trying to interact with people whilst still pretending to be a standard human, but issues emerge from the fact that you are dangerously radioactive. You

constantly give off radioactive emissions, and whilst you can control the general output, you can't turn it off entirely. Meaning you need to be at least a couple miles back when interacting with non-standards if you don't want to give them all a potentially lethal dose of radiation poisoning.

Glitchy Singularity Point [500] - A darkness spreads out from around you, one that breaks reality down into glitch bits - corroded 1's and 0's that radiate endless disdain for order and function. You become akin to a wound in the world, through which something awful spills forth unchecked, a glimmering sun radiating a dark malevolence beyond what the mind can bear. This 'shadow' can stretch forth from you to ensnare threats and envelop them, pulling them into a pocket of warped reality and altered spacetime where laws and concepts become fluid and subject to your will. From there, you may do as you wish with them - or even have it so that your shadow corrodes them into a glitch-ridden nothingness the moment it makes contact with them.

Universe's Wake [600] - You can see the beginning and the end of things, your form remaining immutable even before the worst types of cosmic phenomena. The brilliant supernovae, violent galactic collisions, destructive interstellar weaponry of all forms, none of it matters. Even the ferocity of a universe-shredding black hole wouldn't do anything other than bore you with how ineffective it would be. Reality itself could unfold and break away into drifting pockets of quickly fading material, and you would still be there in the ashes of what was. Waiting as unchanging as ever.

Items

A Jar Of Psycholy [100] - The substance produced from the friction between our reality and that of **Blue Hell**, this blue liquid has a dazzling mesmerizing color to it. Consumption of Psycholy results in an immediate feeling of euphoria, kaleidoscopic visuals, and a feeling of detachment from reality as the substance rapidly breaks down the boundaries separating our perceptions from that of higher dimensions and higher levels of thought - new perceptions and direct interactions with the structure of these cosmic realms can be seen through ingestion of psycholy. This effect is especially pronounced in psychics, blanks, mediums, and any other non-sensitive.

Do note that psycholy is immensely horrifically addictive, and will inevitably and invariably drive the user into increasing bouts of self-destructive behavior before they become so reliant and so dependent on it as to be more or less incapable of living without it. These effects are subtle enough to be completely unrecognized at first, up until the very point where they become debilitating.

A Bottle Of Red Milk [100] - The substance produced by friction between our reality and that of **Red Hell**, this red liquid has constant streaks of brilliant white flowing in it like layers on a birthday cake. Consumption of Red Milk results in an immediate loss of all inhibitions, which

may manifest either as manic unchecked ecstasy, or violent rage. The self is muddled and made murky by the substance's effects, leaving only instinctual impulses and cravings unrestrained by the limitations of the mind or morality.

Though not quite as potent in its addictive properties as psycholy, Red Milk still inevitably and invariably forces a dependence on it for someone to get their high when used enough, and with its more immediately damaging effects, is perhaps worse in the short-term than the more slow and methodical mental dissolution of psycholy.

Red Mess Pill [100] - A stranger-derived drug***** that doesn't have a lot of positive effects. **It makes you sweat**, it raises the heartrate to an uncomfortable level, and it makes it hard to eat for several hours. **Except, it's addictive.** After ingesting the drug,ᗰ the user experiences a "delighted agitation" and a loss of inhibitions; memories are similarly disrupted. Some people like to take it when they do really nasty things, and it often comes in and out of the fringe markets.

ᗰ ***which most often comes in a tablet, or is mixed in milk to be passed off as red milk.***

A Container Of Material D [100] - A substance with a similar ability to psycholy, manifesting as a gray liquid-to-sludge mess that may be heated and rapidly cooled to create a gelatin-like substance. Similarly to psycholy, Material D allows for the perception of adjacent dimensions. Unlike psycholy however, which enables a user to infer the outside shape and concrete structure of said dimensions, Material D instead grants awareness of the degree of difference between two dimensions though a sickening, dizzying sensation. It has the effect of causing temporary fatigue and suggestibility in psychics, which is an ample method of suppressing their abilities should the need call for it.

The "difference amplification" effect of Material D may itself be amplified and triggered via song lyrics, which grow more hazy and distorted the further "in" travel is made from dimension to sub-dimension.

Holoscreen [100] - A holographic "windowset" that shows a view of a three-dimensional scene. The depth is more lifelike than you'd expect, but the texture has a quality that looks more like a VHS tape. The hologram is almost fully opaque, but can be disorienting to stare directly into. They're used primarily at heights of too high or obscured to allow this.

Mattress Tower [200] - A towering edifice of filth and disease, a Mattress Tower is a 'tower' made of piled together mattresses, sloshing and wet from their role in being a means to contain the spread of Blotchman's Plague. The structure, if it can even be called that, works as a functional carrier for further Blotchman's contamination and acts as an effective marker for a quarantine zone or a catalyst to spread the infection in an area where it previously was not present.

Lesser Saints [200] - A series of astonishingly collectible rubber toys, depicting a range of strange entities vaguely similar to the strangers. You're not sure what to make of them, or whether the things they depict are even real or not, but you feel the urge to collect them all the same. They're pretty comforting to you - even when you feel them watching you from across the room.

Callyphanx [200] - A range of devices used for tracking and identifying specific thoughtform properties, callyphanxes can be assembled from basic spare parts or get outright manufactured en masses in zone-contracted factories assuming you're in the VHZ era. Their primary use is in identifying psychics, but you may use them for identifying any non-sensitive person or gifted supernatural individual so long as they're attuned to their specific thoughtform.

The high voltage and incredibly volatile substances required by the device, combined with the range at which its settings must be calibrated, means that any callyphanx can be used as a fatal weapon with almost no effort, causing massive seizures to the targeted victim.

Personal Drone Unit [200] - Your very own personal drone unit for your own use. During the VHZ era, extruded and inert strangers are augmented with technology to create drone units. The stranger within a drone unit does not move on its own, but instead, is either moved via externally attached or internal animatronic machinery, or via the use of nodules which control the drone units' tissue and behaviour with electric pulses. These motions are always externally controlled – whether manually, or through the use of artificial intelligence programs.

To prevent needless tedium in manipulating it, a basic onboard AI has been installed to manipulate the drone unit for your own needs - whether they be supplying power or carrying out tasks. This AI may be modified to make it more complex if deemed necessary for carrying out more advanced projects.

Extrusion Factory [200] - An entire building specifically designed for the purpose of pulling strangers out of the sociospace and rendering them inert, making them perfect for slotting into drone units or being used as batteries to power more important things, as detailed in the VHZ era. This specific building puts out a constant daily rate of newly-extruded strangers, producing them all for your sake and nothing else.

A Vial Of Morimime [300] - An incredibly toxic chemical, the testing of which led to the discovery of forty new kinds of heart and skin disease. Can be mixed and merged with different elements or other chemicals and drugs to massively increase its potency and lethality.

Vats Of Polybirium [300] - Also spelled poly-birium, this highly toxic chemical is utilized by hundreds of industries during the VHZ era, although it poses complex and various environmental* challenges.

***IT'S DELIGHTFUL, IT'S DELIGHTFUL, FIND OUT WHY… - It leaks into rivers and starts to contribute to the destruction of different regions of the world... by this point the massive**

loss of all life and ecosystems has made its effects abundantly clear but there were still a few places where there were dogs and rats and other creatures still lingering... not so much when the [redacted] and polybirium really sinks into the groundwater.

Zwdrome Cannabinoid Gas Canister [300] - A canister full of a Zwdrome's cannabinoid gas. This gas acts as a fast-acting sedative, making victims complacent, suggestible, and prone to hallucinations due to the mild psychotropic effects of the gas. In this state, victims are easily pleased and with enough ingestion, can be coerced into almost anything so long as they're promised more of the gas.

Zwdrome cannabinoids have a dampening effect on CB1 receptors. This makes zwdrome "users" unable to get the traditional effect from regular cannabis products after significant zwdrome exposure (roughly about 30 hours within 1 month). Users become dependent on the zwdrome for an effective high, thus encouraging the famous zwdrome "cuddle dens". This tolerance can dissipate if a user avoids the zwdrome for a period of several months, although the withdrawals include vivid dreams, intense paranoia, and a desire to flay one's skin.

Chevradrole Acid [300] - Acid sourced from a chevradrole, and one of the single strongest acids known to date; with even objects and structures not immediately near the pools of acid bubbling and dissolving, before beginning to "melt" and display the properties of a clay-like substance. Chevradrole acid also produces a gas due to its sheer corrosiveness and heat - *Besides its acidic corrosion, the chevradroles's gas reacts with human collagen to precipitate plastic granules on and within the body. The gas is able to penetrate deep within flesh even when not inhaled through the lungs, where it reacts and subsequently clogs up capillaries and other tissues with PVDF beads, causing the chevra concall rex syndrome. These beads build up under the skin and rupture in oozing sores, cause arterial blockages, and pinch nerves. Patients can recover if the beads are removed, but such procedures appear exceedingly difficult.*

Despite these properties, if diluted to 10,000 ppm or less, chevradrole acid is rendered non-lethal (albeit still stinging) and may be ingested from that point on - albeit with the consequences of hallucinating and perceiving encounters invariably of a vivid yellow-green entity (reported as “The Leering Lord” “His Highness the Limerick” and other epithets) accompanied by religious euphoria.

Nightmare Vials [300/400 to purchase all four] - A random vial from a set of four, containing any one of four substances: black-nbluto (melancholic), enziomatic mustradictone (choleric), yelourichrom (phlegmatic), bloodwater (sanguine). The appearances of these substances and their effects upon ingestion are listed below;

***black-nbluto (melancholic): a thick, dark, opaque paste that freezes and melts easily, but at varying, inconsistent temperatures.**
Effects (no flavor): loss of tear production (temporary)

***enziomatic mustradictone (choleric): a brown fluid that breaks down human skin, flesh, and bone, but does not effect any other animal in a similar way.**
Effects (spicy flavor akin to horseradish): death (permanent)

***yelourichrom (phlegmatic): a grey gel that remains at a constant 66°F regardless of external temperatures.**
Effects (bitter, astringent flavor): loss of ability to parse language (permanent)

***bloodwater (sanguine): a thin, translucent-red liquid that acts as an attractant to animals (including humans).**
Effects (cherry flavor): inability to feel satiated (permanent)

Ketodrove Putty [300] - A messy white sticky substance, ketodrove putty has a variety of properties that make it positively fantastic for use as a healing aid. Namely, this versatile semicolon acts as a fast-acting topical analgesic - absorbing the putty through the skin will numb and soothe the body and relax the mind. This pain relief only occurs however when the putty's temperature is suddenly raised. Warm, already liquified putty does not have the same calming effect as cold putty when placed on the skin.

It should be noted though that abuse or overuse of this brand of the putty will cause it to begin to mimic the properties of contact with the skin of the Ketodrove - namely, the "ketodrove creep": a slow build up of catecholamines that will, given time (approximately 2 hours) reach lethal levels, accompanied by proportionally incremental mental agitation.

Container Of Orodromi Flesh [400] - A container filled with the flesh, fluids, innards, and teeth of an orodromi. These clumps of fleshy pseudomaterial all appear identical to human biological material, complete with human DNA in false clumps of the stuff here and there. Every part of these substances may appear completely identical to their human equivalents, but do not function at all like how they would in a human body - instead, they remain inert and in total stasis until any part of it makes contact with human mucosal tissue, at which point it unveils its true nature as a prion that turns flesh into a dark slurry, only then revealing itself as the true form of the Blotchman's Plague.

Mellomeura Snot [400] - The snot of a mellomeura strain, which consists of heterogeneous polysaccharides extremely similar to agarose and agaropectin, with a vast array of sugars and proteins mixed in (at least 177 sugars). The gel also stays at a steady 98.6°F, much warmer than its core. This allows the mellomeura to host a wide variety of human-infecting microbial life in its head-gel, which it collects by rubbing itself on high-traffic touch-zones (door knobs, handrails, telephones etc).

Due to this, the strain is capable of infecting the public via its snot/gel with any disease it has ever come into contact with. Though the specifics and variety of diseases vary from strain to strain, they universally reflect diseases already existing in the local population. So far, as discovered growing in its gel, you may expect (upon use of this snot) for you or anyone coming

into contact with it to contract any of the following, amongst potential others: Naegleria fowleri, Candida albicans, Escherichia coli, methicillin-resistant Staphylococcus aureus, Staphylococcus hominis, respiratory syncytial virus, varicella voster virus, norovirus, and SARS-CoV-9. The snot will also adopt any new diseases common to any future jumps you may explore in the future.

Hashirieri Hotbed [400] - A container filled with a chemical slurry containing what can only be summed up as the mad chemist's dream - a truly staggering number of compounds contained within. Of those identified, you have access to:

1. **chlorinium dichlorihyde**: a liquid acid that can eat through wood, fabric, and other organic material.
2. **molybrydnium hydramanamine**: a milky fluid that becomes transparent upon contact with heat above 90°F, and dissolves enamel on contact.
3. **monochronine diphendramatazinenite**: a suspension of chromium particles in a semisolid gel, capable of fast thermal transmission. Ingesting it causes severe metal poisoning.
4. **moribraxium cellucolitinite**: a polysaccharide crystal that causes confusion and sleep when ingested.
5. **duretrenitized bi-conpoundite morimine**: a solid that sublimates at room temperature (lethal).
6. **poly-anthesized bi-conpoundite morimine**: a solid that sublimates at room temperature (non-lethal).
7. **poly-birium**: a base in the form of a viscous fluid, that causes numbness when touched.
8. **poly-birium phosphate**: a salt that precipitates when combined with chlorinium dichlorihyde, ingestion of which quickly raises blood pressure.
9. **monochronine lysibarinite telletite**: an iridescent, stretchy semi solid that is sticky when stretched and hard when compressed, and the viewing of which always leaves an after-image on the retina.
10. **sansnombrebendum molywax**: a fatty semisolid emetic that smells sour but tastes sweet, causes ulcers, and acts as a highly effective metal polish.

Ymirdrine Blood [500] - The blood of a Ymirdrine, containing the blood of 12 different animal species within. Another 13th species has DNA similar to birds and crocodiles, but its exact match is not currently found in any known genome database. The behavior of the blood itself is extremely strange. Its heat fluctuates wildly outside of the body of the stranger- it crystalizes and melts sporadically. It also replicates itself in fits and starts, and it cannot be frozen reliably. Contact with the blood causes neurological effects- a loud "buzzing" in the brain, increased emotional reactivity, an immense sensation of "pressure" against the body from no known source, and, invariably, dreams of extreme violence.

Due to its similarity in regards to the 13 animal bloods needed to power it, the Ymirdrine Blood here may be used as a potential catalyst in the act of activating the Mother Bomb.

Merridronel Gel [500] - A pale blue and white gel that seems enticing yo be around, but causes low amounts of radiation sickness in anything around due to excessively high concentrations of

radioactive iron-55 particulates within it. Long enough exposure in high quantities can lead to cancers and possible organ failure, with the rate increasing the greater the amount of gel that is present in the area.

Ortho-Gangrinarxelone-XX [500] - A thick black sludge and the huge, black protein contained within it formed by the corpse-eating (and occasionally person-eating) Gangridrene. The properties of said protein/substance are defined below:

When a gangridrene eats a corpse, it dissolves it into a thick transparent goop using a combination of sped-up decomposition and human digestive acids. Meanwhile, the black sludge that it generates when eating a sensitive is a combination of its digestive slime and a huge, black protein called ortho-gangrinarxelone-XX**. When this protein is ingested, it gives the subject intense hallucinations of the life of the sensitive from which it generated. This protein also acts as a prion or virus, and will change portions of the subject's body into copies of the sensitive's own through modifying existing DNA and cellular components. We hypothesize that ingestion of enough ortho-gangrinarxelone-XX could transform someone completely.*

it is entirely unclear how this process could possibly be controlled. Perhaps it generates some sort of optimal environment (in heat, salinity, humidity, and pressure) for bacteria?
***** Variant code ("XX") is needed in each instance, as each chemical is slightly different with each individual sensitive.***

Sonic & Eggman Cartridge [600] - A game cartridge of Sonic & Eggman, an entry in the incredibly popular Sonic The Hedgehog franchise. It features the titular hero facing off against the mad doctor, who increasingly loses his grip on sanity and coherence all throughout it - before eventually culminating in the loss of his material self entirely as he becomes/is replaced by something unworldly. Merely holding the cartridge invokes in you a profound feeling of dread - as though the world within is just waiting to break out and ooze over whatever poor unsuspecting world you unleash it upon.

Heath & Hollow [600] - A 13 line poem that appears in both Space Madness and the module Dead Cities, and functions to modulate the Motherbomb's explosive temporal ripple. Using it can massively strengthen, direct, and amplify the already cosmic and corrosive effects of the Motherbomb.

Drone Engine [600] - The most powerful stranger in the game Zeroworld (a Pokemon pastiche based on the VHZ era), created by fusing the first four ("legendary") numbered strains. Resembling a titanic cylindrical mechanical monstrosity, this stranger is the ultimate embodiment of the excesses of the VHZ era and is nothing less than a God - establishing itself as the new reigning deity of the world upon its creation as a reflection of all the suffering that mankind had wrought upon all the strangers of that era.

Dirty Bomb [1000] - A replica of the first version of Fifi Cherish's Motherbomb, and quite frankly, the most powerful and dangerous weapon there ever could be. The Motherbomb proper

is a weapon with the potential to completely annihilate the narrative's reality if triggered - permanently erasing the victim narrative from existence as though it had never been. Constructed and fueled with the use of blood taken from 13 different animals, the device's full power is ultimately beyond comprehension - but seeing as this is but a replica of Fifi's initial test run of the device, it is 'only' capable of crumpling the immediately surrounding structures of wherever it is detonated and incinerating anyone and anything within a four-hundred foot radius of the device - and though it leaves buildings and people non-incinerated beyond that, everything in a half-mile perimeter of it will be left intermittently scalded.

Usage of Ymirdrine Blood and Heath & Hollow massively strengthens and increases the range of the Dirty Bomb, up to an arbitrary limit based on how much blood is used in its construction and how long the poem is recited.

Companions

Drop-In [50/200] - You may import any companion of your choice for 50 CP. They will be given 500 CP to spend and an origin of the same cost as your own or lower for free. If you wish, you may also choose to import all of your companions for a total of 200.



Default [100] (Psychic - Blue Hell-aligned) - The psychic who goes only by Default is a creative dreamer who never walked across a bridge he couldn't burn. As he attempts to escape from an unseen past, tumultuous romances send him drifting between hypnotizing highs and violent lows – the only constant, the endless crayon drawings that he scrawls with his right hand. He claims not to see the way his indecipherable drawings cast light on a larger structure, but what does this shy boy notice that we don't?



Chuck Rockwell [100] **(Sensitive) -** Chuck Rockwell moved into North Mural from his rural town looking for work as a mechanic. He found a career and a home, as well as the strangers, and the sensitives tormented by them. Taking up the mantle of protector of the neighborhood, he started stranger patrols and trained other sensitives in self-defense. His recklessness, showcased most dramatically in the infamous underground stranger fighting rings, however, raises the question – is he truly selfless, or does his penchant for danger hide a secret death wish?



Christine Verity [100] **(Sensitive) -** Christine Verity lives a quiet life doing IT work for a range of corporations. In their freetime, they manage a popular North Mural sensitive messageboard, and monitor the large amount of stranger chatter in the area. Few, however, know their role as an anonymous member of the indie game development co-op Sadware, a group of reclusive and maligned "strangers rights" extremists. But how far will this brainiac shut-in go to protect their beloved pets?



Kazma Bones [100] **(Sensitive) -** Having already made a name for himself as a pro streamer, Kazma Bones is no newcomer to attention and controversy - both of which he draws within the sensitive community. Fueled by his self-described "addiction" to cute strangers, he offers tempting rewards (and a chance at momentary fame) to those who can bring him a new toy for his collection. Once he's settled his eyes on a goal, he doesn't give up - but what is this "ultimate prize" that he seems so fixated on?

Being a hedonistic degenerate of the worst sort, Kazma's primary focus is on acquiring more "cute" toys to "play with" - and he puts little value on anything else.



Bracey Wray [200] **(Sensitive - Dissembler) -** In the North Mural club and party scene, Bracey Wray is a dealer whose high-end drugs give psychedelic effects found nowhere else. To the rest of the world, he's a withdrawn outcast who finds refuge in the city's unexplored spaces – scrawling abstract graffiti, caring for one of the city's feral cat colonies, and kept grounded only by the fated connection that he shares with his frequently moody boyfriend, Default. But how long can he hide the dark source of his unknown narcotics – and what secrets do his own fantastical ambitions threaten to disclose?



Xoridromella Oneirohazard [200] (Sensitive - **Projector**) **-** Xoridromella Oneirohazard is the head drama queen of North Mural, both in her career as a stage performer, and in her personal life, where her passion for the spotlight and demands for control make her a wrecking ball in the sensitive community. She performs each night in the small and avant-garde "Eye of Xanadu" theater, utilizing her projector abilities to mystify audiences and boost her own popularity. But will she ever win over the crowd?



Angel "Virgo" Yuri [300, discount for the Projector and Average Sensitive backgrounds] (Sensitive - **Projector**) **-** After moving to North Mural from London, Virgo gained a quick reputation as an experienced hunter who will accept even high-risk or illegal jobs – for a price, and one condition: no personal questions. His eclectic array of knowledge regarding stranger destabilization makes him a respected figure in the community, but what does his carefully crafted facade hide - thoughtful poet, or dangerous provocateur? (And just where does he go on his long night drives out of the city?)



Meaty Mouse [400, discount for Laminate] **(Sensitive - Laminate) -** Meaty Mouse is more than just a big spender in the local sensitive community - she's also a household name. After making her start in North Mural's underground hip-hop scene, she found worldwide fame for her audatious stage shows and controversial views. Everyone already knows about her love of fine food and exotic pets – but just what is the fate of the rare strangers brought into her ever-changing menagerie?



Argona Cox [500, must be taken as a purchase alongside Olivia North] **(Sensitive - Laminate) -** Argona Cox first encountered a stranger when a ganeshidroni murdered her father. Since then, she has studied the generating and stability parameters of strangers, taking advantage of the warehouse compound she purchased with her inheritance. She first leases out the extra space to other sensitives, but after accidentally killing a known grifter within the community, she finds herself renting out her trapped strangers for use as deadly weapons. But will she be able to get away with murder?



Olivia North [500, must be taken as a purchase alongside Argona Cox] **(Sensitive) -** Olivia North is both a cunning scientist and an ambitious businesswoman who is forced into contact with the younger sensitives of North Mural in her quest to discover the chemical and financial benefits of the stranger infestation. Her research is some of the first scientific investigations of the phenomenon, and her partnerships with the self-taught chemist Bracey Wray and fellow researcher Argona Cox help bring some of the first stranger-derived chemicals to market – but will her risky ventures pay off?

Taking Olivia North as a companion will give you access to all the resources employed by her company/business, N1RVANA and access to their multitude of Stranger-derived drugs and products.



Adrian Zhan [600, discount for Psychic] **(Blank) -** The ambitious yet indifferent Adrian Zhan moved to North Mural to begin an abrupt career as a journalist. His unassuming disposition and calculated life seem at odds with the showiness of his conspicuous cheek tattoos, which - much like his former military experience - he refuses to talk about. Default's sudden presence in his life rouses his connection to the half-deity, FM, as well as a world that some might know as "the Fade" - but what greater plans did it interrupt?

The entity known as FM (Feedback Messiah) is a gosdragon connected to Adrian - one of the most powerful entities in the reality known as the Fade. Assuming you take him along, you may be able to forge a bond and connection with it of your own (see the Notes section for more details regarding Gosdragons).

A Gosdragon [600, discount for Blank and Psychic] - A godly entity of the Fade, a Gosdragon is a powerful entity with the might of a demigod and cataclysmic abilities. One of thirteen, these entities proceed on a journey within the Fade to a specific location for a goal unknown to any save themselves. And now one of these thirteen entities has become connected to you, free to follow you on the far reaches of your journey both here and elsewhere.

Being an advanced entity of the Fade, a Gosdragon possesses a **nurenform** instead of a **thoughtform**, with vastly different abilities between them - where a thoughtform is mostly a relational construct between oneself and the world, a nurenform, especially at its advanced stages, relates to an overall sense of detachment and ascension *beyond* the world. As such, a Gosdragon's 'body' is mostly being puppeted by the immaterial and abstract consciousness of its nurenform, this sense of detachment making the body more or less a tool for the entity rather than a wholly important element of it.

(See the Gosdragon section in Notes for more details).



Fifi Cherish [1000] (Psychic - Red Hell-aligned) - The ominous figure known as Fifi Cherish seems to hold a deep connection to both Default and Adrian's past, though neither will say how. Despite her unknown motivations, one thing is certain – she is not afraid to destroy that which stands in her way in order to complete the Motherbomb, an unfathomable weapon that threatens to annihilate the fiction's own reality. But who is she; a radical terrorista, or spurned exile?



Valeks Tomasi [1000] (Sensitive - Dissembler) - Valeks Tomasi is a well-adjusted (if somewhat unconventional) member of the sensitive community, with a unique point of view

and boundless wonderment towards the strangers. His optimistic outlook and good-natured disposition help to balance out his more moody peers, while his questions help reveal many unexpected details about the strains. But why does he seem to know so many secrets, and could he really have a "guardian cube" looking out for him?

Valeks has an inherent connection to the Cube, Meomroom, and a Megameom (see Notes) and unique non-sensitive abilities of his own, enabling him to jump between layers of the narrative freely and interact with the higher dimensional spaces beyond.



Meom/Cube/Megameom [1000] - A higher dimensional cosmic entity of incomprehensible scope and power, and filled with boundless benevolence and love for all things - A meom/Megameom has chosen to be your eternal companion and protector, and will do everything in its power to shield you from all harm or possible dangers both physical, metaphysical, and higher dimensional. Lucky!

(See the meom and Megameom sections in Notes for more details).

Drawbacks

You may take every option from below, with the exception of **The Inevitable Alphabet**, up to 5 times.

Welcome To North Mural! [+0] - Start your 10 years in North Mural, shortly before the events of Space Madness.

Amongst The Dead [+0] - Start your 10 years in the Dead Cities era, shortly after the climax of Space Madness.

Enter The Hell Zone [+100] - Start your 10 years during the VHZ era.

Witness To The Menagerie [+100] - As an especially unfortunate sensitive, you seem to draw much greater attention from Strangers than usual. Once every few days, a random grouping of strangers will proceed to follow you around and will attempt to kill/torture/violate/observe you as their nature's dictate and will not stop or be impeded by anything that may get in the way of them doing this, short of having their physical manifestations destroyed.

North Mural's Most Popular Person [+100] - You're the most popular person in all of North Mural! This is not a good thing. The former heads of North Mural' public scene, such as Xoridromella and Meaty Mouse, don't like the way you've stolen their spotlight and are very keen on knocking you down a peg - possibly fatally. As such, they've pushed for bringing in (or in the case of Meaty and those like her, outright hiring) people with a vested interest in either having you horrifically maimed, killed, or auctioned off as a fancy slave on some market somewhere - anything to have you removed from the stage and they don't care if strangers are used to do so either. Every day, somebody will attempt to have you violently killed or otherwise permanently incapacitated using whatever methods are available to them at the time. This will continue to escalate until either the end of the jump or you leaving North Mural completely (and *completely* - leaving any proxies or agents to keep track of anything going on there will result in the attacks continuing to escalate).

In The Interests Of N1RVANA [+200] - You are of deep interest to the scientific minds of N1RVANA (or perhaps some similar group), who have good reasons to suspect that you are no normal human or even sensitive. As such, they have placed a good deal of their focus and substantial resources towards acquiring both your body and brain for immediate research to aid in the production of new drugs to push out onto the market. To this end, they will employ any method under their power to get you to come with them - whether that be via targeted recruitment, extortion, blackmail, up to kidnapping, murder of loved ones and relatives, employing the usage of strangers or situations involving strangers, to drugs to force you into a mentally-compliant haze where you can be easily molded to their needs, and anything beyond. They will do *anything* to acquire you as a resource and will stop at nothing to get their hands on you.

They would prefer to take you alive if at all possible, but if push comes to shove, they'll accept your corpse so long as it is mostly intact.

Radical Bloodshed [+200] - A cult/group dedicated to the Strangers have emerged and have chosen to hunt you down, eagerly viewing you as the 'key' they need to usher in a world of only Strangers. This wouldn't be so bad on its own, but what makes this *worse* is that they're apparently headed by a condroni - perhaps the singular most *intelligent* strain and the ones theorized to be the reason behind the appearance of every other strain - and unlike the normal condroni, this one is unusually focused on you. You can feel its mental strain pressing down upon you no matter where you are, and its cult - their minds already mostly eaten away by the malignant entity - always knows where you are, attacking you relentlessly even when you're in broad daylight. And the longer that the cult remains, you increasingly notice that they have minor 'bastardizations' of abilities you already have, the result of the condroni 'experimenting' based on what it has observed from you and your mind - and as time goes on, the more pronounced and developed said abilities become. On top of this, the longer the condroni exists, the more it eats into *your* mind as well.

Gotta Go Fast! [+300] - Start your 10 years in the 'world' of Sonic & Eggman, which has steadily spilled into and overwritten the reality of North Mural, and by direct extension, the narrative of Space Madness. It would be wise to act quickly before a combination of **The Eggman** and too many strangers promptly manifesting at once from the sheer number of human deaths being caused by the former completely overwhelms the entire world and annihilates everything on it - and possibly beyond. Sonic and his friends will assist you, but even they will eventually be overwhelmed if nothing is done and quickly.

Hunted By A Dragon [+400] - One of the Thirteen Gosdragons has decided that, for whatever reason, you must die. This entity will follow and stalk you everywhere you can run to, tireless and inexorable, and will attempt to brutally tear you apart the instant it is given the chance. It can communicate, though only to get you to lower your guard and express vulnerability to make killing you easier. It will destroy any obstacles in its path between itself and you, and will not hesitate in the slightest when it comes to destroying you at all costs.

Destruction of the Gosdragon's body is entirely pointless, as its nurenform will simply construct a new one, and it will continue the pursuit from where it left off.

Praising Hellish Frequencies [+500] - The insanely vile **Mirinet** and the miri-strains used as its representatives find your entire existence distasteful and have taken to trying to do absolutely everything in their power to drive you insane and eventually kill you. Websites and forums invariably redirect to their insane ads, featuring targeted messages designed specifically to tear at your insecurities and personal failings, buildings and homes may be drowned in hellish magenta lights or have some bizarre (and immensely lethal) property from the **Psychoteque** realm of Probotaxazatonians leak in and try to envelop you, almost *every* stranger will be attracted to and trying to murder you, 'used' animals/people/toys may find their way to your

doorstep, etc. Every possibility for killing and torturing you will be used to the highest conceivable extent by these avatars of the hellish suffering and entrapment of all things.

The Inevitable Alphabet [+1000] - The sudden intersection between this reality and one of the outer dimensions has resulted in one of the Alphabetarians managing to manifest itself into this material world, and it has decided that it's going to consume you. The floating letter from hell is effectively immune to all of your abilities or any skills that you can throw at it, being more or less a quantum tunnel rather than a 'being'. Any degree of contact with it will instantly result in your thoughtform being pulled out and absorbed into the Alphabetarian's nonexistent 'body', causing the loss of all non-standard abilities and turning you into an **Empty.** Walls and obstructions do nothing to halt the Alphabetarian, and anything sentient caught in its path will similarly have their thoughtforms absorbed. It will continue this tireless pursuit until it either successfully consumes you or you escape into somewhere that it cannot reach such as the Meomroom - but it will instantly resume pursuit should you ever exit the room again.

Scenarios

Warning: Events in these scenarios will bring you into direct contact with the most dangerous entities, places, or people in the Goodbye Strangers narratives, up to and including the likes of the Greater Hells and the Dimensionarians. Extreme caution is advised.

Saving North Mural (Rewards given upon completion): North Mural is a pretty big city, and one of the largest singular concentrations of sensitives the world over. It's a pretty cool place to live, so long as you ignore the slew of deaths from strangers and how they infest everything around - that and some of the shitty people who crowd around the place like vultures.

Too bad it's all going to be destroyed soon. Due to the insane actions of the terrorista now known as Fifi Cherish, North Mural is on the cusp of a grand revelation - a revelation that shall alter the very fundamental core of everything and ripple through past, present, and future for all time in all times forevermore. A revelation that shall be its last. A revelation that shall bring **The Flood**.

Unless you can stop it.

The chance is slim, and the more things progress towards Fifi's completion of **The Motherbomb**, the worse the situation in North Mural will become. For now, it's simply limited to some unrest and mounting suspicion, but in the days preceding Fifi's detonation of the second version of the bomb, the distrust shall fester and spill over - lives shall be taken and ruined by

uncaring shells in suits for the sake of corporate greed and those who enable and are enabled by them, homes will be destroyed, gluttons and vultures shall feast on the carrion rot of futures unmade and exotic experiences, people will be lost to the far-ends of history and reality and doomed to quiet lonely deaths in dead cities, good men will die for no reason at all - just for doing the right thing. The longer you delay, the more these events will end up coming to pass.

Save North Mural. For all our sakes.

(Rewards upon completion: Allows you to take the town of North Mural with you across the chain, gives you access to the full unrestricted Motherbomb with all of its narrative-annihilating power)

It's An Orgone Trail (Rewards given upon completion): You've gotten lost at the far edges of time, space, *and* dimensions! Oh no! You're stranded in a place full of all kinds of hungry awful horrors and now you need to make your way through them if you want to have any chance of seeing home ever again.

Out here in **Outer Space** and the realms beyond, you'll encounter plenty of freaky things - like Stranger variants never before seen up until now, giant dragons, dimensional anomalies, and even weirder things. But if you're willing to push on until the very end, then maybe - just maybe, you might find the light at the end. Perhaps even a **Megameom** of all things?

More likely though, you're gonna die. You're probably gonna die a lot.

(Rewards upon completion: Gives access to a massive automated space-station/interstellar fortress of a similar design to that of James Killjoy's Tin Utopia - the Tin Metropolis, discounted pricing for the Megameom companion option)

The Destruction Of Meaning (Rewards given upon completion): In a.complete disaster of unprecedented proportions, you have gotten yourself flung ass-first into the nightmarish dimension of **Blue Hell**, one of the two Greater Hells - or rather, an intersection between your mind's perception of reality as it comes undone and **Blue Hell** proper, as **Blue Hell** completely lacks any form of structure, coherence, logic, physics, or even meaning and to 'enter' it proper would mean the complete destruction of everything you ever were as a thing. Isn't that nifty? Anyways, now you're stuck here, in a place untouched by any sane mind and surrounded on all sides by endless blue rooms and corridors that stretch off into infinity. And worse still are the *things* here - truly titanic Strangers who have never been able to manifest into reality at all before due to the abundance of humanity as a species keeping the barriers of the Sociospace from fully unhinging to let them through so that they may swarm over the earth. And now they're all looking for *you*.

In the event that you fail to escape before your mind's sanctuary of shielding perception dissolves from the strain of interfacing with **Blue Hell** and its hell fields or you get consumed by any of strangers within, your thoughtform will be forever lost - stretched across the endless structure of the Greater Hell and any cognition, abilities, or unique experiences you have ever had experiencing sudden irreversible dissolution beyond any hope of recovery as the only thing you will ever 'feel' from now on is endless suffering bombarded between the waves of its hell fields as they influence all properties, interactions, and structures beyond the Greater Hell. Escape may be attained by finding a method to successfully disconnect your mind from further interfacing with **Blue Hell**.

(Rewards upon completion: Allows free access to the Fade and technology from that era/narrative at any point in the chain, allows for you to take all thirteen Gosdragons as free companions)

Escaping The Animalarian Zoo (Rewards given upon completion): Somehow, you have found yourself trapped in the unnatural and maddening Animalarian Zoo - A thin layer of sub-dimensions that surrounds the Alphabetarian's dimension, and possessing an intrinsically chaotic central structure, it can be thought of more like a flipbook than a photograph. But more importantly, you're stuck there and on some level, the Animalarians are aware of your presence and are searching for you, and they **will** find you eventually. It's only by the grace of some outside force that they didn't instantly discover your existence, and that you never went instantly irreversibly insane from merely being exposed to the Zoo - with it instead refining itself into a form that you can process and not have your brain explode from sensory overload.

Exits from the Zoo are normally nonexistent, but you can *feel* it nearby - a doorway into the **Meomroom** is somewhere in the Zoo. So long as you can make your way to it, you're in the clear. But you need to make sure that you're not spotted by nor do you make contact with any of the Fake Animalarians, lest you get confused to death as your mind self-destructs. Good luck.

(Rewards upon completion: Gives unlimited access to the Meomroom at any point anywhere, allows you to take all 9 Megameoms and their associated meoms as free Companions)

The End

You've reached the end of the story and your 10 years are up. Now, it's time to move on and go to the next world. Or perhaps you might wish to stay?

Stay: Your journey ends here. I'm…sort of glad you don't need to wander about anymore being honest. I don't know if this is the choice to make, but I hope you find happiness here.

Leave: You have other places to go, other worlds you want to visit. I understand. Just make sure to take care of yourself out there, okay?

Notes

Strangers - A natural phenomenon that take on composite, and often anthropomorphic behaviours. Although they exhibit complexity and exert both physical and mental influence upon their environment, strangers do not possess a thoughtform, and are not alive. They are invisible to most standard people, dwelling within the sociospace. Generated as a byproduct of human activity, strangers can be found in any city.

A natural phenomenon that take on composite, and often anthropomorphic behaviours. They are invisible to most standard people, dwelling within the sociospace. Generated as a byproduct of human activity,♌ strangers can be found in any city. Although the strangers exhibit complex behaviours, and exert both physical and mental influence upon the world, they do not have thoughts. They do not have feelings. They do not have a thoughtform. They cannot be communicated with, and they are not alive.

Is this even ethical?

And, what does it mean that "strangers aren't alive"?

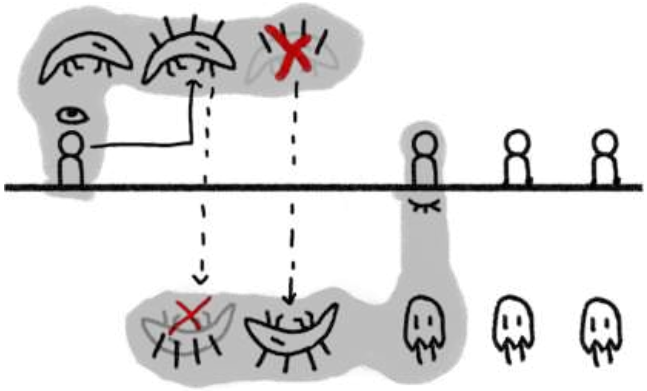
Like an empty, the stranger's internal space is a void specifically lacking conscious experience. A stranger is not occupied by a thoughtform, and is unable to feel or choose. (So if you were a stranger, there wouldn't be a "you" inside at all.)

♌ **Strangers can only exist as a by-product of human thought, and every factor that influences their form is a reflection of this. Even when they seem to imitate animals, they only reflect a human's perception of the thing. Strangers have more in common with a plastic flower than a real one, and are more like cat costumes than they are like cats.**

Strangers are created by the friction between our reality, and the external dimensions of Red Hell and Blue Hell. This process is mirrored within the strangers themselves, as the push and pull of the sociospace and real world creates friction that causes either psycholy, or red milk to accumulate.

Ghost Strangers: A spectral phenomenon that follows the death of certain strangers. A ghost stranger cannot be perceived by a sensitive, but can be seen by a medium.

Because strangers are born without thoughtforms, they are not capable of making choices, and thus are not individuated from one another beyond the varying circumstances of their generation. They can, however, be individualized by outside forces; a ghost stranger's appearance reflects these distinctive qualities, such as scars, marks, and adornments.



above: as a sensitive watches a stranger disappear, a medium watches a ghost stranger appear.

Much like a "living" stranger, ghost strangers do not have a thoughtform or internal perception of the world.

Sub-Strains: Strangers that share a prefix with an earlier strain. **Did you know?** Nearly all stranger strains generate a number of child sub-strains, which, in turn, can generate sub-strains of their own. Although exceptionally common, not all sub-strains are prolific, notable, or long-lasting. Many sub-strains deviate only in exceptionally minute ways (such as a 0.4% decrease in size, or a subtly increased level of aggression). Other sub-strains consist of only one, short-lived individual.

There is a potentially infinite number of sub-strains, although stability tends to decrease with suffix length. A "boguldrove" sub-strain of the boguldromi will be more stable than a "boguldrovorivodri", which will be far less volatile and erratic than a "boguldrovorivodridronarivoliri" sub-strain.

Thoughtform - The part of the living being that perceives, senses, and decides. It is equivalent to what is typically known as "consciousness" or "free will".

Standard - An average human being.

Blank: A blank has a thoughtform that is larger than what is traditionally thought of as the body, allowing them to perceive and interact with the outside forces that share this space.

Because their presence dispels strangers, they are not always welcome in sensitive social spaces.

Empty: An empty is a person who has lost their thoughtform.

Sensitive - A sensitive is a person who can enter into the sociospace to engage with the phenomenal shapes known as strangers. This trait has no genetic link, and there are no specific differences that distinguish a sensitive from a non-sensitive. Sensitivity expresses itself to

varying degrees, can manifest at any age, and appears more common among minorities, outsiders, and outlier individuals within a population.

Though there is no way of estimating the number of sensitives, they can be recognized as exceedingly scarce. In some places, groups and communities of sensitives do develop – but many more go their whole lives believing themselves to be alone in their perception of reality.

Sociospace - A space created by friction between our reality and other dimensions, in which the strangers generate, propagate, and flourish. Though it is entangled with physical reality, this connection ebbs and flows. If left undisturbed by standard human activity, the fields settle in a tangible form, allowing the strangers to interact with the concrete world. The shifts of connection and disconnection can never be observed by a standard human, as a stranger will always shift out of reality before being perceived.

Abandon: A location with a higher than average number of strangers.

Disposition: A stranger's temperament type (or 'humour'), also denoted by four symbols (see the four humours for more information.)

The Four Humours: A stranger's temperament can be categorized by its humour (or disposition).



Choleric - We want to hurt you: A fistful of cloth, skin between teeth, and the way the eyes go red when the planks start pounding. Long-burning fires that shine on oil slicks. Broken stroller-glass and murder scenes, and rust-old nails driven into wood from an extinct tree.



Melancholic - We share your pain: Fog and fountains. Worn folds on old letters and peels of wallpaper. Pressed flowers in tossed-out books. Pipes and bathtubs, cries with no audience, no funerals, and the houses that go empty too long for repairs to be made.



Sanguine - We demand your joy: Hot steam, a blush, pink-slick dancefloors, bucket grease fingers that clutch slot-machine crank and a hand reaching down. Sweet meats and fever dreams, more and more and more. Rolling on the ground in all the animal blood and loving it.



Phlegmatic - We do not care: The hologram copy of the model and the fake, and the gloved hand that builds the countdown clock. Radio noise that cuts through the signal and the regimented decay. The video screens, black hallways, and how it can all go away in the blink of an eye.

Distortofiction: An apparent genre of fiction. It's probably not the genre of fiction that Goodbye Strangers belongs to.

Drone Unit: During the VHZ era, extruded and inert strangers are augmented with technology to create drone units. The stranger within a drone unit does not move on its own, but instead, is either moved via externally attached or internal animatronic machinery, or via the use of nodules which control the drone units' tissue and behaviour with electric pulses. These motions are always externally controlled – whether manually, or through the use of artificial intelligence programs.

Extrusion: The process by which a stranger is extracted from sociospace, utilized heavily during VHZ to create the inert stranger bodies used for "drone units". **(Anywhere that they can find them, they jab them and they pull it out. The white cloud expands, and the strangers within become inert.)**

The extrusions cause structural damages to their surroundings, which becomes an excuse to rebuild. **(There are enough materials to do it over and over, and the factories are getting large enough to make whole buildings.)**

From there on, though they still bleed when cut, or shrivel their skin when touched, but they will never resist again, or cry out.

Blink: A phenomenon that occurs when a stranger's form is revealed. With a scramble of light and colors, the stranger's body is removed, and all non-senstives experience anything from light nausea to momentary vertigo, but always with total loss of memory of the event, and some degree of disorientation.

Eye Markings: All strangers possess some form of eye. **(The eye-emblazoned stranger becomes the spectator.)** The eyes are otherwise an unexplored area of interest. **(The strangers could have just as easily been categorized by "eye shape" instead of "vision types".)**

Blotchman's Plague: A disease affecting non-sensitives, and originating from strangers.

Mattress Camps: Large-scale internment facilities, presumably set up in the wake of the Blotchman's Plague pandemic event. Although the less visceral details are unexplored, it can be assumed that the soggy, sloshing hallways of a mattress camp (where the plastic bins of used syringes are sterilized with a soak in tepid dish water) is not a place one wants to end up.

Mattress Tower: A repulsive and inspiring structure constructed out of the countless mattresses of the appropriately named "mattress camps" set up to contain Blotchman's-infected patients. An impressive engineering achievement.

The Fade: The setting of Into the Fade, and a separate dimension from that of the narrative of Space Madness. Its edges scrape upon the boundaries of the North Mural's physical reality, but intersect only in piercing moments. It shares its shape with "softɛ entropy", and the loss of information through subtraction, like a page left outϙ in the sun.

ɛ. **Linked to the coma, it expresses its passivity via neutralization. It is not 'weak'; rather, its strength comes in its persistence. That which falls into the coma also becomes part of the coma.**

ϙ. **The white of bleached bones. The sameness of being mixed dyes, and bleach, and ash and soot. The quiet footsteps and the places all know better than to go, the scorched earth and the burning forests, the charcoals and the delusion fields, with their own inland wilds that even the gosdragons dare not pass.**

The Flood: An event that is heavily referenced, but not explicitly seen – the break that occurs when the structure and order of one world can no longer be sustained, and the field must be leveled by outside forces. It marks the end, and cannot be resisted.

VHZ (era): A future era in which strangers are extruded and used as products, fuel sources, entertainment, or within "drone units", among other uses. Society changes rapidly and exponentially as technology develops from the strangers (which change in response, as well.)

The Video Hell Zone: A higher-dimensional level of reality, known primarily through the manifestation described as the "VHZ era".

James Killjoy: A famous spaceman whose exploits are known by everyone. He not only saved the moon, he was the first to explore brand new parts of space that no one had ever discovered before, even though they were barely far from the earth at all.

He's an absolute hero, except for his mental breakdown, and the unsettling sense of dread knowing that he's always hovering over earth in his weaponized spacestation, the Tin Utopia. But we don't have to worry about a washed-up, moondust addict like him; he has enough drugs to last until the end of the world.

Roaming Towers: Colossal constructions built during the Dead Cities era, these psychic-powered strongholds are tall enough to use the orbiting Tin Utopia's magnetic pull to maintain their astonishing height.

Ghost: A ghost has a thoughtform that is differentiated from the world around it, but is not attached to a physical body. It has no ability to form memories, or perceive the physical world.

Despite their relative absense from the story thus far, ghosts play an important part in the metaphysics of Goodbye Strangers. All human beings with thoughtforms start off as one or more ghosts, with blanks being the only exception. The ghost pairs with the physical body, this bond growing stronger as the baby person develops in utero.



Although a human and animal's thoughtforms are no different on a qualitative level, animals do not share attachment to ghosts; their thoughtform differentiates itself directly from the outside world. (The absense of this intermediary stage allows animals to remain safe from the influence of outer dimensions.)

Nowhere: A layer of reality inhabited by ghosts and ghost strangers.

The Real World: You are in the real world right now.

Behind The Curtain: Behind the Curtain is a timeline and narrative within Goodbye Strangers, ostensibly taking place in the "real world".ฏ Unlike the real world, though, every artist and writer's personal dream projects really seem to come true.
ฏ **But, a movie about an event is not the event itself.**

North Mural: The main setting of Space Madness, the city is a major hub for the East Coast non-standard community, and is home to most of the main cast. Also known as "Bliss City", it is located in Northeastern Pennsylvania, it is third largest city in the state.



Gosdragon: What is a Gosdragon? (GOSS-drag-un) - A gosdragon is a …

The Dramatic Pantheon - The thirteen gosdragons**a** act as a within the narrative, the chronicling the cataclysmic journey and the savage fights between them as they converge upon the northernmost point, where the lighthouse awaits.
a One of the few named species in the universe of the Fade.

Instead of being occupied by **thoughtforms**, entities within the Fade are occupied by **nurenforms**, which exist within a range of physical attachment or detachment to their world.

Whereas a thoughtform achieves "transcendence" by gaining the ability to perceive a wider and wider area of energies, a nurenform attains "transcendence" via detachment from the physical body, until physical needs can be bypassed by directly manipulating the physical processes from an increasing distance, and the physical body is more like a puppet being controlled by an abstract consciousness.

In this regard, a nurenform's abilities can be more directly visible as supernatural, whereas non-standard thoughtforms possess powers that are only relational, and not comparable to one another. A **dissembler**, for example, cannot be said to be "more" powerful than a **psychic**, or vice versa. Nurenforms, on the other hand, can be more directly compared to one another in terms of strength, with a gosdragon being a highly powerful being. **They're definitely the most physically powerful entity that we're going to see in Space Madness.**

"Gosdragons weren't originally from Goodbye Strangers - this was a world and storyline that was developed more gradually over time, from earlier collaborative material.

Very little can be said about their physical bodies. They're more-or-less "created", instead of being born. (I don't know who's creating them. Aside from people like you and me.) They don't act or move like animals. Their movements are more like animatronics or a computer-animated model, but in a way that isn't awkward or ungainly; they're not uncanny or non-corporeal, even though they're different.

It's mostly really fun, having an excuse to draw these badass dragons, so to speak."

Hells, Greater: The greater hells (or "Greater Hells") of Blue Hell and Red Hell are powerful wavelength dimensions which are adjacent to, and overlapɗ the real world. Although they do not have a physical form and cannot be physically visited (nor can their full structure be readily inferred), their hell fields influence various structures, interactions, and properties.

ɗb They hang over and under in planes and threads that wrap around like a gauzy membrane. Though located outside of space and time, they are still 'felt' as space and time. If all forces in the standard universe have a resonance that pushes them into each other and pulls them apart, the hells both infinitely attract and infinitely repel.

Red Hell:  Red Hell is a dimension that projects red hell fields. It resonates with certain types of strangers, inducing the production of red milk.

Red Hell shares its shape with psychotic episodes, and the muddling of the self. The ego boundaries become diffuse, bleeding in and out freely with the outside world.ɠ

ɠ Like dye on a page dipped in water.

Red Milk: A white and red liquid that causes a fevered rush of energy and a loss of inhibitions. This can manifest as desperate ecstasy, or violent rage, depending on the user's state.

Blue Hell:  Blue Hell is a dimension that projects blue hell fields. It resonates with certain types of strangers, causing them to produce psycholy as a byproduct of this resonance.

Blue Hell shares its shape with dissociative episodes, and the loss of the self. The ego is erased, and the outside world pours in. Its edges are hard, and monochromatic.

Hells, Lesser: Lesser dimensions which lead either towards or away from the Probotaxazatonian dimension, transcribed directly from the author's dreams, as well as his experiences with sleep paralysis. Relatively unexplored outside of these journals.

The Nurenverse:  Another of the creator's imaginary settings, and the backdrop for a large part of his Goodbye Strangers work. There is some overlap between the Nurenverse and the world of Goodbye Strangers through the Fade, with this liminal reality existing as a satellite of the former. The cosmology of the two worlds are otherwise largely non-compatible, with the Nurenverse being much more detatched from the specific details of our history (though the imagery is no more or less fantastical, albeit less modern), and with animate entities possessing a nurenform,𝔫 rather than a thoughtform.

𝔫 a field of energy which controls the physical body, and in turn, forms a sympathetic mapping which persists in an upper plane of the world, even as the form physically decays.

Hitotype: Also known as the 人タイプ (ひとたいぷ), a person's hitotype (/ˈhitotaɪp/) determines their potential interactions with dimensional planes, with sensitives and psychics being two such types.

I.Q.: Although I.Q. (or "insensitive quality") is never strictly defined, it seems to be a linear scale by which strangers can be ranked.

Inert: The state that a stranger enters when touched by a dissembler, or extruded via outside technology, as in the drone-powered VHZ. An inert stranger cannot move, and its side-effects become reduced to levels barely more than psychosomatic, though its lifespan and passive qualities (such as regenerative abilities) are unaffected. **(A functional radio does not function in an area with no radio signals.)**

Kaleido Technology: Kaleido technology is used in tandem with television monitors, holographic projectors, and speakers (among other supplemental components) to create a virtual environment. The kaleido-machine's output responds and reacts to brain waves of individuals within its range, contrasting expectation to remain novel**.**

The kaleido sensors do not read thoughts, and cannot be used to force an individual to divulge specific information. They are thus considered safe technology for recreational use.

Though kaleido technology does not specifically require the use of a drone unit, there are few manmade machines that can match a drone unit's processing power and speed, and thus, the extracted strains are frequently used**.**

Callyphanx: Any one of a number of electronic devices capable of recognizing certain ranges of thoughtform properties. First cobbled together from spare parts, and then manufactured by zone-contracted factories during the VHZ era, callyphanxes are mainly used for identifying psychics.

The high voltage and volatile substances required by the device, combined with the range at which its settings must be calibrated, means that any callyphanx can be used as a fatal weapon with almost no effort, causing massive seizures to the targeted victim.

Corral-Cage Chutes: A VHZ-era stranger-extracting device that saw brief application. Instead of being extruded with a violent yank, strangers were "guided" through a series of partial lamination chambers before being made inert. The process had a low strain loss rate, but was prohibitively expensive.

Cyclo-Interference Crowns: A type of puppet module used to control inert drone units during the VHZ era.

Constancy: The likelihood that a stranger will be present within a location. Even a stranger in a locked room will not always be present when the room is unlocked. In much the same way that a stranger avoids being observed by a non-sensitive, a sensitive will never observe the moment of the switch from 'present' to 'absent'.

Prevalence: The likelihood that a stranger will appear within an environment capable of generating them. It does not denote overall commonality; a strain with a prevalence of 1% and a wide range of possible environments, for example, may appear more frequently than a strain with a prevalence of 100%, but which requires a hyper-specific environment.

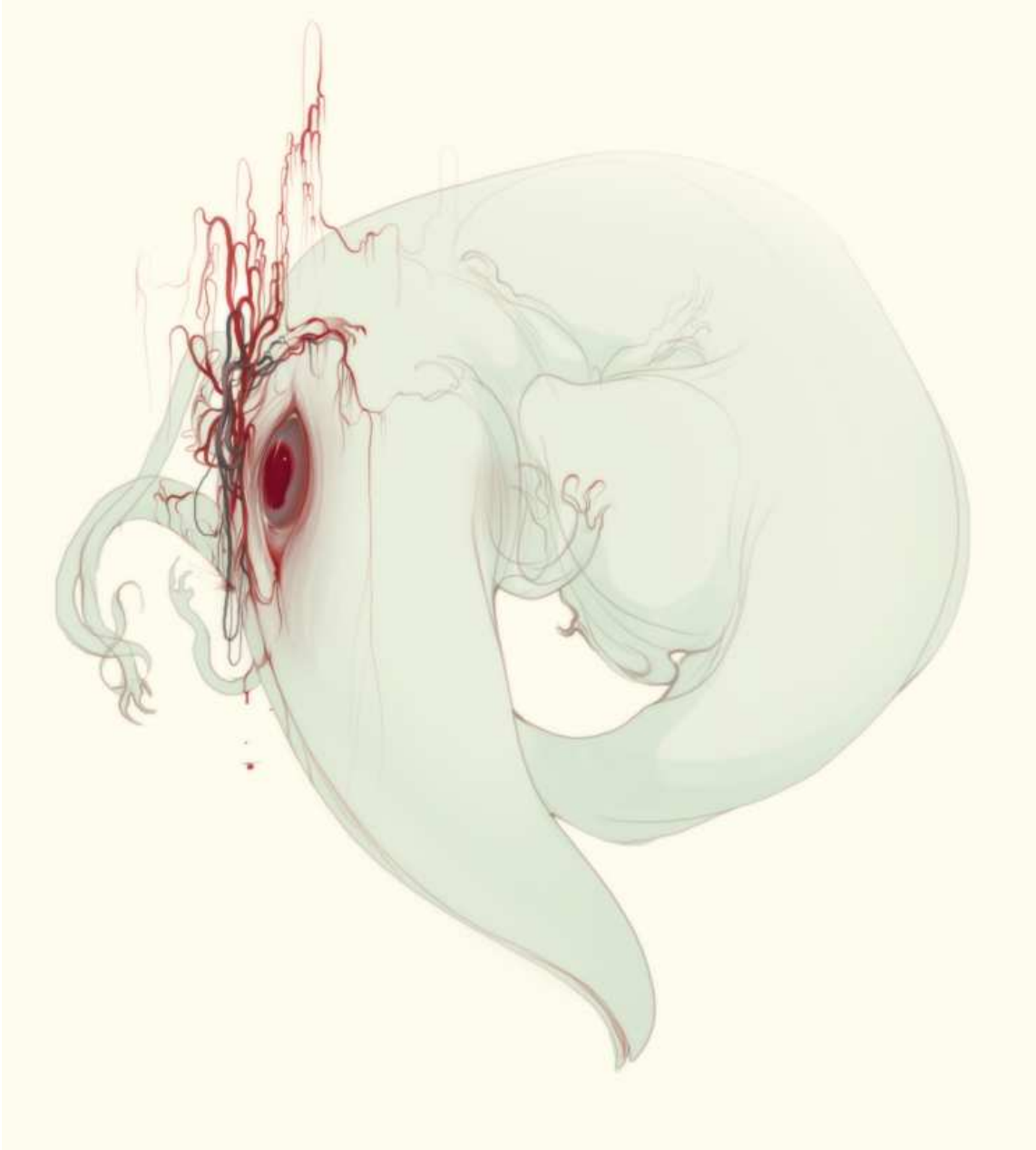
Stability: A stranger's overall health and constitution. A stranger with a stability of 100% will reach its maximum lifespan 100% of the time (barring outside forces), and a stranger with a stability of 0% cannot generate at all. Strangers with high stability are less prone to illness, thrive more readily, and display a uniformity in their behaviours, whereas strangers with slow stability are shorter-lived, prone to disease, and display a greater degree of erraticism.



Miri Strains: Vile puppets of the **Probotaxazatonians**.

Dimensionarian: A class of higher dimensional being, with the alphabetarian or animalarian being representative examples. In general, they're not able to directly interact with any physical world that humans are a part of*, but can still exert a strong influence upon any lower dimensional plane.

*



- **However as time goes on, they become more and more adept at intersecting with our world through numerous proxy agents. They can't go directly from A to B and so this is why they need to hire their servants, which guide them into the [illegible] necessary channels.**

Largely negative, the dimensionarians seem to form a complex system (or "dimensional machine") that feeds upon human suffering.

All dimensionarians are transcribed from the author's dreams and extra-normal experiences.



Animalarians: What is an Animalarian? (ann-im-ull-AIR-ee-yun) - An Animalarian is a [illegible]

Animalarians are dimensional entities that look like two-dimensional technicolor animals. They come in a variety of bright colors, and always take the form of species learned during early childhood, such as monkeys, tigers, elephants, zebras, peacocks, dinosaurs, wooly mammoths, and gorillas, among others. As such, even a small child who has never seen a photo of a zebra, may still recognize a zebra Animalarian. Animalarians move with undulating sways, and always smile. **(That part isn't like a real animal at all.)** No matter where they are, their flat and holographic bodies appear to face towards the person looking at them. **Because they don't have physical bodies, and cannot be apparently interacted with, it's hard to say whether they are seen or hallucinated.**

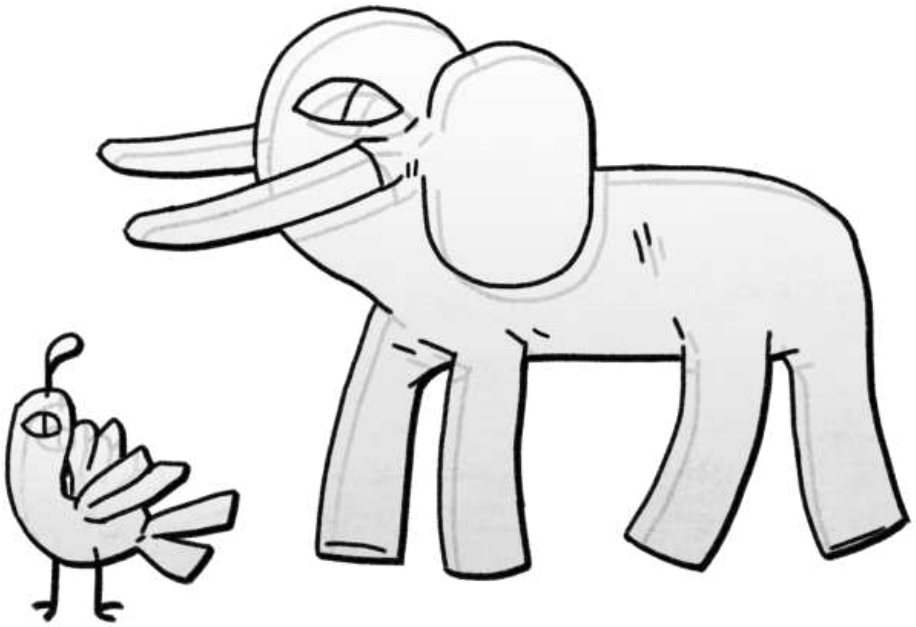
"So, this is where we start getting into entities that exist in a form that's more abstrated and less physical. Although an animalarian possesses the identifying features of an animal, they are not imitations of animals, but are instead constructed out of their signifying shapes (as perceived by people).

An orange and black striped cube with a tiger's ears and tail would not be mistaken for a tiger, but could still be recognized as a represention of one. The arrangement of shapes can vary; some abstracted tigers will have paws but no noses, while other will have noses, but no paws.

Animalarians are constructed from as many of these signifying traits as possible, with the arrangement of these components corresponding to that of the actual animal."

Animalarians act as brainwashed vectors of the Alphabetarians, having been 'exiled' into this distorted prison form and folded into two-dimensional technicolor cartoon animal bodies. **The**

inside of their body is like a flipbook, but this isn't a physical dimension in our plane, so it can't be seen. The "spine" of the flipbook is like a spear pointing in a straight path, originating from the Alphabetarian dimension and infinitely piercing downwards through the Animalarian's body.



Fake Animalarians: what is a Fake Animalarian? (FAYK ann-im-ull-AIR-ee-yun) - Fake Animalarians look like toy animals, but they're really weird looking! (They aren't very good toys, either.)

Fake Animalarians are dimensional entities that resemble Animalarians, but appear to be missing something. They dwell within the Animalarian Zoo, and form as a byproduct of the Animalarian's shift between dimensions. Like regular Animalarians, Fake Animalarians are holographic and intangible; unlike their fully dimensional counterparts, their behaviour is completely passive and indifferent, and when they move, they do so with a slight and tesselating "smear". Their divergence from regular Animalarians is more than just cosmetic; lacking one of their full counterparts' dimensions, Fake Animalarians are unable to leave the Zoo.

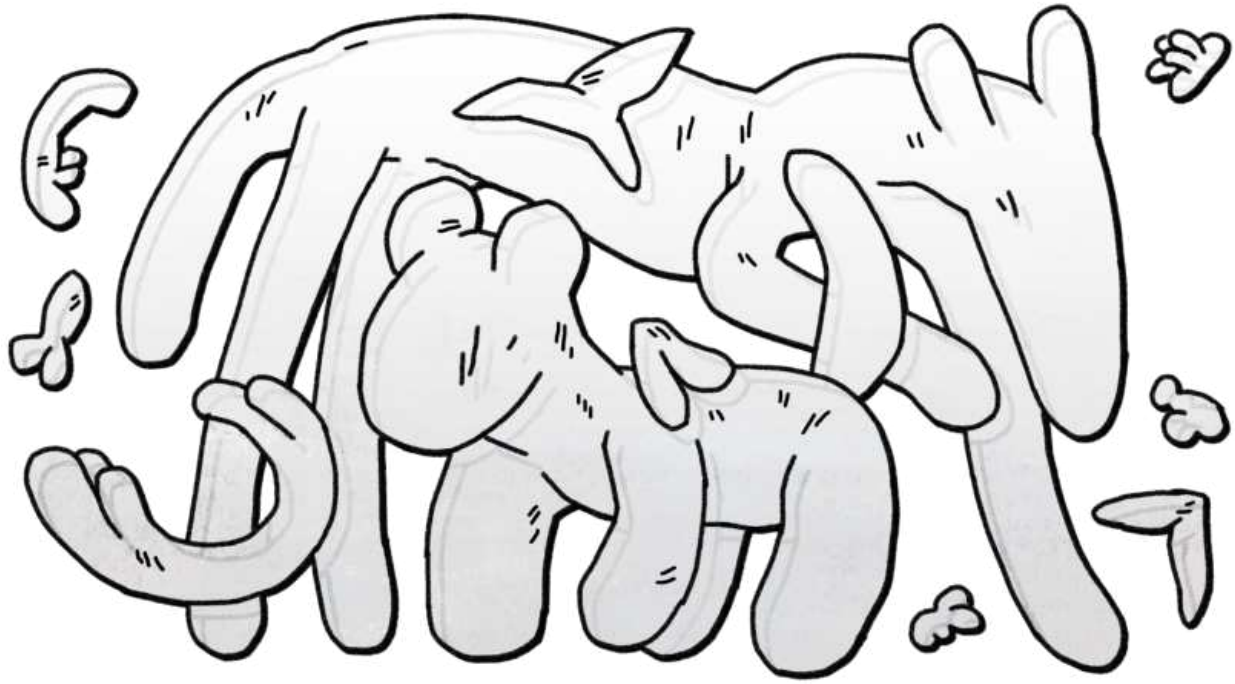
Fake Animalarians relate to the idea of incomplete abstractions, and the recognition of absense. Although a drawing of a cat does not look "incomplete" when it is missing the cutaneous marginal pouch of the ears, it might appear "uncanny" without eyes, or with a smooth space instead of a muzzle.

"Yeah, they're sort of strange. They don't really have any personality or "presence" to me, sort of like a toy that isn't anthropomorphized. Sometimes you might look at a rabbit-shaped bucket, but you really only see it as a bucket. You're not ignoring the character shape; it is simply not perceived as anthropomorphic.

So, the Fake Animalarians show up as a byproduct between the zoetrope "flipbook" effect, and the fixed stabilty of the Animalarian's body within the Animalarian zoo. Uhmm, I don't know that they can ever leave the presence of the Animalarians.

Huh. I said that word too many times. "Animalarian". Now it sounds funny.

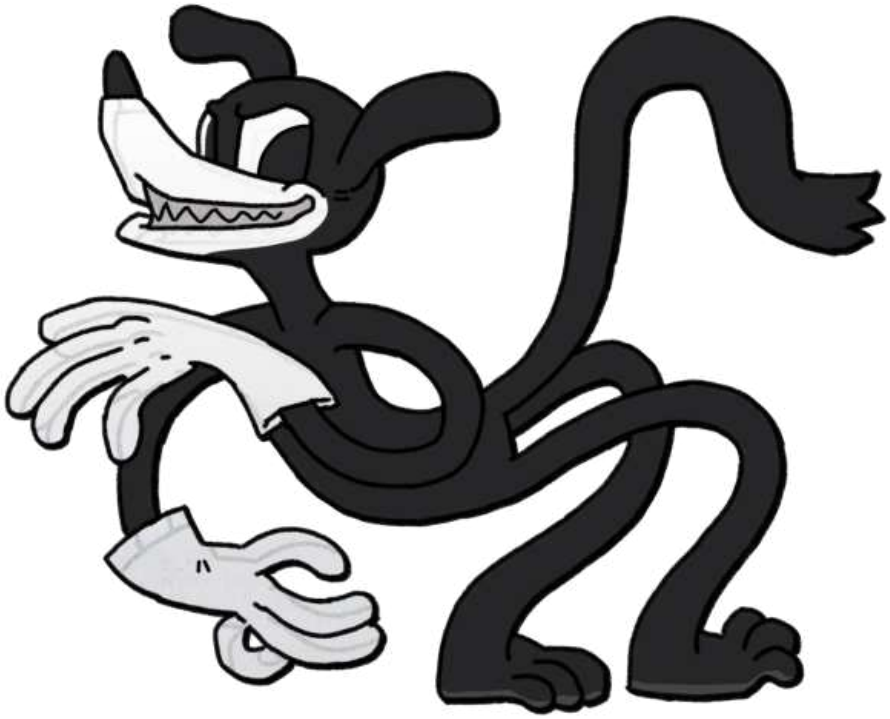
They might just be a phenomenal effect, or they might play some role in anchoring the Animalarians to their home dimension during their intersection with the lower planes. I only really saw them once; everything since has been extrapolated from that initial encounter."



Grey Animalarians: What is a Grey Animalarian? (grey ann-im-ull-AIR-ee-yun) - A Grey Animalarian is a …

Their bodies are highly simplified, and made of a blobby, wooly, foamy material. Any eyes, claws, or other precise features are never seen, nor are markings. **Even though they look like they'll be solid, your hand sinks in when you try to touch the surface.** The sensation on the "inside" feels like soft fur, wet rubber, and vapor, and although it **eventually feels painfully solid, no residue is left behind - and it's not going to hurt you, either.**

"Grey Animalarians relate to the distinction between humans and animals. Imagine a pool of clay, from which animate shapes crawl up. Some shapes split into humans, and others into animals. At some point, there is a shape that will be read as some general category of "animal", though the specific species cannot be identified. These shapes correspond with those of the Grey Animalarians."



Cartoon Animalarians: What is a Cartoon Animalarian? (car-TOON ann-im-ull-AIR-ee-yun) - A Cartoon Animalarian is a [illegible]

[illegible] **...** twisted, black and white cartoon character whose tube-like arms [illegible] in a rhythmic dance. Servants of the Alphabetarians, they [illegible], and the pure ink teeth of the highest-ranking shine with an oily glint. **They stand between three and five feet in height – they're smaller than people.**

"They're really creepy. They're like the "regular" Animalarians in that they can only exist in projected form, but I think they're able to operate through a lot more "vectors" at once; like they can see out of the cartoon, and into the living room."

Glasshead: What is a Glasshead? (glass-hed) - [illegible] ... and so big that even a spaceship traveling at light speed would take longer than a human lifespan to reach the other side.

Stabilization and [illegible]- Glassheads are enormous animate (but non-mobile) structures made of glass pipes, resembling the tubes of a french horn or trumpet, but with no horn, mouthpieces, or other exit. They funnel and duplicate the thoughtforms that move through the structures of the lesser hells and into the outer dimensions.

"They might be involved in some kind of amplification process; using energies from the duplicated thoughtform for the massive "generative" systems that are fueling the lesser hells.

One thing about them is that in contrast to Probotaxazatonians, which don't have a fixed size, Glassheads do have a fixed physical size. Except, it's so big that you can't really interact with it – so you can only really "comprehend it" from a distance. So, it might as well be relative."



Alphabetarians: What is an Alphabetarian? (AL-fuh-beh-TAYR-ee-uns) - When you see an Alphabetarian, you might think you're looking at a letter – but Alphabetarians aren't like any letters you've read before!

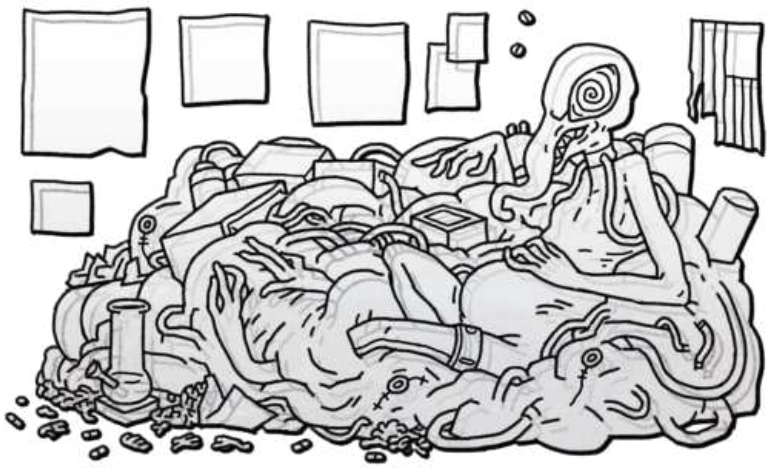
The Inevitable Alphabet - Alphabetarians are anthropomorphic alphabet letters that correspond to the twenty six (always capital, sans serif) letters of the American English alphabet. They do not possess a body, but instead exist as an "absense of form", perceived as empty distortions through reality.

The impossibly-deep surface of the Alphabetarian's body appears made of infinitely descending layers of a prismatic and mirror-like substance that descends "deeper than" normal vision. **They're disorienting to look at, it's really physically painful.**

"Alphabetarians relate to the idea of immediate abstraction. In the same way that Pavlov's dog was conditioned to salivate upon hearing a bell, a human has been conditioned to show something like a Pavlovian response towards a learned written word. This immediate recognition is not fully contingent upon color or placement, and is not seen in animals. Though an animal could be conditioned to respond to a certain sign or object that (incidentally) bore a word, it would not recognize the specific word in a new or isolated context."

Alphabetarians do not physically enter our world, and instead intersect with thoughtforms and interact with thoughtforms solely within [illegible] the higher dimensional realms.

When an alphabetarian passes through part of a thoughtform, that segment of consciousness effortlessly merges with the alphabetarian's tunnel-like "body", and is stolen from that individual. Although a person whose consciousness has been taken in this way appears normal, they lack all internal experience, possess no non-standard abilities, and become what is known as an **empty**.



Probotaxazatonian: What is a Probotaxazatonian? (probo-taxa-zuh-TONE-ee-un) - A Probotaxazatonian is a higher dimensional entity that both [illegible] and consumes the lower dimensional thoughtforms as a form of recreational drug. [illegible]

[illegible] and these decadent entities who never leave the nightclub dimension in which they dwell, their bodies (with distended stomachs and spindly arms and legs) sprawled out in obscene poses of relaxation using furniture and prosthetics built into the walls of the dimension itself.

They're purely hedonistic; they only do things to enhance their pleasure. Their large, glowing eyes behave like flashing, organic CRTs, and their figures are clothed in skin-tight bodysuits that can never be removed completely. **(Imagine peeling an orange, except you can keep peeling it forever, and the pulled-off skin gets bigger and bigger, but the orange never gets unpeeled, or gets any smaller.)**
This gaze can program an observer's thoughts, causing them to to experience a completely vivid hallucination indistinguishable from reality.

Their labyrinthine nightclub is highly decorated with historical atrocities of varying sizes. With so many tiers and levels, it's almost like a futuristic amusement park, minus the rides; instead, you have hallways with walls made of TVs or holographic "dioramas" showing scenes of human brutality; firebombings, refugees being shot by firing squads, and even human experimentation. The atom cloud following the bombing of Hiroshima makes its appearance as a central landmark and mini-lounge all its own, with a private room inside the cloud's center. **These "duplicate atrocities" are either hard like rubber or plastic, or holographic... depending on which property* is preferred.**

***the material properties of this immaterial substance -** Made of a material that is both a chaotic nothingness, and a solid barrier that cannot be permeated. Everything shifts in and out of colors and patterns, looking like a scintillating gridwork when observed close enough. The longer you look at this substance, the more and more it becomes a disorienting fractal mosaic; the longer you stare at it, the less things look real, and the more it looks like a delusional hypnotizing field. It seems nothing interesting at first, and then slightly intriguing, and then fascinating; there is a threshold at which **you can no longer look away.** It is at first seeming to be nothing more than a flat black, before having slight inklings of color, and then falling outside of that altogether; colors that are more spacial. They do not correspond to traditional fields of color such as red, green, blue; rather, it is a dazzling addition to the spectrum, at first just tetrachromacy, but then nonachromacy, nonacontachromacy, nonaliachromacy, et cetera. If you are not pulled away, you can die never having realized that you have crossed the threshold. **The second that you notice that something is changing, you are right to be suspicious.**

"I guess the natural question is, what's the link between the Probotaxazatonians, and the strangers. The Probotaxazatonians have those puppets, and you can see their searing magenta bleeding through in the ads. But, the strangers as a whole don't have a specific general relation

to advertising, nor are the miri- strains any more related to the Probotaxazatonians than any other particular strain.

It's sort of like a cartoon animal on the front of a box of cereal. The represented species of animal didn't have a lot of say in this, and there's not necessarily any specific relation between the production of the cereal, and the animal in its natural habitat. At the same time, there are these overlapping layers of meaning that are structured in a non-physical manner.

I think it reiterates the strangers themselves as being a by-product. In and of themselves I'd call them neutral, even if the circumstances of their existence tend to be largely negative. They're not deliberate constructs of the higher dimensional entities any more than a cat or a dog is, or a container of poisonous chemicals."

The Animalarian Zoo: A thin layer of sub-dimensions that surrounds the Alphabetarian's dimension. Possessing an intrinsically chaotic central structure, it can be thought of more like a flipbook than a photograph,

Meoms: A higher dimensional entity that looks like a cat, sort of. Each meom is unique, and all are friendly, wanting nothing more than to be a friend to any living being with a positive intention in their heart. They exist to love, and to be loved.



Megameom: What is a Megameom? (MEG-uh-myome) - A megameom is very powerful. It can save people from danger. Its head is as tall as a person, and its colorful teleportal face can take you into the meomroom. (But it will never let anything in that they don't want, just like how there is always something inside of you that is always light and can never be corrupted.)



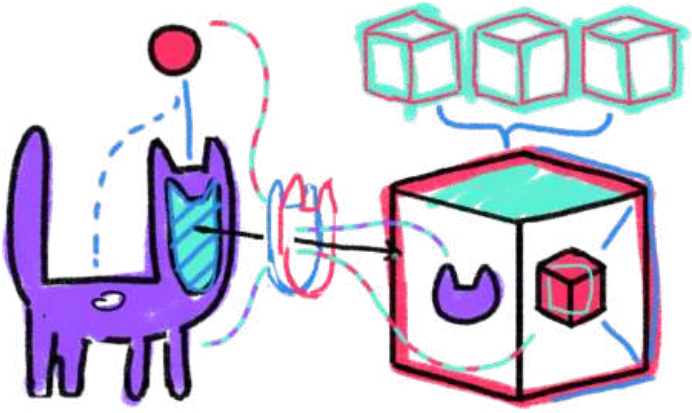
left: as individuals' thoughtforms move through time, they select their path from a range of possible options. Some potential actions direct energy towards the Probotaxazatonians and other outer dimensional entities, whereas others channel energy towards the meoms, cubes, and other positive entities.

The megameom is a higher dimensional "evolution" of the meom. Megameoms tie into the world's cosmology, acting as a counterpoint to the more negative higher dimensional entities.

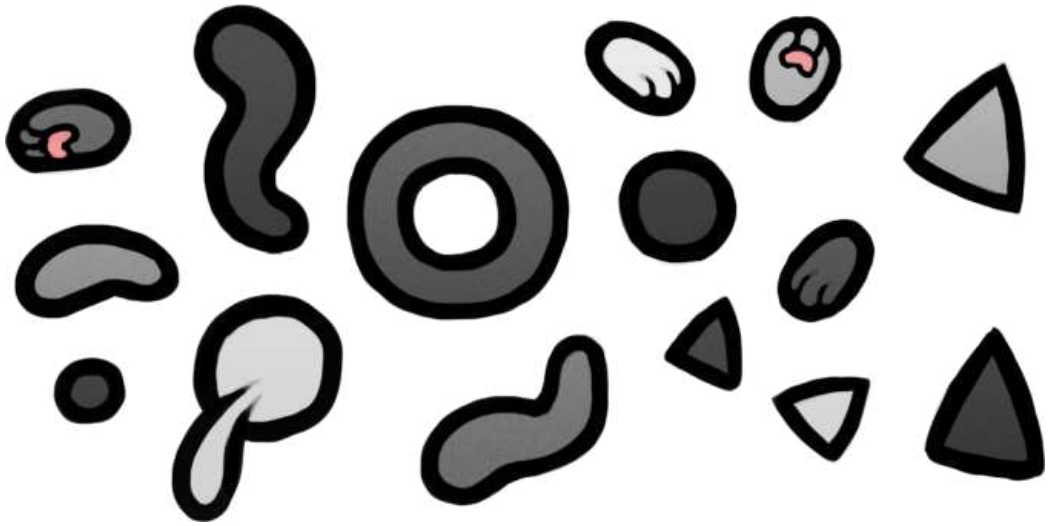
As people in the [illegible] dimensions make [illegible] choices, [illegible] energy is channeled into the meomroom, and towards a specific meom, with this [illegible] range of frequencies with specific individuals. Once the [illegible] energy threshhold is reached, the meom transcends and [illegible] with the boundaries of the cube, with the cube's form growing more complex, forming the megameom's halo. The resulting megameom is then able to interact with higher dimensions to directly protect individual thoughtforms against the influence of Probotaxazatonians and other harmful beings.

Because the megameom is a higher dimensional projection of the cube and meom, it can be destroyed, but is never permanently killed; instead, the megameom dissipates into a shimmering vapor cloud of light, and meom returns to the meomroom, with neither meom, room, nor cube affected by the dimensional collapse.

right: complex structures govern the relationships between the cube and meom.



// **below**: minimeoms, a pre-meom state.



"They're a lot more like a robot or a vehicle than a character, in terms of the level of emotional attachment; which I think might be a by-product of them having this destructive and restorative cycle. So you can get attached to the megameom, but it's sort of like a spaceship; the spaceship is a big part of the adventure, but you don't really hang out *with* the spaceship, per se.

One thing that I think is kind of funny, is that a megameom can hang out inside the meomroom, even though their portal is how you get inside.

Like... imagine going into a cartoon house, and the cartoon house is hanging out inside the house. That kind of thing."

Meomroom: A dimensional space created from the overlaying of cubes, which exist as intrinsic to the fabric of the universe. This small, enclosed dimension is kept completely safe from all harm, and is furnished like a small apartment. It can be accessed through the portal that forms a megameom's face.

The friction between the structure of the cubes and positive human energy adds to the meomroom's size and complexity, and generates minimeoms; these swirls of disembodied cat ears, tails, and tummies then clump together to form the entities known as meoms.

Cube: A classic and solid construct. Admired as a building block for untold generations, its kinship with the meom dimension is a more-or-less unknown side of this object's personality.

The Partisans: A group of authors and writers dedicated to revealing the truth of the strangers and other higher dimensional phenomena.

The Telemetrians: A secretive underground organization卌 whose members have interactions with varying levels of dimensional entities.
卌 or 'brainwashing cult', as framed by its detractors.

Monoform: All strangers are composed of one or more physical structures, known as monoforms. The monoforms refers to the structure itself, and not the individual atoms or chemicals that compose it. The uniform intestines that fill many strangers, for example, would be counted as a single monoform. In the case of a stranger with three layers of skin, each a different color or substance, each layer would be counted as a separate monoform.

The Atomic Bomb: A recurring image within the project. Prescribing to the theory that mankind's ability for abstraction was aided by ingestion of the psychedelic mushroom, the shape of the atom bomb, and its destructive annihilation, might be one way to represent an inevitable collapse of complex structure.

Psycholy: Psycholy, also known as 最己離 (さいこり), or psycholysergic acid diethylamide, is a psychedelic drug harvested from strangers. Mirroring the way in which strangers are generated by friction between the higher dimensions, psycholy accumulates either between, or within a stranger's various tissues as the stranger is pulled by Red and Blue Hell. Because the psycholy is not part of a stranger's body, it can be taken from sociospace without the need for a laminate.

The blue liquid acts as a powerful hallucinogen, inducing effects that are euphoric, kaleidoscopic, and long-lasting. It greatly amplifies the abilities of psychics, mediums, and other non-standards, and can help reveal new dimensions of thought for all individuals, non-sensitive or otherwise.

Long-term side-effects are subtle enough to persist unnoticed, until they become debilitating.

Material D: Material D, like psycholy, allows the user to interacts with adjacent dimensions. Unlike psycholy, which allows the user to directly infer outside shape and structure, Material D grants awareness (through a nauseating, dizzy sensation) of the degree of difference between two dimensions, such as how much their histories or other concrete details diverge. For example, two dimensions may both have a medieval era, but do they both have the Kennedy assassination?

By itself, Material D looks like a grey liquid-to-sludge that can be heated and cooled rapidly to create a gelatin substance. It has the effect of causing temporary suggestability and fatigue in psychics, and during the early VHZ era, is introduced into the water supply in order to suppress their abilities, thanks to Olivia North's success in lobbying and campaign financing.

Material D's "difference amplification" can be triggered easily through song lyrics, which grow more distorted the further "in" one travels from dimension to sub-dimension. Song lyrics within Space Madness are a deformation of those within Behind the Curtain's, which differs from our world. Thus, the music of Carrie Sands (an entirely fictional music artist) acts a significant amplifier for the effects℘ experienced by Mae Szyszyszki after she is poisoned by Olivia North.

℘ **Felt as a dizzying "pull" of mental vertigo.**