Outlast – The Reddit Edition V1.0

By: Lots_Of_Mistakes_

This time, being afraid of the dark is not irrational.

Outlast is a survival horror game released in 2013. Independent journalist Miles Upshur breaks into Mount Massive Asylum for the Criminally Insane, which had been recently reopened by the transnational Murkoff Corporation, after receiving information from an inside source. Expecting a controversial scoop, Miles soon finds himself inside a horrible nightmare he could never imagine. The player has no combat options aside the ability to parkour his way over obstacles, hide in lockers and under beds, and cut off pursuers amongst the decrepit hallways of the facility. As an added mechanic, Miles has a camcorder with a night-vision mode, which is useful in the asylum's many pitch-black sections but requires batteries to operate.

An expansion pack, *Whistleblower*, was released in 2014. It follows Waylon Park, the inside source that tells Miles about Mount Massive, and takes place during the takeover of the asylum and after the events of the main game. Like Upshur, Park isn't physically equipped to handle the inmates and must run and hide while using a camcorder to see in the dark.

In 2016, a comic book series expanding on the games' universe called *Outlast: The Murkoff Account* was created.

Outlast II was released in 2017, following the experiences of Blake Langermann, a cameraman for his wife and investigative journalist Lynn. After a helicopter crash, Blake is separated from his wife and is lost in Temple Gate, where he is soon attacked by the preacher's rabid hordes of insane followers. Again, a camcorder is the best way to see in the darkness and fighting back is not really an option.

A co-op multiplayer game called *The Outlast Trials* is set for release in 2021. This time around, it seems that the unfortunate subjects have a night vision device forcibly mounted on their heads. It's unknown whether there is any way to fight back but based on previous installations it isn't likely.

Your exact starting time will vary depending on your choices in the *Starting Locations/Times* Section, but you can assume to be showing up when the protagonists own nightmarish experiences start…

…just in time for you to run, hide or die.

Take 1000CP to try and avoid the latter for the next ten years.

Starting Locations/Times:

This is where and when you will be starting off and barring any Perks, Drawbacks or Scenarios that would cause you to show up elsewhere. You can roll a dice, pick at random for free, or pay 100CP to choose, whichever system works best for you.

1. **Mount Massive Asylum** – *"Hell is an experiment you can't survive. Join investigative journalist Miles Upshur, explore Mount Massive Asylum and try to survive long enough to discover its terrible secret... if you dare."*

2. **DLC** – *"People want us to keep trying to scare them! We're more than happy to oblige. In this prequel to the chaos that engulfed Mount Massive Asylum, join software engineer Waylon Park, witness the corruption of Mount Massive, and try to survive the slaughter that will shortly begin. If you manage to escape this madness, will you risk drawing the wrath of the Murkoff Corporation by exposing its activities?"*

3. **Temple Gate** – *"May we introduce to you Sullivan Knoth and his followers, who left our wicked world behind to give birth to Temple Gate, a town deep in the wilderness and hidden from civilization. Knoth and his flock are preparing for the tribulations of the end of times and you're right in the thick of it. Prepare to be plunged into a darkness so deep that no one could shed light upon it, and a corruption so profound that going mad may be the only sane thing to do."*

4. **Outlast Trials** – *"Set in the era of the Cold War, human guinea pigs are involuntarily recruited by the good folks at the Murkoff Corporation to test advanced methods of brainwashing and mind control. In a world of distrust, fear, and violence, your morals will be challenged, your endurance tested, and your sanity crushed. All in the name of progress, science, and profit."*

5. **Free Choice** – You can pick any of the above, or anywhere else you would like to start off in the setting where Outlast takes place.

Depending on your Origin, feel free to come up with a reasonable explanation for starting off where you are.

Origins

This is your background for existing in this setting, which can cover exactly which side you are on and who you might be allied with. Any of these can be taken as Drop In if you do not want to have a history.

Investigator – You are the sort of intrepid reporter that could get into a lot of danger here, or you're a cameraman aiding one of those. Fighting really isn't your speciality, but you have a steady hand to capture everything on camera, and you are very good at running away.

Variant – You are one of the inmates at Mount Massive Asylum being used as a lab rat by the Murkoff Corporation. Despite the poor treatment, you have been enhanced beyond a normal human in some manner. You have managed to survive this long, and you might not have to wait much longer for an opportunity to escape.

Cultist – You are most likely a resident of Temple Gate, or a former one. You might believe in the teachings of Reverend Knoth and followed them to the remote town, but perhaps since then you separated from the Testament of the New Ezekiel and have joined Val and their Heretics? As you are likely going to be spending a lot of time outside, it's fortunate that you have adapted to such conditions.

Preacher – Are you following the example of Father Martin or Reverend Knoth? You are good at spreading the messages you want, and if you are willing to make sacrifices you could accomplish a lot.

Murkoff – You work for the Corporation, most likely as one of its Mitigation Officers. You might even work with the infamous 'Pauls'. You're probably going to be doing a lot of dirty work to cover up even nastier activities your employers are up to, but you know how to deal with it and you're probably quite well paid.

Researcher – You might still work for the Murkoff Corporation, but your work mostly takes place inside the lab rather than out in the field. You might be doing the things the Mitigation Officers are busy covering up. You are good at your job, as well as making it look like you are working towards benevolent ends even if you're not.

You can pick age, gender, and customise appearance for free. Pick whatever you want, so long as it does not provide some special advantage not covered by your Perks and makes sense for fitting in around here.

Perks

Usual rules for Jumps apply, with Perks within the chosen Origin being discounted to half price, and the 100CP Perks for Free.

General Undiscounted

Free – **General Jabs** – Just in case your immune system isn't up to it, or if you picked up something in another world or time, you are now free of any diseases you don't want to have. You are also immune to mundane diseases that you might pick up, so you don't spend a portion of your time here or in other worlds sick because you weren't resistant to something the locals are.

Free – **Night Life** – You don't suffer from any sense of being tired at night and can easily switch between a nocturnal and daytime lifestyle. You still need to get enough sleep at some point though. This might be useful here, as the most important events in *Outlast* tend to happen at night and you might be more used to being awake during the day.

400 – **The Walrider** – It seems that the thing-in-the-dark has found a new host. The source of the madness that has affected most of Mount Massive Asylum's inhabitants and the deity of Father Martin's religion, this ghostly entity actually has a technological origin. It is a swarm of nanites; small, nanoscopic machines which collectively possess great strength and power. As it is composed of nanites, it is nearly invisible to human eyes, only showing a faint black aura, but can be clearly seen using nightvision. It can easily overpower most opponents, and while secure doors can slow it somewhat it is fully capable of going underneath them. It is essentially immune to most kinetic weaponry, though powerful sonic attacks and fire can disrupt it, and only specialised defences can stop it entirely. You can control this swarm, and this incredible capability may enhance you in other ways as it acts as a Capstone Booster for the 600CP Perks.

Investigator

100 – **We're Rolling** – Barely surviving ending up in horrifying situations is bad enough without dropping your camera and only source of light. Trying to provide evidence about what you might discover is going to be much more difficult if all your footage is blurry. Now neither of those will be a problem. You will always have steady hands to manipulate and hold things like cameras regardless of the situation, and even losing fingers won't affect your shot.

100 – **Run** – You might not be a fighter, but you're very good at running away. You are physically fit enough to rapidly reach and maintain a sprint for at least a short time and recover fast enough to go back to full speed within several seconds. You are also agile enough to leap over tables and other obstructions that your pursuers will be slowed down by, climb over fences, and avoid tripping during a frantic attempt to escape. You can even look behind you while running to see what's chasing you without accidentally running into a wall.

200 – **Hide** – When there's nowhere to run, you'll need to escape pursuit another way. You have a knack for hiding, and will find places like cupboards, lockers and even barrels when you need them. Using these places, you will also find that your pursuers won't check inside them unless they actually see you entering them.

200 – **Endure** – In the situations you're going to end up in, you're going to suffer even if you survive. Going through an insane asylum or a town run by a crazed cult is not going to be a painless experience. Now you have a significant resistance to pain, so while you still feel it you will not go into shock or be less capable because of it. You also won't get infected by your injuries, or bleed to death from wounds or even losing body parts so long as you still have your vital organs.

400 – **Battered But Not Broken** – You may be exposed to quite a lot of things that could alter your mind. But yours is stronger than the unfortunate souls exposed to the experiments of Murkoff. Though you are not immune to the effects, you now have significant resistance to anything that would artificially alter your mind, and with enough focus can determine when something is trying to force you to perceive things. You might see the same illusions as others who are exposed, but you will be able to recognise them as such and break free of them. You can't forcibly be driven crazy.

400 – **Indomitable Will** – Why do you endure all the pain and suffering? Because you choose to do so. Not only to you have sufficient willpower to keep going as long as it is physically possible and you have some sort of goal, but you can also share this determination with allies who are close to you. You'll even find it noticeably more possible to achieve your goals than you normally would.

600 – **The Whistleblower** – You might discover some shocking secrets throughout your ordeals but sharing them with the world can be a problem. Now, when you have real evidence of something, you can expose this to the world, and it will be believed despite any attempts to make your claims less legitimate or cover up your findings. In fact, those that

work to silence you or cover up your findings will instead end up exposing more of their activities to the general public and any authorities that might be paying attention to such actions. The more extreme their methods, the faster the truth about them will spread. Perhaps trying to silence you prompts others to expose what they can to avoid being permanently silenced themselves for what they know?

> **Capstone Boosted** – It seems you have gained another advantage against corporate cover-ups, as if an ally with a lot of attention to small details has been gained. Those you investigate now find it impossible to entirely cover up any sort of misdemeanour you expose, as some manner of evidence will somehow end up remaining and ending up alerting the right people. Authorities will also find themselves informed of illegal or unethical activities you expose in such a way they cannot deny or ignore them, and will find themselves forced to actually deal with the problems you reveal to the full extent of the law even if it involves their own members. If they try to ignore the evidence or sweep it under the rug because it benefits them, they will find such efforts get reported to other authorities that have the power, position and motivation to judge them in turn.

600 – **Holy Jumper** – Are you an Apostle? A Scalled Messiah? You are considered to have religious significance by the deranged, but they might be onto something as you have an uncanny ability to survive things that should kill or maim you. Little accidents like an unexpected attack tripping over a table you are tied to that saves you from a spinning sawblade, giving you opportunities to escape certain death. This doesn't guarantee you can mindlessly stumble your way through hell on Earth without a scratch, but you are far more likely to make it through such ordeals alive as long as you are not careless.

> **Capstone Boosted** – Should you still manage to get yourself properly killed despite your efforts; it seems your new friend isn't quite willing to abandon you yet. The Walrider will revive your body in the event of your death, though this does not include being able to fully repair you. While you will be alive and functional, don't expect this to be pretty, as you might look like you are a rotting corpse or be surrounded by what looks like a dark mist. Further lethal damage in this condition may finish you off permanently, as there is a limit to what even the Walrider can do.

Variant

100 – **Driven By Madness** – Even locked in a twisted mental institution and experimented upon, it seems you have kept up your cardio. Perhaps the experiments had something to do with the fact you now never seem to run out of stamina. You have also adapted to changes in your body, to the point where any deformities don't make you less functional unless you are actually missing limbs.

100 – **Irrational Rations** – You've adapted to the less-than-adequate meals available at the asylum. You can now survive on anything remotely edible with no ill effects to you, even if there would usually be some detrimental effect for eating something. You could even resort to cannibalism if you really had to and sustain yourself just as well on that sort of diet as you could a more acceptable one.

200 – **Unsafe Asylum** – They can run, but they will find it far more difficult to hide. Your senses have sharpened considerably, allowing you to see better in the dark and heightened your hearing. You are now much better at tracking others and will find them less able to escape due to panic and your pursuit not falling foul of features in unfamiliar territory that they could fall prey to in their scramble for freedom.

200 – **Massively Misdirecting Confinement** – Just when they think they're safe and sound, you turn the tables and get them locked up tight. Not only are you good at setting up all sorts of traps and restraints, but you can lure people to 'safety' only for it to turn out to be a hidden trap. Perhaps you might persuade someone to climb into a cramped lift that seems to only way to escape danger, or leave a convenient locker for them to hide in. One can just bring those you're hunting straight up to you and away from your competitors, and the latter can be locked up and turned into a present to be unwrapped…and unwrapped again. You can make yourself seem charming or harmless enough to get people to fall for tricks like these if you need to.

400 – **Dissociation** – There might be voices in your head, but they prove surprisingly helpful if you pay attention to them. With some focus, you can create multiple personalities within your mind that you can somehow get to focus on different mental tasks. Each subsequent personality takes more effort to create, but after four they become progressively less stable and reliable. You can mentally kill them off and revive older ones at will should you need to, and as they are entirely within your mind, they can share any purely mental abilities you have.

400 – **Pyromaniac** – Sometimes you just need to burn it all down. You are very good at that. Should there be a way to cause a fire, and some manner of fuel to keep it going, you can find both and get it to work rather well. You can even accurately determine the probable spread of the fire, allowing you to adjust how and where you intend to start it to consume everything flammable. You might want to leave yourself a way to escape the blaze, and you can, unless you want to be devoured by the flames as well?

600 – **Twins** – Are there two of you? Not quite. You now seem to have a sibling of sorts, one that looks very similar to you but has obvious differences in height and smaller more

personal details. You'll find yourself able to control this 'twin' like a second body, even perceiving through their senses, and without any difficulties coordinating having multiple bodies at once. They share any physical abilities you have, but do not possess any of your Perks, perhaps because you are not identical twins. If your 'twin' dies, you will be unaffected, but they will no longer be available till the next Jump or unless you have the capability to revive the dead.

> **Capstone Boosted** – It seems some adjustments have been made, and your 'twin' is now physically identical to you. They also seem to have access to the same Perks and other abilities you have, and you can use any revival abilities that normally only apply to yourself on them instead.

600 – **Strongfat** – Perhaps not the most flattering of terms, but you certainly aren't weak or small if you were before. Now you are much larger, stronger and far more durable, almost superhumanly so. Getting your jaw shot off wouldn't do much more than slow you down during a fight, and you might need to be hit by the equivalent of a speeding car just to be knocked out. You could probably take on a group of armed people and tear them apart with your bare hands.

> **Capstone Boosted** – You really are superhumanly durable now, perhaps because Walrider had a lot to work their improvements on? You are not only capable of shrugging off most non-heavy weaponry, but any damage to you will steadily be regenerated so long as you are still alive. Flesh wounds will heal within tens of seconds, while lost limbs and more significant damage might take minutes or even more than an hour depending on the extent of it.

Cultist

100 – **Clothed By Faith** – You are able to inhabit even harsh environments with only the bare minimum of basic or improvised clothing, with no issues with freezing to death or overheating while you wear such simple or outdated garb. Even your hands and feet are protected from dangerous terrain such as sharp rocks or slippery mud, regardless of not whether you actually protect those limbs or not. This doesn't mean you're wearing armour and does nothing against deliberate harm from beasts or sentient beings, but natural features of the environment will not harm you unless you are truly careless.

100 – **Dirty Disguise** – You can create masks and other coverings out of dirt, viscera and plants that will obscure any features that could be used to specifically identify you. With enough work, you could appear to have an entirely different build from your own or appear to be a different gender.

200 – **Sundries From The Sinful World** – As unfortunate as it may be, it is not possible to conjure up vital supplies from faith alone here. You may need to rely upon the unfaithful, or those who might be opposed to your actions. Your own flock might not normally approve of this either. Now that doesn't seem to be a problem. You find it easier to contact others for resources and can trade with them with no issues. As long as you give them what they want, they won't even ask questions or do anything that could lead to your flock being tracked down or targeted.

200 – **It Cultivates The Culture** – You might need some way to explain yourself and your actions, but not have the right excuses or know the words to get it across. Now all you need to say is this in whatever language you like. It lets you excuse your acts to yourself for a time and works on those who are not entirely sane. When used on sane listeners, it will at least confuse them enough to not ask questions, though they will probably still stop you if you are doing something they disagree with and they would try to stop you normally. Momentarily confuse others and motivate yourself at the same time.

400 – **Testament To Your Efforts** – Building a functional settlement in the middle of nowhere could be difficult for most. But it seems you have a gift at it. You possess the skills required to set everything up, from carpentry to basic plumbing and even crude electrical systems. You can make do with very limited resources, and while it might not be pretty it will be functional. As it might be difficult to do all of this on your own, you will find you can share this construction skill with others.

400 – **Heretical Passage** – There is something almost unnatural about your agility. You can effortlessly leap across crevices and drop from large heights unharmed. You can even climb with your bare hands where others would need tools, and you seem to have an unusual knack for tunnelling when you cannot simply go over or around some sort of obstruction. You could certainly be good at mining, as an example.

600 – **Avenging Angel** – Not only does your great height allow you to tower over most, but you have an air of utter terror around you. Perhaps you dress in a way that is disturbing, or you chant under your breath in strange tongues, or perhaps you are just very tall and have a

very big weapon. Whatever it is, it creates an unusually strong fear response in any opponents you may have. While you may not really be that strong or durable, you will find that those you face will largely try to flee or cower in abject terror rather than fight back. Only the very bravest and those without the fear response found in humans will be able to combat you directly.

> **Capstone Boosted** – Are you forgiven for your actions? It seems that something is shielding you from the backlash of your bloody crusades. You do not seem to face any repercussions for killing others in terms of automated responses, dead-mans switches or any sort of spiritual backlash. Legal consequences and the direct actions of others are not affected, as you may still go to prison or be attacked for killing someone if any dare face you, but the indirect and less obvious consequences don't seem to occur.

600 – **I Feel Increasingly This Is A Message** – But nothing holy. Something likes you, and not necessarily something purely spiritual. You seem to have become favoured by evil, unholy, or otherwise monstrous entities of the sort that usually oppose good or benevolent forces. They will send you dreams of what they want, if you are willing to accept this attention, and even if you would prefer not to aid them they will not directly act against you unless you openly oppose them. Should you wish to acknowledge this attention and aid them, they will reward you in some way. Bear in mind this will likely only help you and your own followers, as their intentions towards others will certainly not be benevolent.

> **Capstone Boosted** – Did you really die? Was it witnessed by someone who was somewhat saner than those who claimed to do it? Was it recorded? In all the darkness and chaos, could one mutilated body easily be mistaken for another? It seems your unusual partnership has made claims of your demise greatly exaggerated, as you now have considerable ability to fake your death. Should you essentially 'die offscreen', and perhaps leave a corpse that could plausibly be you, others will genuinely believe you are dead and cease any further attempts to track you down. Any direct recordings of your demise or survival will ruin this deception, so you may need to ensure anyone with a camera is suitably distracted before you 'die'.

Preacher

100 – **Finger Painting** – Not only are you passably good at a variety of artistic endeavours, but you can use it to leave messages and warnings for specific people where it will be helpful. Even if you might plausibly need tools or quite a lot of effort to make a large message near the top of a tall wall, you can somehow accomplish this almost casually.

100 – **A Sacrifice** – Faith often requires sacrifice, and now you can be certain that your own will pay off. You can sacrifice something for the entirety of the Jump to help get you something you desperately need. Slitting open your eyeball would grant you a vision of where you need or want to go to fulfil your goals. You could sacrifice a limb for the strength to accomplish something, or your own home to ensure your followers reach a safe place. The more you sacrifice, and the more significant it is, the greater the return for it will be. It has to be something of yours, such as your own body or possessions you worked for or made yourself, and you cannot get it back for the rest of the Jump.

200 – **You See** – Your eyes have been opened. You can perceive signs and portents that can give hints of what will happen in the future, and clearly understand the intent of any beings that communicates through such subtle or vague things.

200 – **We Must Rise To Face Them!** – Give them the knife, the club, the fist if it's all you've got! You have a considerable skill at rhetoric and a powerful voice to match. You are uncannily good at motivating others, though whether you encourage them to do good or evil is up to you. You are capable of easily stirring up violence even amongst those who are usually peaceful, particularly if you can give them a target.

400 – **Apostles** – Your devotion to whatever cause or calling you have is almost contagious. You find it far easier to obtain followers and aids, and those who pledge their loyalty to you and your movement will remain loyal.

400 – **A New Testament** – You are skilled at creating religions and cults, with teachings and mythology created entirely by you or by incorporating features of those present within the setting. In such groups, you can create rules and practices you want and back them up with religious or spiritual reasoning, and can encourage your followers to participate in various activities as well as avoid actions that your movement practices against. You do not necessarily have to follow such rules yourself and can easily manipulate such organisations so that your own actions are not called into question. You could ban the use of something but use it yourself as a 'study aid'.

600 – **Higher Calling** – Perhaps you actually want to worship something rather than pretend to do so. You are now able to direct yours and those of your allies towards beings that could be considered deities, even if they are not. This allows you to avoid their wrath and occasionally be rewarded for your reverence, so long as you are not working against them.

> **Capstone Boosted** – Perhaps those to who you proclaim your faith sense that there is more to you? You receive further blessings and protection from entities you worship and can even be given some of their power so long as you follow their teachings and instructions.

600 – **Gospel** – Words are your greatest weapon, and your tongue is your greatest tool. You are fantastically good at manipulating others, to the point that sufficient time and effort could allow you to convince someone to kill themselves. If they have some sort of faith or belief you can exploit this is far easier, as you know exactly how to twist this to get them to do what you want. You can easily claim that mundane problems are actually spiritual in nature, and when you banish people with any loyalty to you from somewhere you have considerable influence, they will not attempt to return.

> **Capstone Boosted** – Perhaps your unusual partner is trying to help, copying something it encountered during its creation and exploiting its capabilities in new ways. You seem to be able to brainwash others with how quickly they become susceptible to your commands. You can even perform minor miracles like changing the state of a substance or altering the bodies of others via physical contact.

Murkoff

100 – **Everyone Needs To Unwind** – Having your own personal time is important, especially if you have a rather intense job and need the occasional break. Now, when you aren't doing an activity you can count as work, you can find time and opportunity to engage in your own personal hobbies. You can entirely relax and enjoy yourself when you're not working without worrying about anything you might get up to on the job.

100 – **I Don't Eat Where I Hunt** – Compartmentalisation is a useful capability, and in your line of work you improved this into secret compartments. You have the ability to separate own personal life, hobbies and entertainment from work, allowing you to completely conceal any aspects of your personality or interests related to this when you are back at work. You won't do it by accident either, never hinting or even alluding to your interests unless you specifically decide to share. Nobody has to know what you do in your free time, and now it will be incredibly difficult for anyone to find out even if they're specifically investigating you.

200 – **The Company You Work For Belongs To A Company** – That belongs to a company that belongs to the Murkoff Corporation. And this might not be known to the employees, let alone the public. You can conceal the real ownership of a company or something similar by creating a chain of shell companies, and nobody will be able to track down who really owns everything… or who is ultimately responsible for any illegal activities they're up to.

200 – **Unnecessary Expense Makes Us Sad** – And because you don't want to be sad, or make your employers sad, you are very good at minimising the expenses of any activity. This includes covering up accidents and other incidents that could lead to litigation.

400 – **All Pupil** – While this might usually refer to someone who is catatonic, you are incredibly perceptive. While you still might not be able to see in the dark or possess enhanced senses, you can pick up every detail of what your senses can perceive. You would immediately realise if someone has drugged your drink due to the bitter taste as you start to drink it or notice if someone who was supposedly poor had expensive Swarovski figurines in their caravan. You might still need the knowledge to recognise such things, but at the very least you will be able to notice whenever anything seems off or out of place.

400 – **Widely Read** – You possess a lot of general knowledge, everything from law to religion to different cultures. You could recognise an obscure type of figurine as being very expensive, the taste of a specific drug, religious symbology, and know enough about law to pass a bar exam. You still need to be able to notice such things and determine whether sharing your knowledge is a good idea or not, but now you have a huge wealth of general and obscure knowledge to draw upon.

600 – **Liability Removal** – There's a reason your services are so vital for an organisation like Murkoff. You can determine when someone's continued existence will pose a problem to you or your allies and determine the best way to deal with them. Perhaps it's best to get their work discredited, leaving them ridiculed and ignored by society and those they go to for aid. Perhaps you need to have them committed to an insane asylum, or used for

experimentation, or both. Or perhaps it's better to outright kill them. You're quite good at improvised combat to deal with the last option, which is useful if they're stronger than you. You know how to either frame others or cover up exact causes of death or wrongdoing.

> **Capstone Boosted** – It seems something is very good at paying attention to the little details. Any evidence that could lead to you or those you work for getting in trouble seems to vanish. Any deaths caused that you cover up evidence for won't be seen as mysterious, having apparent natural causes or accidents that are entirely plausible, so they don't attract attention from investigators.

600 – **Only Option** – Why do you work for a company that is essentially human rights violations incarnate? Because they have something you need. You are able to find employers who will provide things you need but cannot obtain or afford by yourself. This might be unpleasant, dangerous and quite possibly illegal if what you need is rare enough, like being the only company that makes a certain type of experimental medication. Regardless of how cruel, inept or monstrous they are, so long as you keep working for them loyally, they will continue to provide what you need.

> **Capstone Boosted** – You've become an important asset, one that needs to be treated carefully. The people you work for won't try to threaten you, harm what you care about or abduct your children to keep you working for them or quiet about what you might discover. Apparently, their risk assessment agents determined that trying this sort of thing would cost them more than they could gain from it. They might fire you, but they won't be trying anything else even if you know they can. It just doesn't seem worth it.

Researcher

100 – **True Humanitarian** – What a generous spirit you have! As long as you are not obviously doing something cruel or illegal, you will be well regarded by the public, the authorities, and those you work with.

100 – **Jumper Here Is Gonna Have Us Up And Running Before We Even Know It** – That's what they'll say, and fortunately for you it will be possible to deliver. You have all the skills of a professional, highly experienced software engineer, and you are very good at working under pressure. Even if it's an unfamiliar system to you, it won't be for long.

200 – **Dr Jumper** – You're a doctor… aren't you? Or at the very least, you have all the skills required to be a doctor and surgeon. This is limited to being an expert regarding normal human anatomy to start off with, but you can become similarly skilled with unfamiliar anatomies by studying them destructively.

200 – **An Article Of Faith** – You are good at the business side of things. You have a thorough understanding of economics, and the ability to turn any service or resource into a profit given enough effort.

400 – **Mind Over Body** – In some environments, you just don't have the tools or materials you require even if your mind is capable of extraordinary things. Now you have a work-around. Through psychosomatic direction, you can get organic bodies to produce what you have insufficient technology to create. This works best in small quantities, so you find it relatively easy to engineer precise molecules, rather than force mass production of raw materials, but you could certainly manufacture things in smaller quantities like inducing growth of tumours of pure lead. This might not seem like much use, but you could achieve functional nanomachine creation with early 20th century technology and human test subjects. In other settings, you could produce local materials that are not found elsewhere using this procedure on local organisms or bring along test-subjects to maintain a constant source even when you leave the setting.

400 – **It Was Foolish And Wrong** – As it turns out, using people who are insane to control a nanoscopic weapon is a bad idea. They say hindsight is the best power, and now you have it. Not only can you objectively decide when working on something was a bad idea after the fact and determine exactly what went wrong, you get a sense of when a project will be a bad idea to carry out beforehand and can explain your reasonings to others.

600 – **Nothing Is Supernatural** – You have a remarkable mind and a vast amount of knowledge, covering everything from chemistry to psychiatry to engineering. Given time and resources, you can create any of the technology or equipment found within the Outlast series, and perhaps even improve on it. That includes mind-altering techniques and incredibly advanced nanotechnology on the higher end.

> **Capstone Boosted** – Something seems to have enhanced your mind further. You can make the purely technological appear to be supernatural, and reverse-engineer genuinely supernatural phenomena for explainable and replicable versions.

600 – **Thank The Maker** – It seems you have been recognised for your efforts in an unusual and unexpected way. You are regarded as a parent by your creations, who won't harm you even if they wipe out everyone else. Useful if you accidentally create an otherwise genocidal weapon you can't stop. They won't necessarily obey you just because of this perceived position though, children can be rather disobedient at times after all.

> **Capstone Boosted** – Perhaps you proved yourself to be a better parent, or your unusual partner has been teaching your creations stricter lessons. Anything you have created will now obey you, with no chance of turning against you or your allies unless you tell them to do so for some reason. They can't be used against you by others either, as it seems you included a few concealed safety features.

Items

General Undiscounted

Free – **Outlast Collection** – A copy of all the games and comics.

100 – **Soundtrack** – You have the complete soundtrack for the *Outlast* series. You can have it play at any time, audible to whoever you want it to be. It does not cause confusion or distractions.

100 – **Barrels** – You have an assortment of barrels of a variety of shapes, sizes, materials and colours. No red ones though. Maybe you could use them to store things or improvise some sort of cover?

200 – **Malfunctioning Elevator Button** – This doesn't actually operate one. Instead, if you place it on the wall outside one and press it, it will result in a screaming security guard falling down the elevator shaft. This isn't actually a real person, but it certainly looks, acts and sounds like one.

Investigator

100 – **Camera** – You have a handheld cam-recorder with a flip out screen. It has night vision and a microphone. The latter feature allows you to determine which direction sound is coming from. It is surprisingly durable, waterproof, easy to use and has unlimited memory.

100 – **Press Pass** – You have an official position as a journalist or cameraman, and this pass allows you to enter any areas that members of the press could plausibly be allowed to enter.

200 – **Notebook** – You have an environment-proof notebook. To help when you don't have the time to write notes yourself, or lack any suitable writing materials, it can automatically records thoughts you have that you want to record. This will be written in your handwriting in a concise, easy to understand manner for when you need to refer to it later.

200 – **Bandages** – You might not exactly have chosen the safest career option, and in the hazardous environments you might end up in you're probably going to get hurt at least once. This doesn't give any extra protection on that front, but you'll find wounds bandaged up with this don't seem to get infected no matter what you end up exposed to, and they won't get caught on anything or get pulled off unless you want to remove them. It might only be sealing wounds rather than fixing major issues, but it's better than nothing.

400 – **Waterproof Travel Bag** – You might end up collecting quite a lot of notes, interesting or useful nick-nacks and even important evidence on your adventures. Now you have somewhere to put it all without weighing you down, being too bulky, or risking damage. It's entirely waterproof and seals completely. Not great for living things, since they need to breathe, but it'll protect the contents from rain, mud, blood and some degree of battering.

400 – **Intact Vehicle** – At the end of it all, you might really need to get away. Rather than trying to hitch-hike, you'll now find this parked somewhere you can find. The tank is full, the keys are in the glove compartment, and despite being unlocked others will ignore it until you use it. This could be a car, a boat, or even a plane, essentially being the bare minimum to leave your general location. While it won't get you out of the nightmare by itself, at least you won't have to walk all the way home once you've escaped.

600 – **Independent Journalist Organisation** – Getting out and away is one thing but keeping your head down afterwards and staying hidden might not be in your usual skillset. This group will do everything in their not unsubstantial power to cover your tracks and help to spread any information you uncover. It might not be perfect, but you'd need an entire megacorp gunning for you to have a reasonable chance of coming after you personally if you can get help from these guys.

600 – **Hiding Place** – Sometimes you might take on people with resources that you're too moral to imagine, and willing to silence you in a permanent manner. These sort of people can track down where you live by getting into the official records, so it's handy to have somewhere that isn't on those. Now once you burn down your own house to cover your

tracks, you have somewhere else out of the way to flee to. It’s going to be nearly impossible to track you down once you retreat here, so long as you keep quiet and stay in hiding.

Variant

100 – **Inmate Outfit** – You have your own set of clothes that lets you blend in with the rest of the crazies here. Yours doesn't look any better, but that might be for the best.

100 – **A Cell** – Since you're apparently supposed to be here, you actually have your own cell. You don't have to share it with anyone either and you somehow managed to get hold of the key so you can lock yourself in. This won't make the best defence against the dangers lurking here and those that will come to 'clean up', but it's better than nothing. In future Jumps, you will get similarly secure and isolated rooms and the only key to it, like a storage locker or a somewhat sturdy hut.

200 – **Improvised Weapon** – You've managed to make yourself a primitive, easily concealable but surprisingly effective weapon. This might be a pipe with a sharpened end that acts as a spear, or a flattened bit of metal with binding around one end that you can use as a knife.

200 – **Facility Map** – Considering Mount Massive Asylum is a maze at the best of times, this might come in handy. Your copy seems to update itself when areas have been blocked off, and includes alternative routes like air vents. In future Jumps, this can update to show the inside of any given building.

400 – **Trophy Room** – A room that you can use to safely contain and display any trophies you acquire, regardless of their nature. Perhaps you found useful or interesting nick-nacks, or perhaps you want to keep hold of your victims. Whatever it is, you will have what you have somehow acquired or killed that you designate as a trophy displayed here in a safe and aesthetically pleasing manner. Anything that could age, grow or decay normally does not while it is in here, remaining in pristine condition.

400 – **Workshop** – Despite cutting the budget for their arts-and-crafts, you seem to have acquired the Asylum's specialised room for everything from artwork to carpentry. There's a lot of tools, tables, saws and ropes here. Nothing too advanced, don't expect any electronics, but it seems to keep getting resupplied. It's up to you how you use them.

600 – **Master Key** – If there's more than one of these lying around, it certainly explains how easy it was to overrun the Asylum. You now have a key that works for any door, so you won't have to hunt for them to get around. Even if it's an electronic pass, you'll find this becomes what you need. Somehow this never seems odd to anyone else.

600 – **Mount Massive Asylum** – If the inmates are now running the Asylum, and you are one of those inmates, does that mean you own it? That seems to be the case now. While this might not be too useful here, in future Jumps you can bring it along with you. It comes fully equipped with patients & guards and can either be in the post-breakout state it reaches here or fully operational. Good for securing problematic figures away entirely legally, or perhaps putting someone through a terrifying gauntlet.

Cultist

100 – **Outdated Clothes** – They might be somewhat old-fashioned for any other group, but they'll let you fit in amongst the occupants of Temple Gate. They'll take on the form of any specific outfit required for cults you might be part of in the future.

100 – **Mud & Twigs** – Something to improvise with, or perhaps to blend in with the local group of heretics. You seem to be able to find as much of it as you need wherever you are, even if you ended up in the middle of a parched desert. Makes for a surprisingly good, if rather primitive, improvised building material.

200 – **Boat** – As you may be frequently navigating an area larger than the internal portion of an asylum, you might want to take advantage of any waterways in it to travel further and faster. This would be useful if you'd prefer what to swim, and while it's not much than a small raft with paddles, you'll find it whenever you need to get across a body of water and there's no easy crossing point.

200 – **Rope & Stick** – A sturdy rope, one which you will find is always long enough for your needs, and a stick that you could use to pole-vault with ease. The stick itself will shorten and elongate when needed to make it easier to carry. Nobody else will notice these anomalous properties or consider it strange.

400 – **Church** – A building of questionably holy state to some, but it certainly looks the part and can be used as a properly established building for any religion of your choice. In this place, you and those you favour feel calm and somehow welcome, while those you do not feel somehow smaller and less important. You will find your voice carrying further than usual inside this structure, easily carrying over any crowds within it, and any abilities you have that are based on speech, deity-given powers or rhetoric are enhanced here.

400 – **Dark Ritual Chamber** – Somewhere that certainly isn't hallowed ground. This cavern, hidden somewhere far from prying eyes, enhances any dark rituals that take place within it, with sacrifices gaining more in exchange for what is given up. Dark, infernal and otherwise distinctly unholy rituals are much more effective when carried out here, and it is much easier to accomplish the intended results than it would otherwise be. It even has self-cleaning, should you want to not keep around the gore and other mess that likely results from what can go on in here.

600 – **Marta's Pickaxe** – It seems she had a spare. This is a modified pickaxe identical in appearance to the one Knoth's executioner wields. While you can use this as a remarkably effective tool for breaking rocks and helping with mining, you'll find it is much better at acting as a weapon. Despite the size, you will find it easy to use, and it seems to home in on the weak points of your targets when swung at them, either where it would cause the most damage or the most pain. When it does cause injuries that are not fatal, the pain will still stagger the target and make it harder for them to escape, allowing you to wound elusive quarry and finish them off while they are unable to evade you properly. It rests quite comfortably over your shoulder despite the sharp edges easily capable of going through a

human body, and if you are strong enough it is a simple matter to smash through doors and fences in your way.

600 – **Mines And Tunnel Network** – If you intend to hide rather than fight, perhaps lacking the strength or numbers to do so, this would be an ideal place to conceal yourself and your followers. It can be placed below the ground in any given area once in each Jump, defaulting to beneath Temple Gate while you are here, causing the retroactive existence of a network of underground passageways and chambers unknown to others. It will always be at least large enough to house yourself and any allies you have, extending itself to reveal more tunnels and caverns should you recruit more. You know every part of it like the back of your hand, enough to navigate it even in pitch black conditions, something you can share with anyone you invite into it. For others, even if they are able to find a way into your warren, they will find it much harder to navigate. Despite the default dilapidated and abandoned appearance, it will remain structurally stable for as long as you want it to be, and can still function as a way to access mining materials such as coal, stone or iron if needed. If other resources are present within future Jumps that can plausibly be reached via mining, you will find this to be a good way of accessing them relatively easily.

Preacher

100 – **Painting Materials** – Want to make your mark and leave a message? Now you have something to work with, as it seems you raided wherever they were storing the supplies when they shut down the arts program. Specifically, this will take the form of any materials you need for creating art or leaving some sort of message. This could take the form of brushes, paint, sprays, blood, wax, and other materials that can be used to mark other surfaces. It will always be as much as you need, wherever you need it for the purposes of your art.

100 – **"Study Aids"** – They could certainly help in studying, if only by relieving you of certain issues that you developed while "doing the lords work". This is a collection of various medicines for a variety of ailments and diseases. They are not marked, but you know what each are and how to use them properly. While you are free to use this on yourself or share it with others should you so desire, bear in mind this stock will only treat the symptoms. You could ensure someone is unaffected by a plague, but they would still be a carrier.

200 – **Sedative Syringe** – You might need to ensure the chosen one is in the right place to go through their trial, but find they are somewhat resistant to your attempts to guide them on their holy path. This should help. Its contents will harmlessly knock out anyone you inject within seconds and cause them to awaken again at a pre-determined time. You'll likely still need to take them by surprise to inject them successfully, as this was intended as a medical tool rather than a weapon.

200 – **Sacrificial Blade** – You may need to make sacrifices for your cause. This won't make it any easier emotionally, but it does help with the practical side of things. This blade, one that fits into your hand as if it is supposed to be there, cuts flesh easily and cleanly without tearing and does not cause unnecessary blood splatter. It can also cause incredibly excessive blood splatter if required, but somehow this doesn't inflict any further harm on the target.

400 – **Preacher's Robes** – If you're going to preach the word of something, it would help if you looked the part. These are improvised but passable robes, which are quite comfortable for any sort of prayer or kneeling in. While wearing them, you will find your ability to speak to others is enhanced, making it easier to spread whatever word you need and mix philosophy or religious information into whatever you need to say.

400 – **Book Of Jumper** – The holy book of your very own religion or cult. If you happen to be of a particular religion that already exists this will become an accurate copy of the holy book you would need to use. If you create your own religion or cult, you will find this phrases what you want in a way that you intend and includes key tenets, commandments or teachings you would want to pass on to others. If needed, you will find it is remarkably easy to create more mundane copies of to share the lessons within with others, with printing presses or manual scribing working much more effectively than they usually would. Should the contents of your own Book be changed, all copies will change to reflect what you have altered.

600 – **Cult** – A small but dedicated cult that you lead. They are utterly dedicated to you and any teachings you would share with them. They believe in what you want them to utterly and absolutely, to the point they would willingly harm themselves or each other if you told them it was necessary or somehow the right thing to do. They will either keep such things to themselves and remain concealed from the rest of the world as best they can or dedicate spreading your lessons to others and expanding the numbers and reach of the cult at the expense of secrecy. Either way, the cult will grow given time and maintain its new size in each Jump.

600 – **Jumper's Gate** – You seem to have founded your own town. It can be in a remote location, or relatively close to the rest of civilisation. The former choice makes it much more difficult for those opposed to you to find it and its occupants or be able to escape from the town itself, while the latter option makes it able to exploit existing infrastructure and grow faster. In either case it has enough established within it to largely maintain itself. No matter what happens in this place, the town will never be bothered by outside authorities.

Murkoff

100 – **Suit** – You have a business suit suitable for your position working for the Murkoff Corporation. Smart, comfortable, stain resistant, and while high quality it doesn't stand out. This isn't necessarily a job you want to be memorable in.

100 – **Employment** – You have a position working for Murkoff and they've even given you the first month's pay in advance. You do what they need you to do, and you'll get paid. You can get similar employment by other companies in future Jumps, who will also give a portion of your wages up-front.

200 – **Gun** – You have one. You also have the proper licence, holster and other kit for care and maintenance, as well as a supply of ammunition. It's only a pistol, but it's better than nothing. You'll find it's much easier to hit targets with it than you'd find with a normal gun, and it's much quieter than others of its type unless you are deliberately trying to make a lot of noise.

200 – **Discrete Vehicle** – You might need to get around but favour subtlety over style. This vehicle, taking the form of whatever is specifically needed for your job, is comfortable, functional, surprisingly durable and very easily overlooked and forgotten about by others. If you were following someone in it they probably wouldn't notice even if they were keeping an eye out for such things, unless you make it too obvious.

400 – **Coverup Setup** – Getting rid of inconvenient evidence is one thing, but sometimes you can't erase the existence of a crime. Now that's less of a problem, as this kit is full of things that can help you in any effort to pin a particular crime on someone else. It includes things like disposable gloves that seem to vanish entirely once you're done with them, carrier bags with the same property, and a list of suitable figures within any given area that local law enforcement would love to be able to have an excuse to arrest.

400 – **Countermeasure** – Sometimes, despite your best professional efforts, you can encounter things you simply aren't prepared to deal with in your line of work. You might be in a trailer trying to deal with the mother of a patient who was involved in experimentation and end up getting attacked by a nanomachine threat you would have no way to deal with by yourself. Now you have a little insurance, in the form of something designed to deal with such threats showing up when required, so long as the threat was anticipated. In the nanomachine example stated previously, Murkoff would proceed to attack the trailer with sonic weaponry mounted on several large vehicles surrounding it. So long as you can anticipate the threat in advance and there is something available to yourself or those you work for that can counter it, you will find that it is put in place and activated when needed. This does not guarantee that the threat will be entirely removed or destroyed, but the countermeasure will be much more effective against it than anything else would be.

600 – **Resources You're Too Moral To Imagine** – It seems you have your own twitchy and malicious corporate paranoiacs that will do everything in their not insubstantial power to stop people who would damage your company, your assets, or attempts to bring you to justice for any crimes. They'll use everything from lawyers to bribing officials to staging

accidents, and while this won't be publicly or officially known, people will get a sense that going after you or your organisations is a bad idea. Even if you put them through hell on earth, they'll reconsider if hurting you is worth that much to them.

600 – **Murkoff Division** – You don't own Murkoff, but you have gained control over a company owned by a company that is owned by Murkoff. In future Jumps, you can claim control over similar sections of large companies, either a regional branch of one or something sufficiently important owned by one.

Researcher

100 – **Protective Gear** – You might be working around a lot of dangerous substances and machines. While this won't help much against deliberate harm by other people, this set of overalls will provide noticeable protection against chemicals, radiation, disease and nano-threats. You could wear these while working around a machine designed to alter minds, and so long as you were not the intended test subject you would not be affected.

100 – **Doctorate** – You have an official doctorate of some sort, complete with a certificate you can hang on your wall and all the background information needed to back up the existence of such a qualification.

200 – **Containment Barrier** – You might need something to stop your experiments from escaping if things go wrong or somehow prevent disastrous contamination. This will help to accomplish such a goal. When you have a laboratory to work in, either leant to you or otherwise owned, you can establish airlock-like structures at the access points. These spray a decontaminating gas on whatever passes through them, eliminating stray nanomachines and micro-scale threats such as diseases or viruses while not harming yourself or your fellow researchers. Even with the reinforced metal security doors retracted, so long as the transparent doors remain closed no sort of contamination or experiment you are working on will be able to pass through them. Even highly advanced nano-hazards will not be able to pass through these chambers or burrow around them. Just bear in mind that more intelligent problems will try to find any ways around such measures you may have overlooked, such as ventilation ducts or other barriers that have been sabotaged.

200 – **Research Backup** – Catastrophic failures might occur in your experiments, but it would be a shame to lose all of your hard work due to accidents or sabotage. All of your findings are backed up to this laptop, regardless of how you recorded them in the first place. If a computer isn't suitable, this will take the form of a physical folder full of copies of your work.

400 – **Test Subject Supply** – While you could limit yourself to the purely theoretical, it might be necessary to test out the more practical applications of your work. Getting hold of suitable test subjects might be difficult, as well as somehow storing them and ensuring you have replacements for any that are killed or rendered unusable during your work. This should solve the problem, taking the appearance of a requisition form you just need to fill in with details on the type of test subject you are looking for. So long as something fitting those characteristics is present with your current Jump or was present during a previous Jump, you will soon find yourself with a convenient delivery of a generic specimen. When it comes to less lethal and more legal experimentation you will be able to acquire entirely willing volunteers from the local population that have signed up to the process if you want, but for more extreme and questionably legal efforts you will instead receive a properly sedated and secured specimen matching the specifications you required. The latter are a generic specimen generated by this Item, which can be disposed of without issue once you are done with them. You can have as many test subjects as you have space to store, and once you are done with them they will either return to the population and not reveal anything that went on during the process, or be disposed of without issue.

400 – **Secret Laboratory** – Knowing what you need to do is good, but you'll probably need somewhere to carry out your experiments without being disturbed. This facility can be hidden below ground or beneath any property you own and cannot be detected from the outside. Any sort of deliveries or movement in and out of your laboratories won't give it away either, somehow being concealed from detection or masked by the movement of other people and vehicles. It contains all the tools and equipment you are likely to need, and a requisition form to order more if you can afford it from a supply company called Morin, which will result in what you want being delivered with no questions asked within an hour. It does not come with a supply of test subjects, but should you need assistants and other researchers you will always have the necessary amount to aid you in your experiments. It will expand to make room for any equipment or additions to your experiments as needed.

600 – **Morphogenic Engine** – You have a copy of the machine, a copy of the schematics, and the research related to this project. It was developed by Dr Wernicke to enable individuals who are on the verge of complete madness to control sentient nano-swarms through lucid dream states. Prior to interfacing with the Engine, patients are subjected to "therapy" sessions designed to induce extreme mental states. This is intended to trigger a psychosomatic response in the patient's bodily systems, which renders them more receptive to the nanoswarm production and control process. The nature of this therapy is extremely taxing on the patient's sanity. While controlling the swarm, patients are placed in a spherical fluid-filled container, with life support tubes inserted into them. You have a set of these as well, though yours can be altered to house the test subject in a more humane manner if desired. The patient's body is then injected with a stream of precursor molecules, which are then assembled by the patient's own cells into nanites. If the patient is not receptive to the nanite-production process, it can rapidly cause the formation of lesions and tumour-like growths.

That is the current state of this engine and what would be created and achieved if you followed the provided instructions and schematics with the equipment this Item provides. Unlike the original, this one comes with a remote control to shut the entire system down in the event of an emergency. With time and effort you could figure out how to create less dangerous mental control systems or more reliable nanite production methods, and the more you know about this sort of thing the easier it will be to improve upon the existing work.

600 – **Temple Gate Radio Tower** – This is one of the facilities designed by the Murkoff Corporation to test mind control experiments in an isolated environment. You have one of the towers, as well as a copy of the schematics and all research related to them. The towers emit large flashes of light, followed by a loud humming noise, which engulfs the sky for a brief second. The light is powerful enough to disrupt an airborne vehicle's engine and even kill small animals, such as birds and fish. Temporary subjection has minimal effects, but long-term exposure causes individuals to hallucinate and experience events unique to them. Unassertive or insecure people in general were shown to be easier targets, these events being usually grounded in the person's psyche and presumably connected to their past experiences. This could range from reliving childhood trauma to biblical apocalyptic events like swarms of locusts or blood rain. Victims are prone to a slow deterioration of their

mental health and behaviour, making them more susceptible to a variety of consequences, such as manipulation or a descent into immaturity with speech eventually devolving into gibberish. Those fully succumbing to the effects of the tower experience a visual effect akin to the sun expanding to swallow the sky.

You and those you don't want to be exposed to such a thing are protected from the effects of this Item, so you don't need to worry about dealing with delusions while you're trying to focus on your research. With time and effort, you could figure out how to create less harmful and more stable mind control systems or find ways to accelerate and intensify the effects. The more you know about this sort of thing, the easier improving upon the existing work this will be.

Companions

Do you want to bring anyone who has accompanied you into this world, or do you want to take along anyone you met here? Then this section should interest you.

200 – ***Local*** – You can ask any of the people you find here to come with you, if you like. To make this a little more reasonable on your CP budget and avoid ruining things for anyone, you can bring along established couples or families if they happen to have gotten to know each other (i.e. they exist and actually met) and you can reasonably claim they have some sort of good partnership or relationship. Of course, since your actions may have changed things, people may or may not have established the same bonds with the same people, there might be entirely new figures involved, and some may not even exist. Go with what you end up with and you can justify seems to work, based on what happens during the Jump.

Alternatively, import a companion into any Origin with 600CP to spend that can't be spent on more Companions.

The following Companion Options are Free for their Origin with further purchases Discounted. They possess half of the 100CP, 200CP and 400CP options within the Perk lists for their Origin they have discounts from, and one of the Free options within the Item lists for their Origin. Their personalities and behavioural quirks are up to you, and while you can decide their appearance it will need to be something that makes sense within the setting:

200 – **Camera Assistant** (Free Investigator) – This friend of yours might be in charge of sorting out the sound or lighting or editing your footage for the good bits so you can make a presentable story. They're quite brave, have good night vision, and have decided to follow you on your newest exciting story rather than just staying in the van. Anything you record, they'll have a knack for making it look as good as possible.

200 – **Cell Mate** (Free Variant) – You might not have been alone the entire time while you were held captive at Mount Massive Asylum. At some point you stuck up for this figure, and while you may have briefly suffered for it you made a life-long ally who is eager to return the favour. It's not entirely clear what life they had before the asylum and they aren't sure either. They have an unusual collection of skills and knowledge that they could put to good use, from juggling to bartending.

200 – **Devotee** (Free Cultist) – Someone else who came with the movement and has decided to stick by you after abandoning a former position of wealth and privilege. They are quite good at managing money, even if they don't have much at the moment, and their previous interest in wilderness survival has paid dividends.

200 – **Disciple** (Free Preacher) – Perhaps your most loyal follower, someone who can act as your eyes and ears in your absence. They have some sort of particularly distinctive physical characteristic that helps them to stand out from the rest of your flock and are utterly devoted to whatever teachings you have, never doubting you. They seem to have a vast knowledge of religious scripture, including your own and other faiths.

200 – **Partner** (Free Murkoff) – Someone to watch your back in your line of work, though it's a mystery what they do in their free time. They clearly spent a lot of time at a shooting range at some point, as they are a remarkably good shot. They have a bit of a dark sense of humour, which is perhaps appropriate for this line of work. They're more loyal to you than the company, since you covered up a mistake of theirs at one point that would have gotten them in a lot of trouble with your mutual employers.

200 – **Research Assistant** (Free Researcher) – An understudy of yours who is eager to help with your work and follows whatever code of ethics you do. Though they aren't the expert you are, they do keep a keen eye out for anything that could go wrong and are handy to bounce ideas off. They'll cheerfully carry out all the menial work you can't be bothered with.

Drawbacks

Need more points? Feel free to take as many of these as you want for more CP in any reasonable combination, though some may be mutually exclusive.

0 – **Gauntlet Mode** – This is not a safe or pleasant place, and it would be a shame to end your journey because of a small mistake on your part while you're here. This Toggle can turn this Jump into a Gauntlet, so if you die the only thing you will lose is what you gained here. This means your only source of CP to spend on Perks, Items and Companions here are from Drawbacks. You can't take Drawbacks that would enforce things that a Gauntlet usually covers for extra points, like a Drawback to lock out external powers and Perks, or that would make you stay for a shorter time than the full decade. Any Drawback conditions that would cause you to Chain Fail will instead just make you fail this Gauntlet. If you can't run or hide, dying here might be traumatic but at least it won't cost you the Chain.

0 – **Speedrun** – You might not want to stick around for long, so as long as you didn't take any Drawbacks that you would be able to avoid by leaving earlier, you can get out of here much earlier than the full ten years. You can leave as soon as the protagonist of whatever instalment of the *Outcast* series you are in has finished their ordeals, depending on what Starting Location/Time you choose. If you picked Mount Massive Asylum you will need to wait until Miles Upshur reaches the end of their journey. If you picked DLC, the same applies to Waylon Park. If you picked Temple Gate you need to stick around until Lynn Langermann experiences the new dawn. If you picked Outlast Trials this is a bit of a mystery as it isn't known exactly how that chapter ends yet. Bear in mind that even a short stay is likely to be dangerous, considering what goes on here.

0 – **There Is So Much Yet For You To Witness** – You can choose to stay here longer than a decade if you really want. So long as you leave while you are still alive and at least a decade has passed since you arrived, you can continue on to your next Jump.

0 – **The Black Frog** – You now perceive this setting as it was illustrated in the *Outlast* comic series by the artist known as The Black Frog. This might be a peculiar experience.

100 – **Puzzling Path** – You are going to keep having your preferred way of progressing blocked in some way. There will be a way around this obstruction, either a different route or some sort of solution to remove the obstruction, but it will always take time and effort you don't want to spend on it.

100 – **Cross With You** – Something certainly seems to be, as wherever you go you will regularly experience weather you find unpleasant. This could be droughts, fog, heavy rain or violent storms that damage everything around you. It will always be inconvenient for what you are trying to do when it happens.

100 – **Unclean** – Chances are you aren't going to be in particularly sanitary conditions, so why not make it even worse for you? Any self-cleaning Perks or abilities you have, as well as any that would prevent infections are disabled. You'll keep running out of things like soap at

a ridiculous rate even if you try to live a mundane life while you're here, and cannot rely on any infinite supplies of such you would usually have access to.

100 – **Low Battery** – You can say goodbye to your battery life and any unlimited sources of energy. Now the only way you can power things like your camera is to find batteries, which might each give a few minutes of power at most.

100 – **Losing Your Head** – This is a peculiar condition. You don't have a head anymore, just a stump of a neck. This causes you no problems, gives you no advantages, and nobody else comments on this… but you are aware of it and it will always feel strange to you. You can still see and talk as if your head was still there, but don't expect to be able to wear a hat or glasses as easily as you could before.

100 – **Sickness Of The Soul** – There's certainly something wrong with you, as you are suffering from symptoms similar to syphilis or gonorrhea. You cannot cure whatever disease ails you, but you could theoretically treat the symptoms. Just bear in mind you might still be contagious even if it doesn't bother you personally.

100 – **English Words Are Insufficient** – Which is unfortunate. You cannot speak or understand the most common language of where you start off anymore.

100 – **God Give Me Voice** – It seems they weren't listening to that particular request, as you can no longer speak or use verbal means of communication. You can still write messages and attempt to communicate via something like sign language, but even telepathic abilities or devices to translate your thoughts directly into sound don't work.

100 – **Nickname** – Others have come up with an embarrassing or insulting nickname for you and it seems to have stuck. Everyone has a tendency to refer to you by this rather than any other title, and you are certain to despise it. You'll never get them to stop, either.

100 – **Birthmark** – You have a particularly distinctive mark somewhere on your head or face that you cannot get rid of or successfully cover up. Any form you have or any disguise you use will have this mark exposed, allowing anyone familiar with it to recognise you.

200 – **Senile Jumper** – You're older than sin, but somehow you are still alive. You are old and weak physically even if your mind is still working just as well as ever. You need a wheelchair to move around and a machine to help breathing. Hopefully you have people that will help to look after you.

200 – **Afraid Of The Dark** – You are, and that's not the only thing. You no longer have any sort of mental or emotional resistance against disturbing events that an ordinary person would not possess. You will feel fear and despair just like anyone else would.

200 – **A Painful Journey** – At some point during your stay here, you will be captured and tortured. It might be for some sort of religious reason, as part of an experiment, or because you managed to get on the bad side of someone with too much influence. You will survive,

and it will be reasonably possible for you to escape afterwards, but there are bound to be mental scars even if the physical ones heal.

200 – **Because It's Scary** – Does what is happening to you really make any sense? Not necessarily. Is it utterly terrifying? Probably. Horrific and disturbing things will keep happening which do not have a lot of sense behind them, and you will never get a good explanation as to why.

200 – **Failed Experiment** – You have been exposed to the Morphogenic Engine or the Radio Tower experiments, resulting in extensive damage to your skin and frequent hallucinations. Any other forms you take look similarly mutilated, and attempts at regenerating or removing the damage will cause it to return after a short time looking slightly different.

200 – **I Took Yur Warehouse** – You found a note saying this in way of explanation. You have lost access to your Warehouse, resources and Items from outside this Jump.

200 – **Case Number J1** – You have lost access to your Perks and abilities from outside this Jump and trying to convince others of your world hopping will just make you look crazy.

200 – **Regrets** – You have them and will dwell on them regularly. This could be anything from childhood trauma to guilt over a choice you made. Others are capable of finding out about these to use them against you, and exposure to mind-altering experiments will bring up hallucinations related to them.

200 – **Ravenous In Your Penance** – That's one way of putting it. You are much more violent and impatient than you would otherwise be, strongly tempted to resort to harming others or causing damage even when a more peaceful approach would be better for everyone including yourself.

200 – **What Happens When All The Money Is Gone?** – You're about to find out. You are bankrupt, and any money you acquire will quickly be put into paying off a debt.

400 – **New Host** – Walrider has escaped containment and wants a new host; you. Unfortunately, this will kill you as it will turn your body into nothing more than a puppet. If you are already host to the Walrider, it seems another one capable of combatting yours has been created and released to deal with you.

400 – **The Tribulations Are Upon You** – Make ready for violence and misfortune and hold fast, as the world or some higher power seems to be testing you. Things will seem to go wrong more often than they might do otherwise, and you will encounter far more people that intend to harm you for some reason or another.

400 – **Your Tomb Is Waiting** – It would be a shame to disappoint it. At some point during your stay here, you will be buried alive and need to escape. This will be possible to accomplish if you are in good health, but a difficult and a very unpleasant experience. This could be due to the actions of someone else, or a natural disaster like an earthquake collapsing things on top of you if you are alone.

400 – **The Last Thing A Fly Ought To Do In A Spider's Web** – You aren't good at keeping things hidden from others. You will be unable to keep secret when you are up to something you shouldn't be. You will also expose where you are hiding in a more physical sense if you stay in one place for too long.

400 – **More Than Stupid, In Fact, That Was Crazy** – Your sense of self preservation has plummeted, and abilities or Perks that would warn you of bad decisions or outcomes of your choices no longer function. You're going to be taking a lot of risks, which may turn out poorly for you.

400 – **God Guide My Hand** – It seems something about you has disturbed those who are already somewhat off. If they are Variants, they are convinced you are one of the doctors who experimented on them and will do whatever they can to enact violent revenge upon you. If they are Cultists, they believe that you have something to do with the prophesised apocalypse and will try to kill or otherwise sacrifice you to bring it about or avoid it. Elsewhere you could run into a variety of serial killers or similarly dangerous figures.

400 – **It's Understandable, People Get Scared** – And they're as likely to turn to a God as anything else. You certainly did. You are now utterly devoted to some kind of faith, real or imagined, and consider various things to be signs from a higher power that are intended to guide you and others. You will spend a lot of time worshipping whatever deity it is you now believe in and will be willing to do a lot to others and yourself in their name. Hopefully nothing will take advantage of your faith.

400 – **Truer Vision** – Did you not think you needed eyes to see where you were going? Your eyes have been removed, damaged, or otherwise been rendered permanently blind. You're going to need other senses to rely upon during your stay here to do much.

400 – **Outcast** – Whatever communities or groups you once fit in, you have been banished from them from some reason or another. Perhaps you did something they considered unacceptable, or you got on the wrong side of someone. Maybe your presence was just inconvenient for a powerful figure. Any attempts at re-joining or associating with the community you would have otherwise fit into will be met with outrage and even violence if you persist.

400 – **Psychosomatic** – Your mind makes it real. Should you be experiencing any illusions, hallucinations or delusions, you will find anything harmful you experience in them will impact your body in some way. Hallucinating about being choked will genuinely make it hard for you to breathe. You won't immediately experience fatal hallucinations or delusions, but should you be exposed to something that causes them they will grow steadily more harmful to you. You will need to fight such things off in your mind to try to avoid the harm being reflected onto your body.

600 – **Red On Red** – You are as demented as the worst of the Variants, mumbling to yourself at odd times at the very least. You will fixate on something to a demented extent. As an example, you might want to bring along people with you on your journey, and are convinced

that testing them by forcing victims to jump off a high point to their likely deaths is the best way to do so. Or you might be looking for secrets and convinced that cutting people open and looking inside is a good way of doing so.

600 – **In A Psycho's Path** – Someone, either a Variant, Cultist or other deranged figure, has become utterly fixated on you. Whatever their twisted intentions are, it will result in your death if they get their hands on you for too long. They will chase you wherever they can, and have an uncanny ability to show up in the same general area you are in. They are physically superior to you and utterly fearless. You cannot directly fight them and will have to rely on accidents on their part or the actions of others for any chance of getting rid of them for good. In the meantime, you'll need to run and hide.

600 – **Only A Test Subject Who Had Witnessed Enough Horror Was Capable** – Much like a certain experiment, your Perks and abilities need you to pass a certain threshold of horror to use. The more powerful or useful they are, the more extreme the requirement will be. This isn't going to do wonders for precise control of your abilities. This applies to Perks and abilities you gain here as well as ones you bring in from elsewhere.

600 – **Somebody's Been Telling Stories** – The Murkoff Corporation is aware, or at least has the impression, that you are sharing classified information about their activities that could get them in a lot of trouble. They will do everything in their power to silence you, one way or another.

600 – **The Only Way Out Of This Place Is The Truth** – You no longer have any metaknowledge about what is going on here when you start off, and any attempts at leaving yourself information before this happens will just result in garbled and incomprehensible messages akin to the ravings of a madman. This might pose a problem, as you need to find out what Murkoff are up to where you start off before you can leave this Jump. If you don't manage to get to the bottom of it in a decade, then you will Chain Fail.

600 – **Little Pig** – You now have a particularly beloved stuffed toy pig, which you care about a great deal. Perhaps it was a childhood toy? Should anyone threaten or damage it, you will go into a berserk rage and lash out at them. You will go to extremes to get it back if it is stolen, even being willing to do things that you would never normally consider. You cannot store it in your Warehouse or other utterly inaccessible space either.

600 – **Framed?** – You are known to the public as a dangerous criminal who has committed a serious and disturbing crime. You might have done this, or you might have been framed. Either way, you will not be able to clear your name or convince others of your innocence. Expect to be hunted by the proper authorities, your identity to be widely spread, and any good citizen being willing to turn you in or share information they have about you.

600 – **No Hope** – You have taken the place of Billy Hope, locked within a life support system in the depths of Mount Massive. Should the system be disabled, you will quickly begin to die. You cannot escape this without help from others regardless of your abilities, but you must escape by the end of the Jump or you will fail your Chain.

600 – **There's Nothing There** – But nobody else is going to convince you of that. If female, your body seems go be going through a phantom pregnancy, experiencing all the physical and emotional issues associated with the real thing, and you need to reach the point where the child would normally be delivered without damage that would kill it or significantly affect its development. If male, you need to look after someone who is going through this and prevent either the mother or the 'child' from being harmed. This will be complicated by the issue that the mother, and yourself if you happen to be male, will be convinced this is a normal pregnancy no matter what evidence is provided that suggests otherwise. Only at the very end, when the mother 'gives birth' will this delusion fade. If you fail to reach this point due to harm to the 'unborn child' then you will Chain Fail.

600 – **Run, Hide Or Die** – Something of a theme for *Outlast*, and an experience you are going to have during your time here. You no longer have any ability to directly fight back against the threats you might face here, and any abilities or Perks that would allow you to hide perfectly or make you any more durable than the protagonists of the series are shut off. If you end up in a dangerous situation, you're going to need to keep running, find a good place to hide, or prepare to die.

Scenarios:

Want to mix things up a bit? Make some alterations to the story not covered by Drawbacks, or add some additional challenges and potential achievements? Then this section should interest you. Any Drawbacks enforcing enemies or problems that would not be present in each Scenario will result in suitable counterparts being present.

You can also mix and match these if you can find some way to justify it. Only the Jumper can take these Scenarios and the Rewards.

Outlast Them

A fairly simple Scenario to win at. All you need to do is avoid getting involved in any part of the plot of the games or comics. Never meet any of the characters, never go to any of the locations, and generally avoid anything to do with the Murkoff Corporation or mind-altering experiments.

Reward = If you came here and decided to avoid absolutely everything, then clearly, it's not to your taste. As such, your reward is the ability to avoid being drawn into similar circumstances as the ones you might have encountered here in the future. You will not accidentally end up drawn into situations of horror or threats to yourself so long as you do not deliberately try to get involved in the main events of any given Jump. You will not be randomly chosen as a test subject or become an unfortunate witness that needs to be gotten rid of. Once you start getting involved in the main plot of the Jump this protection will quickly fade, as you are no longer a bystander.

Bring Them Down

Choose from one of the following for the single reward or endure all three for the special reward. Essentially, you will be taking the place of the protagonists of *Outlast*, the *Whistleblower DLC*, and/or *Outlast II* and can expect to endure everything they went through over the course of their particular story.

You take the place of Miles Upshur, an investigative reporter whose ambition is about to earn him, and now you, an intimate tour of hell on earth. Always willing to risk digging into the stories no other journalist would dare investigate, you will seek out the dark secret at the heart of Mount Massive Asylum. Stay alive, record everything you can. You are not a fighter; to navigate the horrors of Mount Massive and expose the truth, your only choices are to run, hide or die.

Reward = After what you've been through, you are likely never going to want to be trapped ever again. So as a reward for your efforts, that won't be a problem anymore. No matter where you end up, no matter how maze-like your environment or how secure your bindings, you will always find a way to escape. You will still need to deal with more active containment measures like guards who are trying to stop you, but no cell they can force you into will hold you for long. You will be free in the end.

Waylon Park is a software engineer working at Mount Massive Asylum for the Murkoff Corporation. After several encounters working directly with the Morphogenic Engine and witnessing the torture the test subjects endure, he sends an email reporting on the corruption of Mount Massive but is caught by his employer. As punishment, he is committed and forced to endure tests of the Morphogenic Engine, but shortly escapes after The Walrider breaks free and triggers the Mount Massive Asylum Slaughter. You take Waylon's place, roaming the facility as the survivors attempt to escape from the newly freed prisoners. Escape with them and record everything you can as evidence you can use to ruin the Murkoff Corporation. You will not be able to fight your way out, and to escape you must run, hide or die.

Reward = The Murkoff Corporation and others like it likely consider themselves too big to be taken down, invincible with the resources they had at their disposal. You will prove them wrong. When you work to bring down such organisations in the future you will find it much easier to accomplish. Nor will they be able to bounce back, as any attempts to recover from what you have done to them, rebuild their power base or rebrand to start again will fail. If you took them down, they will stay down.

Lynn Langermann is an investigative journalist seeking the answers behind a pregnant woman murdered under impossible circumstances in rural Arizona. You take the place of Blake Langermann, her husband, assistant, and cameraman. Record everything. Neither of you are fighters; to navigate the horrors waiting for you in the desert, your only choices are to run, hide, or die.

Reward = Enduring an experience like this could make you question reality, wondering if what you see around you is real. Not a pleasant condition, so as a reward you won't need to worry about hallucinations and other efforts to change or control what you perceive ever again. You can perceive reality through any sort of illusions or hallucinations regardless of their nature, and always know when what you are experiencing is real or fake. You will also become automatically aware of the source of what is attempting to deceive you so you can deal with it.

Special Reward (Complete All of the *Bring Them Down* Sub-Scenarios) = You have experienced many horrors, and they may still haunt your memories… but it no longer has any power over you. Not only will you rapidly work through any sort of trauma you experience or have experienced in the past, you will no longer be forced to run and hide in the face of unrelenting horror. If the monsters that assail you, human or otherwise, think that tactics relying on fear, madness and confusion will stop you anymore, they will quickly learn they are wrong. Illusions will break down around you, creatures that rely on intimidation will find themselves on the receiving end, and threats that are only powerful due to mind-altering abilities or horror-movie logic will be utterly ineffectual against you. Even living nightmares will find their usual tactics backfiring.

Running The Asylum

Whether you're a madman or not, you need to be in charge in order to win at this Scenario. You must ensure that the Mount Massive Massacre succeeds in wiping out every member of staff and security on-site, and repel the forces sent in to take it back. You must hold the facility for at least 24 hours despite everything the Murkoff Corporation and any other authority sends against you to succeed at this Scenario.

Reward = You probably went to a lot of effort to take over, so you have been granted something to repeat such a feat with less time and effort in the future. You now find it much easier to take over other prisons, facilities and fortifications in future settings, even if you are stuck inside them to start off with. Features intended to stop you are prone to malfunction in a way that benefits you and hinders those opposed by you, and those intending to stop you will be more easily confused, tricked or overwhelmed. You can easily trigger unnaturally effective breakouts in the future and will have a good idea of how to keep control over such facilities once you accomplish that.

It's The End Of The World As We Know It

While it's up to you whether it's still hallucinations or actually happening, it seems that the apocalypse is at hand. Outsiders have shown up in Temple Gate, and they are going to be responsible for the birth of the Anti-Christ within the next twelve hours, at which point it seems the world will end. Your exact goal here depends whether you are on the side of New Testament or the Heretics. In the case of the former, you must prevent the birth of the Anti-Christ by any means possible. In the case of the latter, you must ensure that the birth of the Anti-Christ occurs successfully. You have to actively get involved and pick a side at the start of this Scenario, rather than just accept the reward based on whoever wins by themselves. It won't be as easy as leaving them to it once you've made your choice either, as there will be enough odd occurrences that could be interpreted as divine intervention to make your side lose without your personal attention in this matter. If the side you are backing loses, you don't get either of the Rewards in this Scenario.

Reward = This depends on which side you were on during this conflict:

If you helped New Testament, in the event of apocalypses occurring for supernatural or mythological reasons there will always be a way to prevent them, even if there would not be normally. This might take the form of a target to take out before they usher in the end of all things, a loophole in a prophesy, or a similar way of cancelling a scheduled apocalypse. You won't automatically know what it is, but with enough investigation you will be able to find out even if efforts are being made to conceal such a way out of the end times.

If you helped the Heretics, even in the end times you'll feel fine. It seems something will be acting to protect you, as if repaying a favour. You and those you are allied with now have the mysterious ability to somehow survive a biblical apocalypse and similar world-ending events as long as you were not the main target of it.

Word Of Jumper

Do you want to spread the word yourself? Perhaps you see an advantage in such an experience or want to one-up Sullivan's achievements. In this Scenario you start with no material goods a struggling shoe salesman wouldn't have and no supporters, even if you bought the Cult option. It is up to you to go out and preach to the people, to inspire those who are lost to the world with your passion and gather people in search of your guidance. You have to create your own cult or religious movement and sustain it to the point they can create their own self-sustaining community. It will take a lot of effort, and you may have to make sacrifices for your movement to flourish.

Reward = For your hard work and investment here paying off, you have been gifted something to enhance your efforts in the future. Any religions or cults you create will rapidly spread and grow in power in spite of attempts to limit or destroy them. With enough effort they could even become the primary religion or similar power of future Jumps. Curiously enough, genuine divine beings will leave combatting your spread up to their mortal followers rather than intervening to smite you themselves.

Conceal, Don't Reveal

This probably isn't anything to do with the cold, unless you are referring to putting people on ice. You need to ensure that Murkoff's various highly illegal and questionable activities do not become widely known and factually accepted by the public while you are here. Use whatever means are at your disposal to silence witnesses, dispose of evidence, smear reputations, and sweep their various misdoings under the rug. If their activities lead them to being put on trial or being shut down by the Government while you are here, you fail at this Scenario.

Reward = For going above and beyond the call of profit, and quite honestly surprising everyone at Murkoff, the people previously in charge have decided to grant you something appropriate before they retired or left in their will after they died. You have been rewarded with ownership over the Murkoff Corporation itself. You now have total control over the American transnational company and all of its divisions. As it would be a shame to leave it all behind once you leave this Jump, you can import the company and all its influence into future Jumps. You could have it stand independently, merge it with other businesses you own, place a figurehead in charge to run things in your absence, or keep a close eye on things to run it how you like. They can either keep being just as shady as they were originally with all sorts of secret and highly illegal projects, or you can choose to reform them into something that is entirely legal if you got fed up of covering up all their nonsense.

Mad Science

Relying on insane inmates who want to kill everyone around them as the control system for an incredibly dangerous weapon is not an ideal solution. Your task for this Scenario is to expand upon and improve Dr Wernicke's accomplishments to create a stable and reproducible manufacture and control system for the Walrider project. It can still be as unethical as you like, but it can't be the sort of thing where the product can only be produced in very specific circumstances and it has a tendency to kill everybody working on it. You need to get it to the point where it can reliably be manufactured and deployed like any other military force and accomplish this before your time in this Jump is over to win at this Scenario.

Reward = Since you did all the work, you can keep a copy of all of your research regardless of any concerns like secrecy or allowing someone to get their hands on a dangerous nanotech weapon. You might have become somewhat impatient trying to perfect this particularly nasty bit of work, so you have been granted a way to speed things up. You'll find that the crueller the work, the nastier your employees are, and the more unethical your research is, the faster any progress on it will be. That would certainly explain a lot about Murkoff's work.

Ending

The Jump is finished. Your torment here is over and it is time to make your final choice. You have three options for what happens next.

Do you want **Go Home** to your point of origin, where you lived before the Jumps?

Do you want to **Stay Here**, with allies and enemies you might have made in this nightmare?

Do you want to **Leave** and continue your journey to another setting, a new Jump?

Notes:

-Thanks to those who came up with Jumpchain, the *Outlast* series, and everyone who contributed to any of that. It is what allowed this document to exist in the first place.

-Regarding staff for any facility you buy or gain through rewards, you can import specific staff or have generic ones that are suitable for the position.

-Items you buy or are rewarded with will retain upgrades you give them.

-This was made largely because this author could not find a specific Jump Document for *Outlast*. This author has no complaints if anyone wants to make their own version.

-If something in the document functions differently than how you would usually use Jumpchain, feel free to go with your usual approach.

Special Scenario Reward – Essentially, attempts to use horror tropes against you don't work, and will often work against those trying to use them. Jumpscares will find themselves crashing into something in their rush, gibbering monstrosities with dozens of limbs will start tripping over themselves, starving cannibals will be as weak as they should be, deranged killers will be more likely to harm themselves than you, and even attempts to breach your mind in some way will just expose intruders to all the pain and horror you've been through. Anything relying largely on being scary rather than functional won't be effective when applied to you. It's a sort of 'reality ensues' effect that applies to things that would fit into the horror genre, making it either falter or backfire entirely. The intensity of this effect scales with how unknown and unexplained the threat is, and where a mundane serial killer chasing you with a knife down a dark corridor might just trip and wound themselves, a situation where an inexplicable demonic entity is trying to hunt people down for unclear reasons will likely result in the monster getting confused by its surroundings and even having a severe allergic reaction to an environment alien to its usual habitat. The more can be explained about the threat and the more that can be factually backed up with evidence, the less potent this effect will be, so you would be safer when faced with beings that 'cannot be explained by human logic and understanding of the universe' than you would by less powerful threats which can easily be understood and explained.

Changelog:

V 1.0
Finished first version of Jump Document, prepared to share.