

Oh hiya, pal! My name's Buddy! You might know me as the author of the wildly popular comic series "Special Agent Comics." But what most people don't know is that all my comics are based off of real-world events. It's true! The main character is based offa my best-friend! Anyways, some weirdo came by earlier, and they said something about inserting someone into my past, and I'm guessing that's you. From what they said, I'm apparently going to suddenly remember you as having been a…

Civilian: I guess you weren't involved that much in the whole search for the Nightmare Crown. Maybe you were one of the guys my buddy ended up assigning to dealing with the woes of the common people whilst we dealt with all that? Well, I'm sure you had your own share of excitement if so.

Secret Agent: Ah yes, how could I forget my second-best friend! You were there at the beginning, back when all we had for a hideout was Gino's pizza place. Ah, those were simpler times, but we always believed that brighter days were just around the corner.

Morcucorp: Oh right, you were working with Morcucorp back in those days. I always wondered how people like you were able to handle working with a guy like him. Come to think of it, I don't remember if you were involved in his search for the Nightmare Crown or not. Well, hopefully you're not involved in any shady business these days; I'm more or less retired these days.

Your gender back then? Wouldn't that be the same as you are now? Well, even if not, that's none of my business. As for your age, I can't really remember whether we were kids, teens or adults back then, so I guess take your pick.

Oh, by the way! I received a note earlier. Don't suppose you have any clue what it means?

Your visitor has 1000CP to spend. Each origin gets a 50% discount. If it's 100CP, it's free.

Now, I'm sure being the kind of person you are comes with some perks. Mind telling me about them?

(PERKS)



General

100CP Living Dead: Much like Zombie Carl, you are now, well, a zombie! This means that things which would inconvenience a living person, such as needing to breathe, are less of an issue for you.

400CP Music That Moves You: You can set things on fire with your mind.

Civilian:

100CP A True, True Friend: There's something about you that makes people consider you worthy of being a friend. You just have a way about you that makes others enjoy your company.

200CP Skillz To Pay Various Billz: You have proficiency in some of the skills required of a junior agent; smarts, athleticism, nature, charisma and occult. Junior agents are ranked in their skill levels in each, and we find their skills are either focused on one, with some moderate skill in another, moderately skilled in two with an amateur level of proficiency in another, focused on one with smatterings in two others, hyperfocused on one, but with slight knowledge of another or focused entirely on one. If that's too confusing, think of it as putting points into this until you've reached five.

400CP The J Stands For Explosions: Much like the eccentric Dr. F, you have a genius level intellect, able to construct actual, working artificial intelligence, clone humans, build mayonnaise-fueled rockets and even create a working time-machine.

600CP Unit 5700 Z Omega: Wow, it seems you're the newest model of Dr F's human-likeness robots! You're made of an ultra-dense material called repellium, with a coating of synthskin to help blend in with us fleshies, and you can easily carry a machine weighing 18675.98 kilograms. The stranger said I should tell you to check the notes for more info, too.

Secret Agent:

100CP Ace Detective: You have the gumption, grit and watchamacha to become a great detective. You sink your teeth in, never giving up until you've managed to uncover all of the facts of the case. You are also unconcerned with the prospect of committing crimes in the pursuit of justice.

200CP Data Surgeon: You are a skilled hacker, able to hack into computers, security cameras, generators and sentient robots.

400CP Rough And Tumble: You are very athletic, and equally as nimble, allowing you to easily keep your balance whilst traversing dangerously narrow paths and survive a fall off the roof of Gino's pizza without breaking any bones, and jump three times your own height into the air.

600CP You Can't Just Fail When Things Quit: There's always hope. As long as you buckle down, and keep trying, even the worst situation, like your friend getting trapped in a nightmare realm, will eventually be resolvable. There is always a way forward.

Morcucorp:

100CP Stand Back! I Am Beginning To Morc!: Much like your boss, you can go on rants about how evil you are, maniacally laugh at random and call yourself 'the Infernal Jumper' without others thinking of you as a weirdo.

200CP Bust A Groove: For a minion of evil, you have some fancy fresh dance moves, you know? Hey, maybe if the whole Morcucorp doesn't work out for you, you could make some cash as a performer.

400CP Morcucorp Cares: Of course, being run by an evil villain doing evil things isn't great for public relations. I suppose that's why Morcubus hires people like you, so that the evil stuff you guys do is able to be explained away with a plausible sounding layer of lies and beautification projects, and nobody suspects that you are all bad guys. Because you're good at that stuff now, in case it wasn't clear.

600CP Left-Hand Man: Oh wow, you're almost as evil as Morcubus now! You're a master at deception, able to trick people into doing exactly what you need them to do in order to swoop in at the last second and reap the rewards of their hard work. Why aren't you a right-hand man? Because that's Esma.



Of course, even the best super-spy is nothing without their gear! What kinda stuff did you have?

(ITEMS)

0CP Crowbar, Wrench and Magnifier: The tools of any great agent! Or at least, any great private investigator. Whether you're solving crimes or you're the one committing them, these things will be a solid asset to you. The wrench lets you salvage parts, the crowbar is good for bashing stuff and prying other stuff open and the magnifier lets you look for footprints! You also have a paint-gun, which can somehow paint patterns onto surfaces. I don't get it either. I guess Dr F made it?

100CP Upgrades: Of course, you're an agent, not a thug. You have technology. As such, you've traded your gear up for an F-Space Manipulator and a Techno Tool. The F-Space Manipulator still lets you rough up the space containing boxes, manholes and the faces of various goons, but

it also allows you to move stuff around if you're near a source of fenergy, and the Techno Tool doesn't just let you steal machine parts, but also allows for the picking of locks. What's fenergy? Energy that was discovered by Dr. F. Speaking of the good doctor, he also made the Detector, which you have now too. It allows you to look for prints that aren't made by feet, as well as track electric current going through wires, and radiation in the water.

100CP Derobenator: This machine contains the various articles of clothing found whilst exploring, allowing for a quick change into a new look. You can also apparently import other wardrobes and clothing collections into it, if you want.

1000CP Crown Of Nightmares: Oh…uh, okay then. It would seem that somehow, you have acquired the Crown of Nightmares. The Nightmare Crown, as it's commonly called, is an artifact of tremendous power, able to open portals to the nightmare realm, and bring the wearer's nightmares into reality. It was able to change a man into a yeti, and bring Carl into his current state of living death. With this, you could rule the world!

Clvilian:

100CP Letter of Invitation: This letter contains the contact details for our agency so if you want to join up, here's your chance! Don't worry about background checks, we're pretty lax for the most part. From what that stranger said, it might even morph to give you a solid chance to join secret agencies in other worlds too, but you'd have to put in a little more work, since I assume they won't be as accessible as us, and might even have background checks.

200CP Business: This is a place run by either yourself or your parents, depending on your age. It can be anything from a newsstand, to a hairdresser's to a cart selling turkey on a stick. Either way, it's a good source of income for you.

400CP Secret Lab: This is a laboratory on top of a hill, kinda like Doctor F's, with all kinds of funky gizmos to keep out intruders; perfect for working on your next brilliant invention, if that's the kind of thing you're into.

Secret Agent:

100CP You Did Science On My Pizza?: You now have a cell phone, with an interface so simple to use, a wolf could do it! It also comes equipped with an analyzer to scan chemical compounds. For another 100CP, it can be upgraded to one able to analyze the frequency of radio towers.

200CP Private Jet: This is, as it says, a private jet, equipped with VTOL capabilities! That's Vertical Take-Off and Landing, if you didn't know. It's very fuel efficient too, so you don't need to worry about the costs involved with flying into the mountains and back to HQ over and over and over again.

400CP SPA Headquarters: Speaking of HQ, here it is. This is a four story building, plus a basement, where you can hire agents and send them off on missions. It also comes with an arcade where you can play various games and puzzles, and a secretary named Jenny to help deal with all the missions people want help with. And don't worry, you can hire and fire people as many times as you want!

Morcucorp:

100CP Morcucorp Uniform: Of course, since you work for Morcubus, you also have one of Morcucorp's weird jumpsuit things. It's incredibly resistant to wear-and-tear, easily cleaned and also comes with complimentary MUBA gear. It's SCUBA gear but….Morcubus themed. Morcubus SCUBA. MUBA.

200CP Foliage Fusion Drive: This machine is able to plug into radio towers, causing them to release plant killing energy, roughly 33,800 fHz of it to be exact.

400CP Morcucorp: Seems you have significant shares in Morcucorp itself! Right now, it's owned by Morcubus, of course, but in the future, I imagine that with Morcubus out of the picture, it'll be ripe for the picking if you want to take over. Morcucorp has fingers in all kinds of pies, too, from snowboarding, to MUBA and even actual pies!



Of course, you're nothing without your friends. Why don't you tell me about them?

(COMPANIONS)

50CP-400CP Old Friends: So you have some pals you brought in with you? Great! Apparently, they'll get 600CP and an origin each, and you can bring in up to 8 of them.

50CP New Recruits: Found anyone here interesting? Why not bring them along with you on your adventure, assuming they wanna come with you.

400CP Junior Agents: If you take this, you can take along the junior agents you can recruit here as followers, if you so wish.



Hey, I just found another note! It came with a list of things that can give you more of that CP stuff.

(DRAWBACKS)

+0 An Old Friend: Apparently this will make it so that you take the place of my old friend? I don't really get how that's possible, but whatever.

+0 You Look Familiar: This one apparently changes the nature of our reality so that things called "Dead Space" and "Mirror's Edge" are a part of it. Apparently, you can choose how much each series intrudes upon this world, since the Dead Space thing seems like it has some nasty things related to it.

+100CP Unnecessary And Exhibitionist: You seem to have a similar peculiarity to you as my friend has, namely, you, uh…don't really seem to have a sense of shame. What I mean is, if you want to change clothes, you don't care whether or not people see you doing it. That would be bad enough, but you seem to need a mirror whenever changing, which will lead to you getting

changed in the middle of a ski lodge, next to DJ Candy at her nightclub or in Mayor Skip's office, to give a few examples.

+100CP Kleptomaniac: You now have a tendency to steal things, like figurines from creepy mansions, or the medical gear Patrick the construction worker keeps under his trailer.

+100CP No Reason. I Thought It Would Be Funny: It seems Dr. F has programmed an irrational fear into you. Why? Who knows why he does the things he does, honestly. Examples of irrational fears include parades, kelp and squirrels.

+200CP I Love Breathing Oxygen, And Enjoy It Greatly: Much like Makoto, you have a hard time keeping secrets. Not for lack of trying, it's just that you'd constantly give hints to your true nature, such as constantly talking about being friends with the wave compression units if you were a robot.

+200CP Ditzy: You aren't really the brightest bulb in the bunch, huh? If you saw your boyfriend fit inside a yeti costume, for example, you'd be too distracted with how cute he looks in it to realise it proves he's the one who framed a real yeti for the crime.

+300CP Average Human: Apparently, this brings you down to only what you've got here, plus something called Body-Mod, whatever that is.

+600CP Living Nightmare: Ah…I see. Well, it seems that thanks to your decision here, whoever it is who left me these notes decided to strand you in the Nightmare Realm all those years ago. I gotta be honest with you man…from the texts my pal received when we sent our agents to that spooky place, it is not a fun time. Far as we could gather, that place is, as you might expect from a place called the Nightmare Realm, your worst nightmare; rich idiots with no morals find themselves in a world with no money, a lover of blue things sees them all turn black, a fashionista is left in ugly rags, that kind of thing. Like I said, eventually we sent an expedition to rescue one of our friends, so you'll probably be able to get out then, but…is this really worth it?

Brrr…anyways, enough of that. Where are you headed after this?

HOME: Yeah, I get you. After a long time adventuring, at some point you want to just relax, you know?

MAIN STREET: Ah, so you're planning on sticking around? Well, we at the SPA will be glad to have you with us.

ONWARDS: Onto new adventures, huh? Have a safe trip.

Notes:



Functions that Makota and anyone with Unit 5700 Z Omega have.

- Enough strength to lift 18675.98 kilogram machinery like it's nothing,
- The ability to manipulate doll simulations within her processing unit and calculate the inevitable fate of dolls based on their attributes
- A dancing algorithm
- Gossip odes that go up to Alpha 4 and possibly beyond
- A fusion generator with a battery life of around 982 years
- Palm heat sinks to vent excess thermal energy and moisture
- The ability to speak in binary
- Olfactory sensors
- If given a sufficient powersource, can detonate the entire HQ
- A capture beam with enough power to disintegrate a duck
- Can analyze fenergy, which tastes like helium
- A material called Kaiserium can be refined into a fuel
- Can store the sum of all knowledge within your 'human' brain
- Has ocular laser beams, which can punch holes in walls, melt solid steel, and become more dangerous in dance mode, but can be recalibrated to be low-intensity and suitable for raves
- Can test people for radiation, such as fenergy
- Recessed torso wheels, classic rock sound pylons and maximum speed cruising
- Inboard chemical analyzer
- Can function fine in a vacuum, like all normal high-school girls
- Able to search the internet

- Can find the RBG value of colors
- Immune to growing facial hair
- Tree mode, which can fool truffles into growing near you, and is useful for stakeouts.