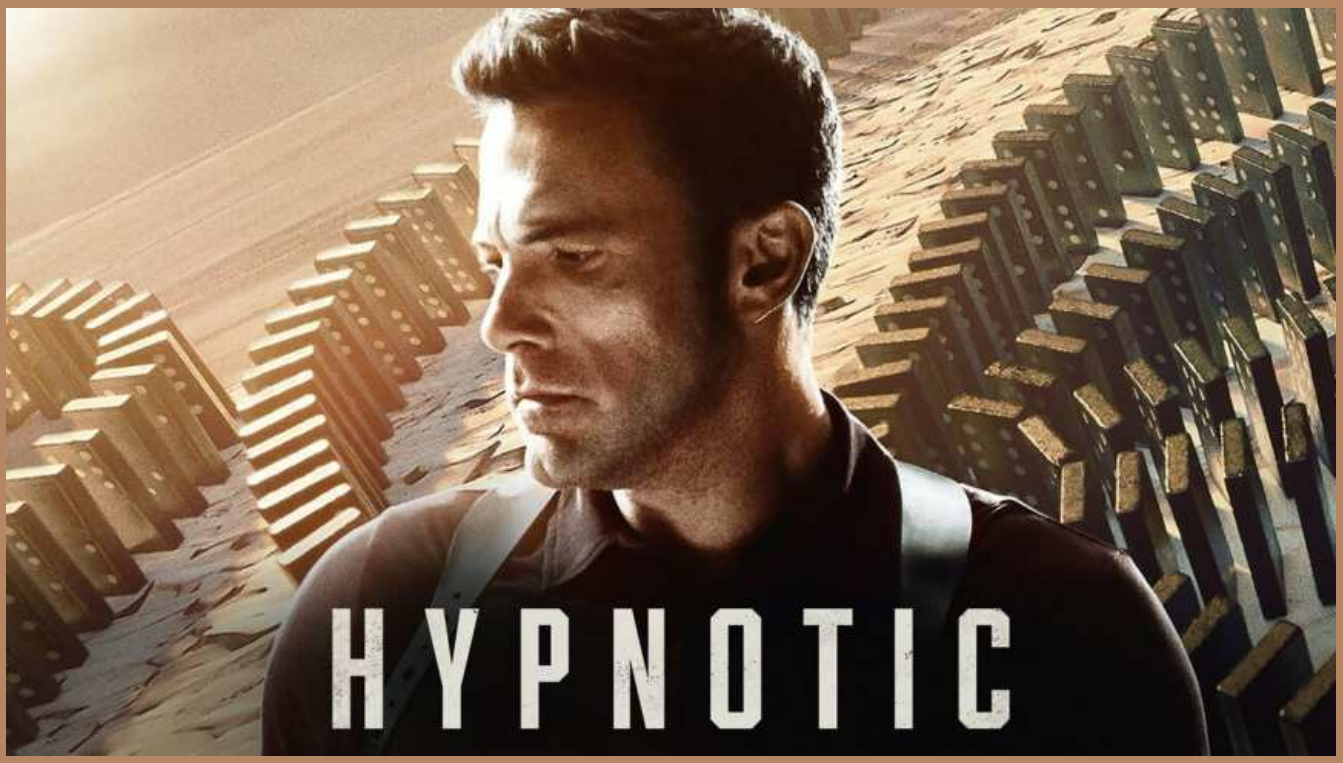


A broken man, haunted by the loss of his daughter….

A hunted woman, terrified the life she left behind will one day come to her door….

A patient man, who set all the pieces of his plan in motion years earlier….

Welcome to the world of Hypnotic, where things are more or less the same as any other ordinary Earth. There is one big exception – Hypnotics, a small group of humans born with the ability to influence the perception and memories of others. Most will never even know that they exist. The one attempt at a government agency dedicated to training, utilizing and regulating these individuals crashed and burned from within some years ago, the survivors going off-grid as best they could. However, a certain individual's ambitions did not die that day and a plan he has spent his life assembling is about to come together.

Stepping in to all of this is Detective Daniel Rourke, a member of the Austin, Texas police department. Mourning the mysterious abduction of his daughter

three years earlier, he leaves his mandated therapy session to join his partner Nicks in investigating a bank robbery tip off. What follows will envelope him, a mysterious fortune teller and a criminal mastermind in an adventure that threatens to spell domination over the entirety of human civilization.

This is where you begin, Jumper. You arrive the same morning of Detective Rourke's latest therapy session and you will be staying in this world for a month. You gain +1,000 CP to make some purchases to help you survive.

Trust no one, not even yourself, and perhaps you will make it through to the end.

Origins

Choose one. You may take your origin as a Drop In if you wish, giving you no memories, history or connections in this world. Your age is 20 + 1d10 years. You can choose your appearance, voice and sex.

Cop – You begin as a new member of the Austin Police Department. You are not expected in the precinct for two more days, so you can take some time to acclimate yourself to your new surroundings.

Psychic – You make your living offering psychic services for those who wish to pay for them. It may or may not be fortune telling. It could be divination, medium services, animal telepathy or something else entirely. We do not recommend offering yourself as a hypnotist unless you are prepared for the possibility of certain people taking an interest in you.

Division – You work for the Division. Your boss, the man known as Lev Dellrayne, has big plans for the world and you had your own reasons for throwing your lot in with him.

Location

Roll a 1d6 to determine where you begin your adventure and you may collect +100 CP. If you wish to choose from these options, go where you wish but you get no extra CP.

1. Austin, TX – The capitol of the state of Texas. This is a massive metropolis with just about anything someone could want and enough people around that one more popping out of nowhere has a much smaller chance of causing notice.

2. A Diner – A small diner tucked away on a rural highway about halfway between Austin and Mexican-American border. The food is simple, but filling. On the downside, you will have to hitchhike if you do not arrive with a ride of your own.

3. Mexico – A small town just south of the Mexican-American border, the name of this place escapes you. It is charming and serene. Maybe you would like to spend some time at the nearby beach?

4. A Ranch – You arrive at an abandoned cattle ranch somewhere in Texas. It appears empty and the interior is covered in dust, but you can tell this home was once well loved.

5. A Movie Studio? – You… are not quite sure where you are. It seems like a movie studio what with all the sets, technology and uniformed people wandering around.

6. Your Choice – You may begin in any place on this world that you would like to.

Perks

The following Perks are discounted by 50% for those who signed on under the associated background. Any discounted 100 CP Perks are FREE.

Please note that FREE Perks are not the same as mandatory Perks. Only take what you wish to take.

General

Bolstered Immune System [FREE] – All this travel usually means a long list of needles to defend against local illnesses. Not for you. While this does nothing to prevent you from contracting any mundane disease, this will help you fight them off before they ever begin forcing you to experience symptoms. Even suffering from multiple microbial invasions at once will not affect this. You would have to be on the brink of death before something like the Black Death would even begin to affect you. You also will not shed any microbes that could infect others, ensuring that you will never be case zero for any outbreak. Please note that this only works on natural, mundane illnesses – any disease designed by intelligent life or supernatural in nature will still affect you in full.

Mentally Impossible [1,000 CP] – Whether through physical trauma to your brain or mental trauma through PTSD, your brain has been altered from the baseline of what is typically considered ‘normal’ for a human to make you utterly immune to direct mental and emotional manipulation of any kind. You can still allow any tampering with your mind if you willingly remove this protection, but it cannot be forced down, subverted or worked around in any way. They can torture you, drug you, psychically assault you – anything and everything can be tried and none will work. Your mind is your fortress and only you have the key to the gate.

Cop

They’re In On It [100 CP] – You are adept at picking up code phrases uttered by others. What sounds like a simple remark on the weather to others will come through loud and clear as a signal to begin a criminal operation to you.

Airplane Mode [200 CP] – A smart person would think to ditch all of their communication devices when going on the run so no one can track them through said devices. You do not have to be a smart person. At least, not for this. No one tracks your phone or any of your technology that offers any kind of utility towards such an action. They can and still might call you on it or send you data or anything else that any of your devices allow for, but tracking you? Somehow, no one ever thinks of doing that.

A Lot Of Range Time [400 CP] – You are utterly fantastic at non-lethal projectile shots. You can always hit your mark as long as you are not aiming to kill or destroy, merely to wound or damage, and these shots also have the benefit of not leading to any death later through blood loss, shock or any other secondary effects they may cause.

Trigger Warning [600 CP] – In a world of super hypnotists who can rewrite your own recollection of the past, it is your memories that you must guard most of all. You can now scatter your memories beyond the recall of anyone or anything except for yourself. They will stay gone and safe until and unless you decide to recall them through a series of triggers that you will need to set up beforehand. The trigger will need to be linked to the memory you are trying to recall. For example, if you have forgotten a person a good trigger would be a photo of that person with a phrase evoking a place or memory strongly related to them. Getting your triggers into a place where you can find all of them will also not be a problem. No matter what the circumstances may be, if you are aware of your missing memories and begin looking for them then your triggers will always appear in time.

Psychic

Smooth Talker [100 CP] – You are a good speaker, never stumbling or stuttering with your words. This will come in handy as you work your silver tongue to gain trust from people, which you are now rather good at. You can gain loyalty from people despite only having met them the day before or having nothing more than a professional relationship.

Ties Cut Cleanly [200 CP] – Betrayal is easy. Living with it is even easier. If and when the time comes to cut and run from everything and everyone you have built your life around up until that point, it will not pain you very much to do it and you can build a happy life for yourself after the fact without having more than just a bit of a shadow over your mind for all you have left behind.

In Plain Sight [400 CP] – Are you a wanted fugitive about to be reported by the sheriff standing literally two feet away from you? No worries! Use your supernatural powers to make him send a false report and walk away. The other diners? The waitress on the other side of the bar? They will not see anything about then. No one near to you ever notices your supernatural bullshit when you are trying to be discrete.

Bring Yourself Back [600 CP] – Your mind is resilient, able to quickly and easily reorient itself when given a harsh shock. Arranging resurfacing memories, identifying implanted ones, keeping your identity straight in the face of conflicting personalities and more is now fully possible and quite simple. You are you, and no amount of damage, tampering or loss will ever change that.

Division

Software Engineer [100 CP] – You are a fantastic programmer, good enough to be able to get an entire governmental database built from nothing all by yourself in a matter of weeks. You also easily pick up any new programming languages and can create programs for specific functions very quickly.

Wheels In Motion [200 CP] – Keeping track of all the many people and events that need to work for your elaborate plots to be pulled off is now a simple matter. You will never mess up a plan due to forgetting a cue, missing your timing on an event or anything else.

Gone In A Moment [400 CP] – You can pull off fantastic escapes, the sort of thing that on quick or even in-depth examination should be impossible. Jumping off a rooftop to vanish before hitting the ground or being hit by a car in full view of your enemy only to pop up later are now easy accomplishments.

Take Your Chance [600 CP] – You would think trying your own powers against those of someone vastly superior to you in strength would be a horrible idea. Normally, you would be correct, but now it is certainly doable. As long as you wait for a moment when their guard is not fully up, you can and will succeed in your gambit against them, whether that be to overpower, trick or escape from them.

Hypnotic Abilities

Hypnotic. A human being capable of psychic manipulation that can bend a human being to their will by convincing them to do whatever the Hypnotic wishes. This is an established ability in this setting and now you are one yourself. The question is, how strong are you? Your abilities can be trained and improved to an extent, but do not expect to ever move more than one rank above what you buy here without some sort of outside context assistance.

Hypnotic [FREE] – You are a Hypnotic, a psychic that has the ability to convince other human beings to obey your commands by reshaping their view of the world to fit those commands via a mental 'construct'. This requires that you maintain eye contact with your mark and use a specific tone of voice when giving them your commands. Want someone to leave the room? Tell them so and they will feel like it is stuffy in here, causing them to want some air.

In creating your mental constructs you are causing your target to experience a version of the world that only they can see, hear, smell and feel – anything that makes them feel the need to obey that command. Your constructs can even repress or rewrite your target's memories if that is what is needed to fulfill your commands, though this is a very extreme example. You can give them a vague command and let them fill in the rest, but this runs the risk of the command wearing off faster as more and more things work to break the mental construct. You can give them a very specific command and use some props to help maintain the hypnosis to let it last longer, but even then another Hypnotic stronger than you can break the command if they wish to. Additionally, if your target is suffering from physical pain, emotional trauma or has brain scarring during the moment of implantation, then your commands will not take as well and that is if they take at all. The target's memory during the time they are obeying your commands will be erased upon its completion unless they have their own resistance to psychic power.

As a Hypnotic, you yourself are resistant to the psychic commands of others. While you may not be able to block them out if they are stronger than you, their commands and changes to your mind will break down much faster

than they would for an ordinary person and there is a good chance of you recalling the commands you were given. You can also break the commands of another Hypnotic if you can gain access to their target, though this will not work if the Hypnotic who created the construct is stronger than you.

As a warning, you should know that too many instances of altering someone's mind can lead to brain damage.

Finally, you will begin with a basic knowledge of how your abilities are activated and utilized to ensure that you do not accidentally cause a homicide the first time you tell someone to take a long walk off of a short pier in a fit of temper.

Strong Hypnotic [600 CP] – You are a cut above the average Hypnotic. Through your own hard work or perhaps just great talent, you have managed to raise your strength and skills to the point that you can break some of the rules that your weaker colleagues must follow.

To begin with you no longer need to both maintain eye contact and use your voice when issuing commands. Only one is needed for your commands to take effect. You can issue commands to multiple people at once, though it must be the same command if you are giving it en mass. Breaking the commands of psychics weaker then yourself is now much easier and faster to do, which also equates to you yourself gaining a much larger resistance to being psychically controlled. Finally, you have a better feel for the mind or minds of your target(s). You can vaguely feel the shape of their thoughts and feelings, making it that much easier to shape your commands to them and ensure they take root deeply.

Finally, you will begin with a basic knowledge of how your abilities are activated and utilized to ensure that you do not accidentally cause a homicide the first time you tell someone to take a long walk off of a short pier in a fit of temper.

Expert Hypnotic [1,000 CP] – There is only one other person on your level and he may as well be the boogeyman. You still need to either speak to or maintain eye contact with your target, but that is your only remaining large limitation.

You are a psychic juggernaut, able to control a small army of humans and even other Hypnotics without issue, and with a resistance to being

controlled yourself that turns your mind into the mental equivalent of a fortress. Your commands can even carry over just fine through communication devices if you cannot obtain direct meetings with your target.

Your control over your ability is fine enough that the damage it causes to the brain is heavily lessened and your targets can be given commands for years before any damage begins to accumulate.

Finally, you will begin with a basic knowledge of how your abilities are activated and utilized to ensure that you do not accidentally cause a homicide the first time you tell someone to take a long walk off of a short pier in a fit of temper.

Super Hypnotic [1,200 CP] – A theoretical level of Hypnotic power that has never been seen… yet. You are the strongest of all Hypnotics, a psychic titan, your power allowing you to take instant control of other human beings, even other Hypnotics, with only a deliberate thought. You do not need to maintain eye contact or speak to your targets. Indeed, you do not even need to be near them. Your mental awareness has risen to the point that you can feel people from miles out and begin influencing their minds with mental constructs from just as far away. You can effortlessly break down the mental constructs of other psychics while yours will last for years against their very best combined efforts.

As to your psychic resistance? The entirety of the Division could face you down and you could fend them off with a look of idle boredom on your face.

Finally, you will begin with a basic knowledge of how your abilities are activated and utilized to ensure that you do not accidentally cause a homicide the first time you tell someone to take a long walk off of a short pier in a fit of temper. Or think it, for that matter.

Items

You have three discount tokens to use in this section. Applying one to a purchase will cut the price in half. Any discounted 100 CP purchases will instead be made FREE. One token can be used per purchase.

If any of these are lost, destroyed or stolen, they will vanish and respawn good as new in a location of your choice 24 hours later. Willingly giving something away will not count as losing it. The exceptions are the replenishing Items, which will respawn in a manner listed in their description. Anything still missing from your inventory at the end of the Jump for any reason will respawn at the beginning of the next Jump.

All of these Items are fiat-backed to accept any upgrades/modifications you apply to them and will carry those upgrades/modifications forward into future Jumps. If you have any similar Items you would like to import into your new purchases to give them their qualities, feel free to do so at any time.
All of the properties and facilities will seamlessly integrate into your Warehouse/equivalent if you so wish.

Psychic Parlor [100 CP] – A small shop tailored to whatever version of the psychic arts you feel like practicing for your daily bread. The utilities are fiat-backed and the tax man will never come inquiring about why the local government has not seen any revenue from you.

Firearm [100 CP] – You say ‘I cast hypnosis!’ I say ‘I cast bullet!’ All the psychic power in world does not help your enemies if you can put a round in their brain before they can take control of you. This personal revolver handgun will never jam during use and comes with a box of 50 bullets.

Motorcycle [100 CP] – A small motorcycle of your choice that can just barely fit two people on the seat. It never runs out of fuel.

House [100 CP] – A small two bedroom, one bathroom home that you can call your own. The utilities are all fiat-backed and it always maintains a

pleasant internal temperature, no matter what horrible Texas heat may or may not be outside.

Car [200 CP] – A sturdy pickup truck with a comfy bench seat. It has a front bumper that will never break or dent no matter how many alleged governmental agents or other individuals you run over with it. It will never run out of gas or suffer from a flat tire.

I Know A Guy [200 CP] – You have a network of contacts in this and all future settings. They number between 10 and 30, have a wide range of jobs and skills between them, and they all owe you a favor of some kind for one reason or another. None of them are terribly wealthy, powerful or important, but they can usually give you some kind of help for whatever you currently need.

Underground Bunker [400 CP] – A bunker hidden underground in a remote area. It contains large enough living quarters to comfortably house six people and perhaps up to 18 if they do not mind getting a bit close. The utilities are fiat-backed and include a secure Internet connection, allowing your included computer and server room to safely probe for information without anyone ever being able to follow your activities back to your location or infect your systems with anything.

Guns [400 CP] – These are guns. These are a *lot* of guns. You have a single instance of every modern firearm manufactured on Earth in the year 2023 that is small enough to be wielded by one human and a sufficient amount of ammunition for each to give anyone you dislike a lot of grief.

Studio [600 CP] – You now own a large sized studio lot with a plethora of sets, props and personnel to help you create scenes for films, plays or hypnotized victims.

Cattle Ranch [600 CP] – A thriving cattle ranch situated on 500 acres of grassland. Includes 1,000 head of cattle in your choice of breed, all the facilities needed for such an operation and a large five bedroom, three bathroom farmhouse for you to live in. All the utilities for your property are

fiat-backed and the tax man will never come inquiring about why the local government has not seen any revenue from you. The weather around here is always mild and pleasant for the season without negatively effecting the local flora. Your cattle will never want for feed either since the grass they eat grows back at a truly astounding rate without ruining the health of the soil. Finally, similar to the tax man, your enemies will never know of this location. No matter how resourceful or vigilant they are in their hunt for you, they will never find out about this place unless you quite deliberately lead them to it.

Domino [1,400 CP] – A device whispered about only in rumors at the highest levels of the Division. Supposedly, there was a device created to control all the Hypnotics of the world and Lev Dellrayne stole it before making his move. Where is it now? Who knows. Well, *you* know. It is here. A slim band of circuitry and metal that fits around your head like a coronet, this will massively amplify your psychic abilities to let even an ordinary person match a stronger Hypnotic in sheer power. As for giving this to an actual Hypnotic? You will be more a force of nature than a mere mortal.

Companions

Import [100 CP] – Bring in your full roster of Companions. Each of them will receive a +600 CP stipend to make their own purchases and they can each take up to +400 CP worth of Drawbacks.

Export [100 CP] – Would you like to take a setting native or natives along with you when you leave here? With this you simply obtain their consent and they will all follow you further along the chain.

Create [100 CP] – Pay this 100 CP price now and you can create a custom Companion from the options given above. They will have +600 CP to spend on their build and you can inflict up to +400 CP worth of in-Jump Drawbacks on them.

Scenarios

These are optional challenges that you may take during your time here. There is no penalty for failure, save for the loss of your potential rewards. For some of these scenarios we recommend taking at least one instance of Extended Stay from the Drawback section.

Take Out The Division

You have, for whatever reason, set yourself against the Division. You must rip out and destroy the entirety of it, down to the roots. By the end of your stay here, there can be no agents left. They must be either dead or their personalities altered so deeply that whoever they were may as well be dead and all knowledge of their own Hypnotic abilities erased from memory. Their assets must be found and taken from their control, either by destroying them or otherwise ensuring that the Division cannot utilize them any longer. All physical and digital records of the Division and all of their work must likewise be removed from existence in one way or another.

Should you manage to succeed in this by the end of your stay here, you may take these as your rewards:

- Cattle Ranch [FREE] – A thriving cattle ranch situated on 500 acres of grassland. Includes 1,000 head of cattle in your choice of breed, all the facilities needed for such an operation and a large five bedroom, three bathroom farmhouse for you to live in. All the utilities for your property are fiat-backed and the tax man will never come inquiring about why the local government has not seen any revenue from you. The weather around here is always mild and pleasant for the season without negatively effecting the local flora. Your cattle will never want for feed either since the grass they eat grows back at a truly astounding rate without ruining the health of the soil. Finally, similar to the tax man, your enemies will never know of this location. No matter how resourceful or vigilant they are in their hunt for you, they will never find out about this place unless you quite deliberately lead them to it.

    - If you have already purchased one instance of Cattle Ranch, you will get that amount of CP back to spend on something else in this document before you leave the Jump.
- Bring It Down [FREE] – You excel at one-man operations against large organizations. Your operational effectiveness takes a massive jump in such situations, allowing you to do everything you do best at a vastly improved rate. You will be doing so well that anyone who did not know better would swear that there was an entire dedicated resistance group.

Run From The Division

You begin this Jump with a past that is entangled with the Division somehow. If you are a cop or a psychic then you followed Diana's example and ran from the Division years ago, successfully escaping their grip only to stumble the day before the Jump began and draw attention to yourself. If you are a Division agent, you have only recently seen the true scope of their ambitions and realized you could not assist them any further. Either way, you are on the run now. You must successfully evade the Division's reach for the rest of the Jump.

Should you manage to succeed in this by the end of your stay here, you may take these as your rewards:

- Underground Bunker [400 CP] – A bunker hidden underground in a remote area. It contains large enough living quarters to comfortably house six people and perhaps up to 18 if they do not mind getting a bit close. The utilities are fiat-backed and include a secure Internet connection, allowing your included computer and server room to safely probe for information without anyone ever being able to follow your activities back to your location or infect your systems with anything.
    - If you have already purchased one instance of Underground Bunker, you will get that amount of CP back to spend on something else in this document before you leave the Jump.
- I Kept Quiet [FREE] – If a police officer can track you down in a day or two, how exactly have you hidden this long from a conspiracy? Well, you just can. Anytime you have to go to ground and lay low for a while

(or forever) your enemies will not be able to find you until and unless you interfere in their plans again.

Reform The Division

A secret section of the government dedicated to using hypnosis to enact some secret plan for the world? Sounds terrible in theory… but maybe you can make it something better in practice. You must take control of the Division in its entirety and turn it into the best version of itself. Solve armed conflicts without a single corpse, get true and willing confessions from high-profile criminal suspects, offer swiftly effective therapy for those with mental issues or past mental trauma and much more. By the end of this Jump, you must have turned the Division into something at least 60% of the world can look at and say 'this was a good idea.' And no, hypnotizing them all into loving it does not count.

Should you succeed in this, you may take these as your rewards:

- Blank Check [FREE] – You may take any one purchase from this document for no cost.
- Do Not Fear The Superman [FREE] – A man with psychic powers is still just a man. Societies you take an active hand in shaping will slowly grow to become more accepting of supernatural phenomena in general, eventually leaving it as just another issue to be treated no differently than education or income. Wait, bad examples. Perhaps dress code?

Control Society

A secret section of the government dedicated to using hypnosis to enact some secret plan for the world? Sounds terrible in theory… because it is. You must join the Division, either as its new leader or as just another recruit, and help them succeed in their plan to control society according to their whims. There will be counter-conspiracies, there will be assassinations, there will be sabotage and there will be so much more and worse things to come. Recovering Domino will be a good start, but raises its own difficulties that

you must overcome. You can say you are done when you have a soft hand gripping at least 60% of human society.

Should you succeed in this, you may take these as your rewards:

- Blank Check [FREE] – You may take any one purchase from this document for no cost.
- Shadow Kings [FREE] – Taking control does not mean stepping into the spotlight. When you helm an organization or movement, you can retain all of your control while never once needing to announce yourself as a leader. No one and nothing will ever demand that the man step out from behind the curtain, and most will never even realize that there is a man behind the curtain. Pull your strings Jumper and watch your puppets dance for you.

Drawbacks

You can take up to +1,000 CP worth of Drawbacks. If you want to take still more after that you certainly can, but you will receive no more CP for doing so.

While your own Benefactor's house rules will certainly trump whatever this document says, for those who prefer to follow local law we have the following – these Drawbacks are not insurmountable. They are intended as challenges, not stumbling blocks. Unless you have something that ensures your efforts to mitigate and work against Drawbacks fail (such as the **Everything Is Worse!** Drawback from the Universal Drawback Supplement), these can be at least managed.

All of these Drawbacks will vanish at the end of the Jump.

Supplement Mode [+0 CP] – Use this to have the Hypnotic Jump act as a Supplement to another.

Bought On Credit [Variable] – If you have some patience, you might be interested in this. For everything you buy and are willing to not receive until the end of the Jump, you will gain half its value back in CP. Temporarily forgoing a 100 point Perk would see you getting 50 points back, as an example. As a one-time offer, forgoing the [FREE] version of the Hypnotic ability for this Jump will see you getting back +200 CP. If you buy a higher version instead, you get back half the purchase price of that version.

Extended Stay [+100 CP] – Rather than the one month duration mentioned in the opening summary, you will be staying in this setting for a full decade. This can be taken multiple times.

Action Movie Judgment [+100 CP] – Well, you get results. They tend to be dramatic, unnecessarily complicated results, but they are results. Basically, you tend to act as though you are the main protagonist in an action film and tend to make your decisions based just as much on the potential for

entertainment as you do for the end result. Still, sometimes the explosions make it worth it.

Well, Let Me Tell You! [+100 CP] – You do not mean to. You know it is stupid. But you just cannot stop monologuing when you have someone over the metaphorical barrel. Expect to keep a firm grip on this impulse if you do not want your enemies using this to escape your trap.

First Steps [+100 CP] – You begin with no training at all with your Hypnotic abilities. You must work out how your power is activated and what your limits are through nothing but trial and error, as well as a lot of hard work. Requires any level of Hypnotic ability.

An Itch In Your Mind [+100 CP] – You are paranoid. Maybe not incredibly so, but you tend to assume the worst will happen at all times and treat all situations and people you encounter accordingly. Best of luck making any friends.

Injured [+200 CP] – You begin with a painful, but not debilitating injury. It has been given appropriate medical treatment, but you will be days in recovering. For a lesser +100 CP, it is already healed but some pain will linger for the rest of the Jump. If taken with Extended Stay, the days become weeks.

Missing [+200 CP Each To Jumper & Affected Companion] - Someone you love is missing. Specifically, one of your imported Companions is missing. You must find them before the Jump ends. If they are still missing by the end of the Jump, then they will lose everything they gained from this Jump before being deposited back with you. They have been reduced to the level of an ordinary human for the duration of this Jump and do not know they are being held prisoner. They are being treated well, but cannot leave until you find them or the Jump ends. Requires at least one Companion to be imported into this Jump.

Fugitive [+300 CP] – You are guilty of a crime you did not commit. You start out on the run for murder and the entire nation has been roused against you

with daily recaps of your at-large status. You have been described as extremely dangerous based on the sheer violence of your homicide and anyone who tries to take you in will probably not be very insistent on you being alive when they do so. No one believes your innocence, even mental constructs insisting on it wearing off much faster than they should, and you have no idea where to begin on proving it. All you can do is run.

Powers Removed [+300 CP] – All out-of-setting Perks and abilities are disabled. You can only take this if you have any out-of-setting Perks or abilities to lose.

Companions Removed [+300 CP] – All of your out-of-setting personnel are forbidden from entering this setting, although they can still make their purchases if you are still willing to pay the importation fee. You can only take this if you have any out-of-setting personnel to lose.

Items and Warehouse removed [+300 CP] – All of your out-of-setting Items are banned for the duration of the Jump. You cannot access your Cosmic Warehouse or any of its equivalents until the Jump has ended. You can only take this if you have any out-of-setting Items and/or a Cosmic Warehouse or any of its equivalents to lose.

Juvenile [+400 CP] – You begin this Jump as a child, only 10 years old. Any abilities, powers or skills you have are downgraded to half of what they were before you entered this Jump. You will not get them back to full strength until the end of the Jump.

Crippled [+400 CP] – You begin with a debilitating injury. It will permanently impact your life here. Blind, deaf, missing a limb, missing an organ – your choice. It has been given appropriate immediate medical treatment, but you will be spending your whole time here healing and adjusting. For a lesser +300 CP, it has already healed and you must simply learn to live with it. If taken with Extended Stay, you will be months in healing and adjusting.

Where You Belong [+600 CP] – You start out in the custody of the Division, a prisoner that they mean to break to their will. All of them are Hypnotics and on their guard against you. You have a limited amount of time until you begin to believe what they are trying to tell you and no longer wish to escape. If you end this Jump as their hypnotized lackey, you will fail this Jump, lose all that you have gained gained here and be booted along to your next Jump.

Have You Ever Been In Love? [+600 CP] – Life is… okay. Job is going fine, personal life could be better but is looking up, you are ahead on your rent and things are just fine. Sure, you sometimes get a strange urge to do… something… but it is not a catastrophe waiting to happen… right? You begin having already been hypnotized by the Division. You are on a long leash and can escape their mind control if given proper incentive and evidence which will emerge sooner or later, but you will need some outside help for the best chance.

Broken [+600 CP] – You were put through the wringer one too many times and something went snap. Now you spend most days in a coma, only occasionally rousing yourself to outside stimuli and never for more than a minute's time. You have been placed in a long term care ward financed by the Division and their staff makes sure you get food pumped into your stomach, a sponge bath once a day and your diaper changed as often as needed. No need to worry about bed sores, either. The entire Jump will pass like a fever dream in what seems like only a few minutes. However, you will spending your month here in what is effectively a government run care facility in the power of those who, although they do not wish you dead, see no value in you at all. Care to risk it?

As You Were [+1,000 CP] – You enter this Jump with nothing but the guarantee of a healthy body that can be found on any average human on mundane 21st century Earth, whatever purchases you make here and your memories of previous adventures. No previously obtained Perks, Items, Companions, skills you've picked up along the way, supernatural powers you've been granted since leaving home, nothing, zilch, nada. How resourceful a person can you be with just a regular body, your memories of

Jumps past and what you buy here, Jumper? You can only take this if you have something to lose from taking it, even if it is just the Body Mod.

Final Choice

Go Home – You visit was the last in your chain for whatever reason. Go home with everything you have gained up to this point and enjoy yourself.

Stay – Take a further +1,000 CP for one final shopping spree in this document and then be set loose in this setting permanently as a resident.

Continue – The road goes ever on. Head to the next setting in your Jumpchain.

Notes

Hypnotic is a film that relies on twists and surprises, so I very much recommend actually watching the movie. If you don't have the time or energy for that, here is a summary below.

~*~ SPOILERS ~*~

We open in a therapy session being held for Austin, Texas police detective Daniel "Danny" Rourke. He is recounting the abduction of his daughter, Minnie, from a trip to the park three years earlier. This event traumatized Rourke, destroyed his marriage and impacted his career. The guy who they later arrested claims his innocence, saying he has no memory of that day. The therapist reluctantly clears Rourke to go back to work.

Rourke's partner, Nicks, picks him up from therapy and they go to a stake out waiting in anticipation of an anonymous tip of an upcoming bank robbery. While surveying the area, Rourke sees a thin man in a suit talking to various people who immediately begin assisting him, including the bank staff. Concluding it was an inside job, Rourke ignores Nicks' demand to wait for back up and charges in alone. He manages to get to the safe deposit box room ahead of the thin man and swipes the item he was looking for – a photograph of Minny with the words "Find Lev Dellrayne" written on it. A chase ensues in which the thin man again shows his mysterious power to control people, taunts Rourke and then pulls off an impossible vanishing act.

Wanting answers, Rourke manages to follow the anonymous tip to a fortune-teller named Diane Cruz. After rescuing her from her own client who was compelled to try to murder her by the thin man, Cruz goes with Rourke and Nicks to an unused part of the police station for an off the record talk. She explains that a small portion of humanity are known as Hypnotics, people who can control the human mind through eye contact and a compelling voice, of which she is one. She demonstrates this on Nicks, ordering him to stay outside while she and Rourke have their talk. She insists it is not telepathy and that there is something about Rourke preventing her from controlling him. She used to work for the Division, a secret government agency that

recruited and trained latent Hypnotics but was brought down from within by Lev Dellrayne, their most powerful agent.

While this is going on, the thin man (Dellrayne) has found the trio and hypnotizes Nicks to go back inside and kill the pair of Rourke and Cruz. Rourke kills Nicks after failing to talk him down and the two have to go on the run as murderers. Dellrayne chases after them.

Feeling to Mexico, Cruz takes them to Jeremiah, her previous handler in the Division. Jeremiah explains that while Dellrayne destroyed the Division, he also stole something called Domino (a device that would supposedly let him control all Hypnotics) and then wiped his own mind after hiding it. Cruz and Jeremiah are convinced that the photo of Minny is a trigger, something that will unlock part of Dellrayne's missing memories and former level of power if he can see it.

As he tries to take it from Rourke, the pair realize that Jeremiah is Dellrayne, the thin man having taken the handler's place at some point. He corners them in the streets by taking control of an entire crowd, but Rourke is somehow able to wrench control away from him. Needing more answers and a place to hide, Rourke and Cruz seek out River, a reclusive hacker who lives in an underground bunker in the Mexican countryside. River manages to identify Vivian, Rourke's ex-wife, as a Division agent, showing that Rourke was a person of interest for the Division long before any of this. While he tries to search the Division database for further answers, Cruz and Rourke try to rest. While Cruz is showering, Dellrayne calls Rourke over his cellphone and tries to compel him to kill Cruz, but Rourke manages to resist.

After the obligatory sex scene, Rourke wanders out of the bedroom and finds the computer unattended. Curious, he begins typing "DOMINO" into the search function, but catches himself halfway through. Slowly, Rourke instead types "DOMINIQUE" into the search bar instead. His daughter Dominique "Minnie" Rourke's profile is immediately pulled up, showing her as the child of two powerful Hypnotics (Vivian and Daniel Rourke) and a person of intense interest to the Division.

Cruz and River step out of the shadows at this point, lamenting that Rourke always figures it out. Cruz is Vivian, Rourke’s wife, and Minnie had been born and raised in the Division. Rourke himself was the one who kidnapped her and took her away to prevent her from being used as their weapon to control all of human society with her immense hypnotic abilities. Running out of the collapsing hypnotic construct, he finds himself in a sealed off lot resembling a movie studio, where he can recognize every set as a scene he lived through over the last few days and every Division member as someone he encountered in the construct. Rourke is recaptured shortly after and brought back to the starting point.

Rourke's mind is again reset, bringing him back to the therapy session and reliving the same events, but his hypnotic powers allow him to awaken from the construct and escape this time. Chasing after him, the Division realizes that "Find Lev Dellrayne" refers to an address on "Deer Valley Lane", where Rourke hid Minnie with her grandparents, Carl and Thelma. At their ranch, Rourke is reunited with his daughter, but Vivian soon arrives with Dellrayne and his agents.

With her memories restored by Minnie, Vivian realizes she aided Rourke and Minnie's escape and wiped her own memory, keeping Minnie hidden until she could grow powerful enough to defeat the entire Division. Minnie provided the "Find Lev Dellrayne" photo to lead the Division to her, and Dellrayne realizes they are inside another construct she created. Forcing Dellrayne and his agents to kill each other, Minnie and her family celebrate their newfound freedom.

In a mid-credits scene, the family departs as Carl stays behind, and is revealed to be Dellrayne. Having used his powers to switch places with Carl, who was killed instead, Dellrayne continues his hunt for the family.

~*~ END SPOILERS ~*~

Now, my notes on this. Hypnotic is not the most well plotted movie, so I had to build off of shaky foundations in a few cases. More spoilers below.

1. **Hypnotics don't use telepathy, and it relies on physical cues like eye contact and voice.** **BULLSHIT.** The one who initially says this is Cruz and she is lying to Rourke in this scene, and indeed in every scene. If his powers awaken, her construct weakens, so it is in her best interest to give him incorrect information. Beyond that, Dominique's abilities are able to affect multiple people from miles out without her saying anything to them or looking at them at all. A weaker Hypnotic needs those crutches, yeah, but someone strong enough and skilled enough can do without a few (see Rourke turning a crowd back just with eye contact or erasing his wife's memories without her seeing him) or without any aids at all (Dominique).

2. **Your mind shows you whatever you need to obey the command vs. the studio set we see at the end vs. outright memory manipulation.** We see the point of view of Rourke as he is hypnotized and he begins to see/not see & hear/not hear things that make him obey the command. This can be something as extreme as the road twisting itself over him as he is given a command to stop. He is also kept inside of a carefully curated movie set at all times and I believe this to be for his long term benefit. If he has a bank in front of him, even a plywood shell of a bank, that is one less thing his brain has to supply for the scenario he has been given and thus less strain on him. Less strain means less chance of him snapping from too many commands/resets. However, when Nicks, a previously genial and rule following police officer, is given the order to kill Rourke and Cruz, he acts more like a slasher movie villain even at the point where it would kill him to continue obeying. Given later evidence to show that a Hypnotic can outright manipulate or erase memories to affect someone's personality, this makes more sense as a complete mind rewrite than a simple construct.

3. **Is the Division still an active agency in the service of the U.S. government or has it gone rogue under Dellrayne?** I am leaning towards having gone rogue under Dellrayne, mostly because he talks about controlling society in general and not any one nation or group. **Was the Division ever a government agency?** I am leaning towards yes, simply because it makes more sense for these very rare individuals to have been brought together as a governmental response then it does for Dellrayne to

have painstakingly hunted them all down and formed the organization himself. Still, you might decide differently.

4. **How the actual shit did Vivian, Rourke's wife and Minnie's mother, not check her in-laws place the second she figured out Rourke had kidnapped their daughter?** Replaying the scene in the helicopter, she seems surprised that he even had parents still living. Either he never told her about them or (more likely) that was something else that was erased for the plan.

5. **Why didn't the Division just stick a tracking device up Rourke's ass and let him escape to meet up with Minnie sooner?** I don't know, this film is dumb sometimes.

V1.0 – Changed the example in the FREE level of Hypnotic, as the previous example was one from 'Dellrayne' who is not exactly at the level of a basic Hypnotic. Changed the wording in the FREE level of Hypnotic for memory repression to be more clear. Changed a few other things in descriptions that I do not care to itemize at 11:30 p.m. on a Thursday. For clarification, A Lot Of Range Time is specifically for when you are shooting to not kill.