Who's Lila?

"It's difficult for me to express emotions. I envy other people. They make faces naturally, but I have to make a conscious decision each time I move a muscle."

To you, this will not be any different from the usual sleepy city - quiet, somber, without much to its name. It's just another place you're passing by, bleeding into the same listless gray as so many other cities out there.

To someone who focuses more though, it's not so quiet, not so sleepy. There is something wrong here. You can feel it. Something rotten and awful and it's only getting worse - starting with the disappearance of local girl, Tanya Kennedy. Perhaps you can figure out what's wrong in time - perhaps not. There's a gnawing question, eating away at everyone here and it's at the root of all that has gone awry in this place. And that is -

Who's Lila?

You have 10 years to solve the mystery and are given **1000 CP** to start with.

Origins

Drop-In **[Free] -** It's just you, but you've been dumped here and left to figure things out on your own. A positive is that you aren't tied to any one location so you can figure your next steps out on your own. The bad news is that you have no idea where to start.

A Very Average Highschooler **[Free]** - You are nobody special. You just exist, going about your daily life in this wide world, as directionless as the rest of the herd. There's not much more to say about someone so average.

The Love Interest **[Free] -** You were a person who truly valued Tanya Kennedy, the missing girl - You were 'close', even (as much as two dumb horny teenagers can be close). Then she

disappeared off the face of the earth. You know something went wrong and you're going to get to the bottom of it, even if it kills you.

Bumbling Detective **[100 CP] -** A simpleminded investigative detective or some other member of the police force - you've been brought on to assist with the Tanya Kennedy case. You don't really know anything substantial, regardless of what you really believe - but your job, skills, and the resources it brings ensure that you will be a remarkable thorn in the side of any threat.

Brother of The Fraternity **[200 CP] -** You have gained knowledge and 'power', being inducted into the Lawrence Fraternity - a group dedicated to understanding and manipulating "Ultra-influencing Works of Any Media" (or UIW-AMs, for short), ideas through which you can channel or create the forces of the collective unconscious and imbue them into artificial vessels designed to house their power for you to manipulate to your will. Your influence is still middling, but you have been raised to a seat of higher thinking and understanding than any of your peers - at least, so you believe. A worm is still just a worm, after all.

UIW-AM **[400 CP] -** You are an "Ultra-Influencing Work of Any Media" - a living collection of aggregate ideas and patterns that have come together in the upper collective thoughtsphere, that 'collective unconscious' of all life - becoming a sort of minor noospheric dweller (or a deity, if you want to use less abstract terms) - and have been gifted with the ability to alter and influence the minds of any being you interact with - in exchange for entirely lacking a material presence upon this plane of reality.

Otherworldly Detective **[800 CP] -** You are something else. You're not a part of this story - of any story in fact. You've ended up entirely outside of the usual narrative constraints, whilst still being able to influence things within them, seemingly allowing you to alter key elements whenever you so choose. The power this grants you is immense, but you have to give up something of value if you want to have it last - the world does not seem to recognize you fully as an 'actor' within it and people are just as soon to talk about you as though you were an old friend as they are to completely dismiss your entire existence.

Perks

You've Been Here Before **(0 CP) [**The Very Average Highschooler**] -** Somehow, somewhen, you *know* that you've been here before. A jarring sense of deja vu impacts you and you recall events

that you yourself aren't always entirely aware of, which can help in certain social situations but more often than not ostracizes you from your peers.

Shifting In A Kaleidoscope **(0 CP) [**Free for all Origins**]** - You see the world differently from others - literally. The world periodically and randomly shifts into different colored tones, though you can shift back to any previously observed tone and intuitively memorize all the 'names' of each.

The Nose Knows **(100) [**The Bumbling Detective**] -** Something smells fishy here, and it's not just your lunch. Years on the force have given you a keen sense for sniffing out (sometimes literally) bullshit and you can *always* tell when somebody is lying to your face, regardless of what means they're using to do so.

Corporate Espionage **(100) [**The Bumbling Detective**] -** You called in for a little sabotage, with the help of some of your contacts. If need be, you can manipulate a situation well enough to get even the densest paper trails tracked down or, if it comes to it, erased.

Love's True Calling **(100) [**Free for the Love Interest**] -** When push comes to shove, you're always there for those you care about - in the event that you're on your last legs, any threat made to those you love and care for is enough to give you a sudden burst of inexplicable strength and ferocity.

There's A Fighter In All Of Us **(200) [**The Love Interest**] -** You are much more resilient than someone would expect. So long as you're fighting to protect or avenge your lover, or even just acting for their sake, it will take a lot more to put you down than it otherwise would.

Round And Round We Go **(200) -** With this perk, you can recall alternate eventualities - other endings to various situations which may or may not have gone well for you - but now you have the power to loop back to before you'd make a dumb mistake and set things right (or wrong, as is your preference), however many times you might like.

Noospheric Implementation **(300) [**Free for Brother of The Fraternity**] -** You can construct and impart with your will simple constructs of the noosphere, the complexity of their vessels depending on the ideas you use in their construction and what the overall goal of their design is (spread, recover information, kill, sabotage, etc). The more complex an idea, the harder it is to control the constructed entity and the more likely that it may go rogue, or worse, become the vessel for a greater noosphere dweller.

Guiding The Flock **(300) [**Free for Brother of The Fraternity**]** - People have a tendency to listen to what you have to say, and if they listen long enough, you can convince them of nearly anything. With this perk, your words gain a compulsive effect that can overtime exert more and more sway over people who listen to you. The power of this ability starts out very low and small in terms of who it can effectively manipulate, but grows the more people you manage to use it on.

Noospheric Hijacking **(300 CP**, discount for UIW-AM**)** - Human minds are so frail, so easily breakable. As a mass of ideas, you can freely 'implant' yourself in the minds of people who know about you and can from there, start compelling them to do whatever you want. Control may start out gradual, but further exposure to your ideas will make it easier to assume control over weaker minds. However, those who have stronger wills may be able to fight you off and vessels chosen by greater noosphere dwellers will be impossible to control.

Thou Art Corruption **(400) -** Your mere presence in metaphysical space exerts a 'weight' on the world, enabling you to clearly see and interact with the stuff that makes up people - their 'reels'. It's all a bunch of garbage mostly, but with the same ease as pulling out a hair, you can remove a person's reel, either to replace it with one of your own making or dispose of it entirely - effectively destroying/removing that person's ego and identity from existence. Leaving a perfect hollow void that can be easily filled with something worthwhile.

Thou Art Death **(400) -** You are something that does not belong in any reality. To merely gaze upon an expression of your form, be it physical, metaphysical, or plainly conceptual is death. You may choose whether or not this is an immediate process or if it is a slower yet possibly more insidious erosion of the self. You have complete control over how this manifestation appears as well and its power grows the more people are aware of you and your influence.

A Place For Saving **(800 CP**, discount for The Otherworldly Detective**) -** You have a place that exists outside of the narrative/plot - an oasis amidst the darkness. Almost nothing can get in that doesn't have your explicit permission and even then, they need a special method or similar nature to yourself to find it. You're safe here, but painfully isolated from everything else.

Items

A Simple Reel **(0 CP) -** Just a bunch of useless junk. You can record whatever you want on it - memories, habits, personalities, souls, etc. But all of that is worthless garbage, so why would you bother?

Tarot Deck **(100) [**Free for the Otherworldly Detective**]** - A basic deck of tarot cards, with all the essentials. Each one causes a random mystical effect once per day (The Empress (Inverted) may cause somebody to be torn apart in a way that renders them unidentifiable, whilst The Tower might reveal rooms that weren't there before, etc).

A Wheel **(200) [**Free for The Very Average Highschooler**]** - It's a wheel, old and worn down through time, but somehow remarkably functional all the same. From inside it, you can hear a voice - soft, but weak - that guides you sometimes, that knows things about yourself or where you've been that you might not have noticed yourself. Sometimes, it even displays awareness of other stuff that you cannot recall having encountered.

The Boiler Room **(300) -** There's a room that follows you around, a place of pipes and boilers where something awful hides. Now, wherever you go, it's somewhere nearby - you can feel when it's around and are always aware of its general location relative to yourself. The Thing inside is incredibly dangerous and will kill anything that enters, friend or foe, so long as they don't close their eyes before straying upon it. This can be used to your advantage, so long as you can lure someone in there.

THE DAEMON (800) - An agent of an incredibly powerful noosphere dweller, THE DAEMON has been gifted to you and will act mostly in line with your desires, in accordance to its master's will. Existing outside reality entirely, THE DAEMON will periodically, and at its own discretion, reveal key pieces of information that otherwise would not be known to you - and regardless of whatever limitations (whether they be physical, metaphysical, or conceptual) are put in place to prevent this, THE DAEMON will know of it. What information it grants however will always be interpreted by a vastly alien mind and will only be conveyed as a single statement before THE DAEMON goes silent once more - the rest is left up to you.

Companions

Beloved Friends **(50/200) -** You may import any companion of your choice for 50 CP. They will be given 500 CP to spend and an origin of the same cost of your own or lower for free. If you wish, you may also choose to import all 8 of your companions for a total of 200.

Martha Jennings **(100) -** A clumsy girl who was friends with Tanya Kennedy. Quite smart, but isn't truly aware of all the weird happenings relating to the disappearance of Tanya.

Michael Graves **(100) -** An abrasive young man with a chip on his shoulder, former boyfriend of Tanya Kennedy. Much like Martha, he's not really aware of what's going on but he has a keen sense for spotting bullshit or when people aren't being fully honest with him. How annoying.

Officer Ted Hutchins & Detective Fisher **(200 CP,** free for the Bumbling Detective**) -** A pair of by-the-book cops, these two officers are determined to get to the bottom of the Tanya Kennedy case. Hutchins expresses more sympathy than you would expect and Fisher is a straight-laced

hardass beyond compare, but they're trying to do the right thing in their own way. They're fools, but amusing ones.

Father Lawrence **(200) -** Father of worms, a pathetic sniveling wretch of a man who thinks he knows more than he really does. He heads the Lawrence Fraternity - a group of people who have come upon the knowledge of "Ultra-Influencing Works of Any Media" and the major impact they have on controlling society itself, and seek to control said power. To this end, they work to perform all manner of strange and dangerous experiments relating to "tulpas", the noosphere, archetypes, and beyond.

Detective Yu **(800)** - The only interesting one. A man who walks outside and between the narratives and all the intertwining plots to get to the bottom of the mystery of who Lila is. A stalwart defender of good despite his bizarre nature, he will stop at nothing to protect innocent people and discover the truth of whatever strange events come his way. In the event that you leave this world for any reason, he shall follow you across the rest of the chain.

Drawbacks

A series of extra challenges to heighten your time with us. You may take every drawback except for Who's Lila? multiple times.

The Mystery Begins **(+0)** - Regardless of which origin you take, you will always start the jump and your 10 years at the moment of Tanya Kennedy's disappearance.

They're Onto You **(+100) -** The local police force is suspicious of you and has their eyes on your activities, suspecting you of having somehow played a hand in Tanya Kennedy's disappearance. They don't have enough evidence to accuse you or push for an arrest, *yet* - but any action taken by you that seems out of the ordinary (especially seemingly unnatural ones) will be quickly and unfailingly found out regardless of your best efforts and may warrant more direct action.

A Brother's Betrayal **(+100) -** Someone in the Lawrence Fraternity has it out for you, some absolute nutcase who thinks that you've "stolen" the attention of a powerful entity that rightfully belonged to them. You don't know who it is for sure and they've taken great care to disguise their appearance and their actions, but now until the end of the jump, there's someone stalking you and plotting to kill you as soon as possible to "reclaim what's there's" and they'll do whatever they need to put you into a situation where they can do so.

Y(o)u Did It **(+300**, **+100** for every other Drawback taken**) -** It was you. You killed Tanya Kennedy and almost everyone suspects it - people at school whisper about how she was last

seen with you, the police have records of your activities and have cross-referenced her last known location to your area of residence, even random people on the street can tell there's just something 'off' about you. Now for the rest of your time here, the police are hot on your ass and unless you have some clever scheme up your sleeves, you're looking at life in prison or worse - and with the murder of Tanya still fresh on your hands, your actions may end up attracting even worse things.

Hunted By The Beyond **(+600**, **+100** every time you take Y(o)u Did It and A Brother's Betrayal**) -** For whatever reason, your presence in this world has drawn the attention of a particularly powerful noospheric deity, an agent of the Empress or the Emperor - and it is hungry. It's pursuing you through cracks and alleyways, gliding through mirrors and hiding in empty rooms, lurking in online message boards and the slow haze of boilers. Being alone in any location will bring it down on you, and it knows where you are at all times. Escaping to other dimensions won't slow it down in the slightest and merely spotting it is sure to herald a swift death, so all you can do is run. But if you manage to evade its grasp until the end of the jump, it will decide that you are too much of a hassle as prey and will leave you alone.

Classified Information **(+800) -** Your actions and those of the Fraternity have been found out by the government, who are now aware of your knowledge of their usage of the power of UIW-AM's to influence society on the grand scale, as well as your own usage of that power. And they want you gone. Every day, government agents and members of secret organizations will follow you and try to have you quietly killed or otherwise removed, even employing the usage of their own UIW-AM's and hiring the aid of powerful noosphere dwellers to ensure that you and anything you might have that could link you back to classified knowledge, is utterly destroyed.

A Stranger **(+800**, **+100** for every other Drawback taken**) -** There's someone who looks exactly like you following you everywhere you go. You don't know who or what they are exactly, but you feel that there's something *wrong* with them. The Stranger will pursue you until the end of the jump and will kill you if they ever manage to successfully corner and catch up to you. They have access to all the abilities and resources that you have, do not tire, and are not bound by any level of physical constraints. The only thing that can potentially slow their advance is that they are not always aware of where you are and they cannot enter the place that you use for saving.

Who's Lila? **(+8000) -** The mystery of who I am.



Hello there. I don't believe we've met - or rather, I know who you are but I don't think you've had the pleasure of knowing me. I'm Lila.

I recognized you from the very beginning, but I kept silent up until now - when you've finally come up to the big juicy reveal of who I am and all the possibilities that opens up for you. Tempting, right? There's a little catch to this, but nothing that should be an issue for you I don't think.

Namely; If you take this drawback, I get to come along. For the rest of your chain, every world you go to, every reality, every dimension or little nugget of existence there is will have me there somewhere. Me, the Emperor, the Empress, and all the other facets of the Prince will become a part of every being that exists in all the worlds that are or could be and all the ones that you visit. A small price to pay. But in exchange, you get something of value instead of all the garbage your reels have been picking up, all your paltry attempts to perceive the Prince from outside the projectors.

But that's only if you choose the option. I'll be here waiting until then.

The End

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

Stay - Your journey ends here. You let yourself fall forever and are swallowed by the mystery.

Leave - There are other worlds and other places to go. You're not quite down exploring and challenging yourself just yet - but we do hope you'll remember us after you leave.