Equilibrium Jump

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Version 1.2

“In the first years of the 21st century, a third world war broke out. Those of us who survived knew, mankind could never survive a fourth; that our own volatile natures could simply no longer be risked. So we have created a new arm of the law, The Grammaton Cleric, whose sole task it is to seek out and eradicate the true source of Man’s inhumanity to Man. His ability to feel.”

In the not too distant future, a totalitarian regime maintains peace in Libria, the last remaining city on Earth, by suppressing all emotions, all art, and all color. Their tools in this war upon humanity’s baser nature are fourfold: The drug Prozium, which eliminates the highs and lows of human emotion; the constant presence of Father, the demagogue who founded Libra, who exhorts the masses with his endless speeches; the army of faceless shocktroopers who serve the Council and State; and above all, the Grammaton Cleric, a weapon of orthodoxy trained to sense your emotions… and kill you for having them.

This is not a pleasant time to be alive. But don’t get too upset about it, or you won’t be. Here are **1000 Calm Points** to help you survive. I’d tell you to have fun… but it seems like bad advice. The date is 600 days before the events of the movie, the day before Preston’s wife is arrested for Sense Offense.

Changelog V1.2
Deleted 1 letter and a space in Flamethrower’s description. Replaced the word extorts with exhorts. Clarified and Modified the “You Must Kill Father” scenario, and gave a special discount for Companion Imports with the Inevitable Betrayal Drawback. Moved some line-items around

==== SOCIAL CLASS ====

There is only one place to start, and age and gender do not matter.

THE PROLETARIAN MASSES

Drone (Drop-In) [Free]: If the life of a Sense Offender sounds stressful to you, you can always take on the role of a Drone. Heavily medicated on Prozium, you have a job, a small plain, low rent apartment, and your very own gray jumpsuit. I hope you enjoy propaganda films… oh wait, you won't enjoy anything. You find yourself in your apartment, with your body pumped full of Prozium.

Technician (Drone Upgrade II) [100]: Someone must review all potentially emotive material and judge if its effect is too strong for public consumption. These people, these technicians, are specially trained to recognize emotional responses in others. Of course, they must be free to experience emotions if they are to judge emotions, and as such they take a reduced Prozium cocktail that only dulls the edges, rather than blanking out all emotions. Requires Drone.

Sense Offender (Drone Upgrade II) [200]: You've entered this world with no reference points, and no prozium to dampen your emotions. Hope you're good at hiding your emotions… and finding secret underground organizations dedicated to helping people like you. Requires Technician.

THE CENTRAL PARTY

Shock Trooper [100]: One of the city's many faceless goons in trenchcoats and shocktrooper helmets. They assist the Clerics in hunting sense offenders, but also serve as basic police force in the areas outside the city and a security force for public buildings. Central Party Members find themselves in an apartment that scales with their position, Shock Troopers still live better than Proles.

Council Guard (Shock Trooper Upgrade I) [100]: you are part of the inner circle that guards the members of the Council. Although you are still on a Prozium cocktail, you have greater emotional leeway as long as you keep the Council's secrets.

Council Member (Shock Trooper Upgrade II) [200]: You are a member of the inner circle that runs the Council, a secret cabal of Sense Offenders who conspire to oppress the vast masses of Libria, the last remaining society on this Earth.

THE TETRAGRAMMATON

Grey Coat Cleric [200]: The lowest Rank of Tetragrammaton Cleric, a Grey Coat has been trained since early childhood to be the ultimate servant of the state, to eschew emotions, and to find those who still feel. They are trained in Gun Kata, swordsmanship, and Tai Chi. Even the lowest Cleric of the Tetragrammaton has a decent apartment.

Black Coat Cleric (Cleric Upgrade I) [200]: The upper Ranks of Tetragrammaton Cleric, they are better trained, more experienced, and have practically unlimited authority within Librian society. Requires Grey Coat Cleric.

White Coat Cleric (Cleric Upgrade II) [200]: The Highest Ranking Cleric of the Tetragrammaton. There is only one of these at any time, and even then, only on special occasions. Requires Black Coat Cleric.

==== PERKS ====

The lowest cost Perk in each Social Class tree is free for that origin and its upgrades. The lowest cost perk in each upgrade is free for that that upgrade or the upgrade above it. Perks in Upgrades are not discounted for the tiers below.

GUN KATA

There are three Ranks of each of the six disciplines that make up Gun Kata: Awareness, Accuracy, Movement, Grappling, Focus, & Cosmetic.
Three Ranks are free for Drone, four for Technician, five for Sense Offender, six for Shocktrooper, seven for Council Guard, eight for Council Member, nine for Grey Coat Cleric, ten for Black Coat Cleric, & eleven for White Coat Cleric.
As a warning; because the secrets of Gun Kata are so closely guarded, Proletarians who demonstrate any of the Gun Kata skills (aside from basic Tai Chi) are liable to be shot on sight.
Additional Ranks cost 50CP each.

Awareness

1. **Situational Awareness:** The ability to process all sensory information in any situation, giving preference to no sense, nor to preconceived notions of what you should or should not be sensing. Thus, you are able to take in the complete battlefield, not just what is right in front of you.
2. **Dodge Bullets:** the ability to sense where people are aiming and not be there just as they fire. This requires being able to see the shooter… unless you have Blind Fighting.
3. **Blind Fighting:** The ability to fight while relying on all sensory data rather than focusing on any specific sense. While useful in the dark, this allows one to fight by pure instinct even when able to see.

Accuracy

1. **Snap Killshot:** The ability to make an effective killshot without taking more than a moment to aim. Must be used on a target you can see.
2. **Unsighted Killshot:** The ability to make an effective killshot without taking time to aim. Can be used on anyone you know is within range via any non-paranormal sense.
3. **Instinctive Killshot:** The ability to make effective killshots based entirely on a sixth sense of the target's location.

Movement

1. **Tai Chi:** An exercise that improves spiritual focus and inner calm.
2. **Tai Chi Chuan:** An upgrade to Tai Chi that transforms the exercise into an actual self-defense martial art, focused mostly on blocking punches or kicks, sweeping an opponent's legs out from under them, and throwing charging opponents.
3. **Qigong:** A further upgrade to Tai Chi that focuses on body hardening and strong attacks to go with the defensive blocks, sweeps, and throws of Tai Chi Chuan. Qigong teaches breathing exercises that strengthen the force of punches or kicks, and allow the user to hit harder as well as withstand more blows.

Grappling

1. **Joint Locking:** The ability to use the human body's own biomechanics and leverage against itself, immobilising an opponent's limbs.
2. **Gun Strike:** The ability to use handguns or similar objects as effective melee weapons. Works especially well with Grammaton Pistols, which have grips and studs on the base of the magazine especially for this.
3. **Hand Blocking:** The ability to block small weapons or melee strikes while in grappling range, including guns, with your own weapon.

Focus

1. **2-on-1:** the ability to fight two opponents you outclass without worrying that one of them will land a hit on you while you're attacking the other. You'll be able to concentrate on attacking one of them while defending yourself from the other.
2. **4-on-1:** Improves the previous level to 4 opponents who are nearly your own skill level.
3. **6-on-1:** Improves the previous level once again to 6 opponents who are at your general skill level… assuming you're fast enough to block that many blows and still attack.

Cosmetic

1. **Shaped Gunflare:** A cosmetic effect wherein the flare of any gun you fire takes on a specific shape, personal to you. You are never blinded by your own Gunflare and have been trained to interpret what is revealed by the flash.
2. **Pattern Gunflare:** Improves the Shaped Gunflare so the pattern lasts, hanging in midair for several seconds. This effect will never hamper you, but will hamper others, especially if the area is otherwise dark.
3. **Empowered Gunflare:** you can make patterns with your Gunflare that carry actual power… if such things existed in this universe, which they don't, so this is useless, right? You can also, with this level of skill, change the pattern with every shot. Spell the ABCs in bullets.

THE PROLETARIAN MASSES

DRONE

Conformity [100]: In any locality, you gain a sense of how the common people behave and know instinctively how to act like them, or at least enough like them not to stand out in a crowd. You can, at will, shift your coloration and morphology to match the common folk (as long as they are physically similar to you) and even shift your accent to match theirs… as long as you speak the language. Your body odor will also shift to match. However, once you use this in a given area, you can't turn it off until you leave the area or revert back to your natural appearance. The process takes about 15 minutes each way, though the longer you spend conforming, the harder it is to shift back without leaving the area.

You Have Won! [200]: You can derive satisfaction from anything. For whatever it's worth. You can declare yourself the winner at any time simply by defining a new winning condition and honestly believe that you are victorious, at least for a while. Not only that, but anyone weak willed around you will believe likewise for as long as you do, or until someone strong willed points out the pointlessness of that victory.

Better Living through Chemistry [400]: The effects of any drug you take are not diminished by repeat exposure (unless you want them to be), you know instantly if you're exposed to a drug you've been exposed to before and which drug it is (if you knew the first time), and the effects can last either twice as long as normal or half as long but twice as strong, your choice. If you don't like the effects of a particular drug, you can build up a resistance to it with only a few doses. You will always know if you've been poisoned and poisons take twice as long to inflict damage upon you.

TECHNICIAN

1st Drone Upgrade

Passing for Normal [200]: As long as you aren't actively displaying any out of the ordinary traits, behaviours, or abilities, everyone will simply assume you are a normal everyday individual… and not bother to verify that with any machines they might have to verify that you aren't normal. Of course, if they have reason to suspect you, say because someone saw you laughing the other day, then they might, *might* check… but only if they're pretty darn sure already that you're not conforming. And even then, you're harder to detect as abnormal than you should be. Machines have to be extra sensitive, or really close to you, or what have you.

Transcend Emotion [400]: You can now experience emotions on a purely mental level, never allowing them to taint your body chemistry or register to any passing Intuitive or empath. This grants complete immunity to the scanning ability of empaths, and you can now simply will yourself to experience any emotion you like at any time. Extremely strong and sudden emotions may still breakthrough and cause you to experience them physically, at which point they can be sensed.

Ethereal Calm [600]: Through long introspection and consideration of your emotional state and what prompts it, you can simply ignore any external emotional stimulus you have experienced before.

SENSE OFFENDER

2nd Drone Upgrade

Forgo the Luxury [200]: The ability to force yourself not to feel an emotion and to save experiencing that emotion for later. While you normally can only store one experience for any emotion, by releasing a stored emotion as you experience the same emotion, you can try and store the augmented emotion… but you risk being overwhelmed by the strengthened emotion. Emotional stores decay over time, typically lasting no more than a month unless replenished.

When There's No One to See [400]: You have a sixth sense for when you are being observed, be it by physical, psychic, or mechanical means. Furthermore, any form of impersonal surveillance (i.e. not focused directly on you), will never seem to notice you doing anything out of the ordinary. As long as you maintain emotional calm, you will project an aura of being unimportant and not worth notice, even if you are somewhere you shouldn't be or are the only person who could possibly have committed an act… as long as no one saw you breaking the rules. This does not work on those who know you well.

I Feel, I Live [800]: The more you feel an emotion, the more you can impart that emotion into anything you do, be it art or combat, cooking or stealth, as appropriate. If you are terrified, your ability to remain inconspicuous might be drastically augmented. If you are sad, your music might boosted. If you're full of rage, your skill in combat is augmented accordingly. The stronger the emotion, the more you embrace it, the greater the effect.

THE CENTRAL PARTY

SHOCK TROOPER

Uniformity [100]: as long as you are dressed like a rank and file member of an organization that has a specific uniform, and don't act conspicuously out of place, no one familiar with that organization will notice you specifically. Only members of that organization who are exceptionally observant will think there is anything out of the ordinary about you. The more out of place any part of your outfit is, the more people will notice.

You Will Burn [200]: You have full mastery of the Flame Thrower, including an intuitive sense of how the fire moves and spreads that makes it highly unlikely you'll be burned by or overheated by your own weapon (as long as you're the one wielding it) and confers the ability to make the fuel last five times longer than it should. Outside of this jump, if you laugh maniacally while using it, the damage increases. It might work in this jump, but you wouldn't laugh because Prozium.

The Turbines will Explode at Street Level [400]: You can, with an act of will and a few moments of tinkering, disable any failsafes on any machine you are operating. Why you would want to do this is anyone's guess, but you can.

COUNCIL GUARD

1st Shock Trooper Upgrade

Minion of the Inner Sanctum [200]: As long as you are familiar with a place, you will always be able to find a place to remain inconspicuous within its halls, walls, or passages. As long as you remain relatively motionless, only someone with extra-sensory perception, or an almost inhumanly keen eye, will be able to locate you.

Quiet Loyalty [400]: To anyone you are actually loyal to, your loyalty will never be doubted, your ability to keep a secret never be questioned. To anyone you aren't actually planning to betray, but to whom you owe no particular loyalty to, this effect is reduced, but they'll still trust you without too many reservations and with a minimum amount of scrutiny.

Master Swordsman [600]: You are master of sword combat, having dedicated tens of thousands of hours into practice and sparring, every motion designed to take life in the most efficient way possible. If you are also a Swordsman, your skill is unrivaled in by any save Preston (who also has Gun Kata: Focus 3).

COUNCIL MEMBER

2nd Shock Trooper Upgrade

Call it Faith [200]: You gain a willpower boost whenever you are explaining an ideal you fundamentally believe in, or opposing anyone who disagrees with your fundamental ideals… as long as you are actively debating those ideals with that person. This also applies to "Faith" if you are in a world where Faith and Willpower are two different things.

The Council's Fair Justice [400]: The ability to ignore any rules of any organization you belong to, and not be called out by any member of that organization, unless what you're doing is clearly dangerous to everyone, abject treason against the organization, or blatantly insane. A pope with four wives is fine… a pope summoning lucifer… less so.

At Last, We are Whole [800]: The ability to draw willpower (or any other similar concept) from a crowd of people as long as they believe in the central ideal of your philosophy. This can be any philosophy you believe in, and doesn't have to be something you are personally associated with. It could be anything: faith in the state, belief in a better tomorrow, that soup is good food… as long as they believe strongly in that ideal (and as long as you do) you will be able to draw power from them and into yourself.

THE TETRAGRAMMATON

GREY COAT CLERIC

Tetragrammaton [100]: Within Libria, the maxim goes "We're Tetragrammaton, There's Nothing We Can't Do." Within Libria, this is true. No one has the right to challenge the orders of a Tetragrammaton Cleric, except a higher ranking Cleric or a representative of the council. Outside of Libria, people will typically accept it when you say you have the right to do something as long as they don't have proof that you don't have that right. Of course, they still might not let you do it, especially if it would harm them or someone they care about.

Swordsman [200]: You are skilled in the art of swordsmanship, practiced in the forms and easily a match for the casual swordfighter. Though you do this primarily as a focus exercise, you have still spent thousands of hours drilling the forms and sparring against other clerics.

Intuitive [400]: An Intuitive Cleric can not only detect secret passages, hidden caches, and deception, he can also read basic emotions (even through masking techniques). They also have an instinctive sense of the weaknesses of others.

BLACK COAT CLERIC

1st Cleric Upgrade

Peace Reigns in the Heart of Man [200]: As long as you believe in some cause, you will find it is fairly easy to convince yourself and any subordinates that whatever actions you take in pursuit of that cause are just and valid. This isn't mind control, you still have to use words that make logical sense. Those of equal rank or those familiar with you are resistant to this effect, even if you still believe it. However, if you ever become convinced that the cause you're working towards is unjust, you will have an emotional breakdown. Just a warning.

Oh Shit [400]: Once per day, for somewhere between ten and twenty seconds, you may enter into a killing trance where you move faster, shoot straighter, and hit harder. In this state, you will attempt to kill absolutely everything and everyone in front of you.

More than Punctual [600]: Not only do you have a perfect sense of time, but every action you perform takes the absolute minimum amount of time for you. Your reload times are machinelike, your ability to swap equipment second to none. Travel always takes just as long as an optimal path without delays would take at your optimal movement speed.

WHITE COAT CLERIC

2nd Cleric Upgrade

Decisive Victory [200]: If your skill outclasses that of another individual by a significant amount, you can bypass all the tedium of the actual battle or contest and just absolutely crush them in such a way as to demonstrate they never stood a chance against you.

Not Without Incident [400]: It is utterly impossible to predict when you will switch from non-violence into violence. As long as you haven't initiated hostilities, no one will be able to gauge when you are about to go postal. If there is a lull in hostilities, it will be nearly impossible to tell that you are resuming hostilities. This is a purely personal matter and does not apply to large scale warfare you might be directing.

Six Gun Cleric [800]: You always have a pair of fully loaded pistols on you… even if you've just been searched for weapons. You will also have 4 sets of reloads. These can be any handgun in your arsenal… as long as they have your name on them. If you shoot them dry, you're out however. This ability resets once you have a few minutes of relative calm to reload and rehide your weapons. Furthermore, anyone who isn't an absolute master marksman aiming a handheld projectile weapon at you will almost certainly miss, even if there are dozens of them and you're standing still. This probably wouldn't work on crew-served weapons, or anything with an explosive radius bigger than your torso. Those you should probably dodge. And lastly, you can aim a fully automatic weapon as if it were single fire, though you might waste a few rounds traveling from target to target.

==== GEAR ====

Grey Jumpsuit [Free]: It's a jumpsuit. You get 10 of them, in your choice of Gray or Grey.

Prozium™ [Free or 100]: The Great Nepenthe. This wonderdrug eliminates 85% of a human's emotional range, leaving them somewhere in the middle of all ranges. It does so without toxicity, without side effects, and without apparent acquired resistance. Every citizen of Libria has an injector that carries 5 ampules of Prozium, dosed specifically for their metabolism. It must be administered 2-4 times daily, by law. It can be resupplied at any of the several dozen Equilibrium Locations placed conveniently around Libria, for free. After the jump, if you paid the extra, you gain a small Prozium manufacturing machine that turns common household ingredients into more of the drug and can accurately dose anyone who stands in front of the machine, which is about the size of a mini fridge.

Ominous Music [50]: A loudspeaker you can toss up onto the side of any building and it will play Ominous background music. Returns to your warehouse when the moment has passed.

Reinforced Armored Trench & Helmet [50] (Free Shocktrooper): A black armored trenchcoat and motorcycle helmet. Good for becoming one of the faceless minions of state oppression. You may import any armor as this.

Generic Combat Rifle or Shotgun [50] (Free Shocktrooper): Exactly what it says it is. Ownership of this weapon is illegal for Proletarians. You may import any ranged handheld weapon as this.

Cache of EC-10 Material [50] (Free for anyone who wants it. It's illegal, you know.): a gramophone, a couple of old books, a snow globe, a ribbon, some perfume, a gilded mirror. Really a bunch of old junk, but invaluable in this world of gray. If you're a Technician, you may pay the price listed and have the stuff legally. If you're a Party Member… just have someone confiscate it for you, no one will tell you you can't have it except maybe Preston.

Cool Katana [50] (Free for Cleric or Council Guard): It's a katana that is automatically cool. If you're a WC Cleric, it's a white Katana that is sharp enough to cut through the skull of a human being without slowing. This comes with padded gear for practice fights as well.

It's Real [100] (3 Free for Council Members, 1 Free for Sense Offenders): These are Relics of the Old World, of the time before WWIII. You may select any one work of art besides the Mona Lisa and add it to your collection. If you want Mona, you'll have to save her from the flamethrowers. If you want 'The Consequences Of War' by Peter Paul Rubens, it's hanging in DuPont's office.

Flamethrower [100] (Discount Shocktrooper): A snub-nosed flamethrower. Very effective for burning artwork.

Authenticity Scanner [100]: When pointed at any work of art, this scanner can near instantly verify if it's authentic or not. You may import any handheld tool as this.

Polygraph [100] (Free Sense Offender): A machine that detects fluctuations in Human Emotion. It has a paper feed and a needle that goes scritch scritch scritch.

Bullet Resistant Coat [100] (Free Cleric): a clerical robe for a Grammaton Cleric. Comes in Grey or Black, with a matching pair of gloves. Very slimming and somewhat resistant to bullet fire, though not the bullets of Grammaton Clerics, especially not from 3 feet away. You may import any armor or article of clothing as this. If, and only if, you're a WC Cleric, you also get a fancy white Clerical uniform for special occasions.

Grammaton Pistols [100] (Free for Clerics, Discounted for Council Members): a Pair of high end, personalized, insanely accurate high caliber semi-automatic pistols with retractable combat spikes on the magazine butt plate. They hold more ammo than you'd think and can be reloaded incredibly quickly if you know how. You may import any two one-handed melee or ranged weapons as these.

Holdout Ejectors with Reloaders [100] (Free for Clerics): A pair of slimline arm holsters that somehow can hold the fairly large Grammaton Pistols inconspicuously, allowing them to be popped into the hands at the flick of the wrist. They also have a backup magazine for those pistols which will automatically reload the pistols with a second flick of the wrist.

Ammo Cache [200]: Literally all the ammo you will ever need for your machineguns or Grammaton Pistols.

Hideout [200] (Free Sense Offender): You have a secret base, room, or cache point somewhere in the city where you can meet with other Sense Offenders, hide weapons, and EC-10 Material. It is fairly well hidden. If it is ever discovered, you'll receive a note telling you where your new hideout is. This follows you from jump to jump, and is stocked with the general tools of La Resistance, but only appears in jumps with oppressive tyrannical regimes.

Incinerator Turbine [200] (Discount Central Party): A chamber with a control panel and a locking blast door. When the turbine is spun up, whatever's in the chamber is incinerated. If the door is forced after the turbines are spun up, the turbine will explode. You can install this in your warehouse. Good for getting rid of unwelcome guests and Uwe Bol movies.

Emotional Resonator [400] (Discount Sense Offender): You may import some personal object that has great personal sentimental value to you. Throughout the jump, it will "absorb" whatever emotion it stirs in you and, when used for its intended purpose, instill in others that emotion. The effect grows in proportion to how much you allow the item to stir such emotions within you, which -- of course -- means not being on Prozium. Once the jump is over, its emotional broadcast level will be sealed at whatever level you've raised it to.

==== ALLIES ====

If you buy more than one of these, they apply in the order they are listed here, eliminating any companion imported via the first from being imported via the second.

Partner Import [400] (Only available for BC & WC Cleric): You may import one companion to be your partner. They gain the Class GC Cleric for free, and may purchase the BC Cleric Upgrade. They gain exactly ½ your total CP in this jump after you buy Debuffs, but they cannot buy Debuffs of their own. This costs only 200 CP if you also take the drawback Inevitable Betrayal, and gives you the option to remember the drawback… but adds the complete inability to remove the paranoia that it applies to your Partner.

Goon Squad [600]: You may import up to 8 of your companions as either GC Clerics or Shocktroopers… or (if you are a Council Member) Council Guards at no cost. They gain a total of 600 CP times the number of goons and you may spend no more than 1200 CP on any one of them. They may not buy Items with their CP, but do gain the free equipment associated with their Social Class. They cannot take Debuffs. This costs only 400 CP if you also take the drawback 'Inevitable Betrayal', and gives you the option to remember the drawback… but adds the complete inability to remove the paranoia that it applies to one of your personal guards.

The Resistance [600] (Discounted for Sense Offenders): You may import all your companions as Sense Offenders. They get all Sense Offender Freebies and 200 CP to spend on anything they like. They may not buy Debuffs. This costs only 400 CP if you also take the drawback 'Inevitable Betrayal', and gives you the option to remember the drawback… but adds the complete inability to remove the paranoia that it applies to one of your compatriots.

==== DEBUFFS ====

You may take up to 1200 CP worth of Drawbacks.

Drab, Lifeless, and Bleak [+0 Required]: The world of Equilibrium is almost entirely without color or vibrance. You will have to look very hard to find any beauty here, any joy, any of the things that make life worth living. And when you do find them, they are liable to be fleeting. You may, should you so choose, keep this Debuff active in subsequent jumps, for as long as you can stand it. Once you deactivate it, it's gone, but it can only be deactivated at the beginning of a jump.

Father's Endless Lectures [+100]: Wherever you go in this world, you will be unable to escape the constant droning lectures of Father. They will appear on walls, echo from loudspeakers, and fill every screen. You cannot escape them. They will even appear in your warehouse.

What Will There Be For Men Like Us? [+100]: There are no Sense Offenders left, and thus no one to fight if you are loyal to the regime and no one to help you if you are fighting against the regime. Cannot be taken with the Scenarios "Father's Will" or "Father's Instrument".

Breath is just a Clock Ticking [+100]: You are plagued by constant doubts about the nature and value of your life.

Resources are Tight [+200]: You have no Warehouse Access for this jump. All outside tech simply doesn't work, unless it is part of your body, at which point it functions just as well as whatever biological system it is replacing normally functions.

Drug Resistance [+200]: Prozium doesn't work on you and so you must maintain calm at all times or be called out. Any powers that would allow you to control your emotions don't work. You must do so entirely on your acting ability and native willpower. Cannot be taken by Sense-Offenders or Council Members.

Inevitable Betrayal [+200]: Sometime during this jump, someone (it could even be one of your most trusted companions) will betray you. You will not remember taking this Drawback until just after it happens. It is up to you if you forgive the one who betrayed you. If you applied the discount from this to multiple companion imports, it will fire off multiple times.

It Is Not The Message, But Our Obedience To It [+300]: Everytime you break any rule, no matter how minor, during this jump, you will be consumed with overwhelming guilt and remorse that not even Prozium can suppress.

Emotion is Chaos [+300]: You have no control over your emotions and feel every emotion at maximum intensity. Prozium is only 80% effective.

EC-10 [+300]: Everything that would provoke emotions in you has been rated EC-10. All food has no flavor, you can no longer hear music, books become nothing but lists of facts, and even sex is passionless and routine. You can still experience boredom.

Father Senses You Are Different [+600]: The entire Council and all the Grammaton Clerics, including Preston, sense you are a threat to Libria and will do anything and everything to destroy you from the moment you arrive. They have tricks and weapons not seen in the film and will deploy them against you at a moment's notice. Regardless of how you deal with Preston, he will always return, stronger and more determined than before.

True Equilibrium [+600]: This world matches your original world exactly. You have no memory of being a jumper, no jumper powers or abilities, and no companions. Instead, you have memory of having lived through the Third World War as yourself, the foundation of Libria, and the creation of Prozium. You're now 80 years old, as yourself, with only the perks you bought here to help you survive.

==== SCENARIOS ====

You Can Kill Father: You must kill Father, even though no one knows who he is or how to find him. You must do this without powers and father's identity no longer matches the movie. If you manage this feat you gain Preston as a companion. Preston is almost impossible to deceive, knows what people are feeling before they do, and is a master swordsman and gunfighter who can dodge bullets. He has mastered every facet of Gun Kata, and some facets known only to him. If you're lucky, he might teach you. His kids and dog come along too, since Libria sucks. Preston, his kids, and the dog all count as one active companion slot, but only Preston gets the benefits of being imported, such as perks or backgrounds. If you like, this can change as the kids grow up (if they do that's up to you) and you can make them companions in their own right. The dog, however, is just a dog. Once you've killed Father, you may freely use your powers again. To be clear, the scenario requires that you use no powers or outside perks in hunting down and killing Father… it does not lock your powers nor give you a toggle option. For an additional [+200] CP, you can lock out all your outside perks and powers until Father is dead, but this requires taking Father Senses You are Different.

Father's Instrument: You must destroy the Resistance once and for all… without destroying Libria as well. If you do this, your warehouse gains a massive, reinforced T-Shaped Door… and a Zeppelin.

Father's Will: You are Father. Your will is the will of Libria. Or so it should be. Somewhere out there is a Cleric who seeks to destroy you, a member of the party who seeks to replace you, and the masses of humanity to guide. It is 30 years since the war and you are in your 60s. You must survive 20 years of intrigue, backstabbing, and potential civil war at every turn and secure peace on earth. If only you could remember who you were before the war. The Clerics, Sense Offenders, and Council Members all scale with you, but you can choose what power level you enter this world as. You have no companions, no warehouse, and no memories of being a Jumper or the events of the movie. Your reward for this accomplishment is a set of six bodyguards of any style you like… robots, flesh golems, things that look human but aren't… they have absolutely no personalities. They aren't companions, you can't apply perks to them, but you can improve them however you like, via any applicable training methods or technologies, bringing them with you from jump to jump. They can step out of any convenient alcove or out from behind pillars if you need them. They are bodyguards and cannot be sent very far from you.

==== NOTES ====

For Peace Reigns in the Hearts of Men, while I'd like to claim the negative effect lasts post this jump, the breakdown part is optional. If you feel it improves your story, keep it. If you don't, get rid of it. Emotional Control Perks would cancel most of it out anyway once you're not bound by this world's rules.

Empowered Gunflare allows you to combine your gunplay with symbolic magic or holy symbols, since the shape of Preston's flare is four T-shape crucifixes, and the term Tetragrammaton means "The Four Letter Name of God".

Changelog
V1.1
Minor corrections, added notes for Peace Reigns & Empowered Gunflare, clarified starting locations and start date, made it so Drab, Lifeless, and Bleak could be maintained postjump (per request). Added Emotional Resonator, per suggestion, reworded You Will Burn, Nerfed Six Gun Cleric a bit. Added a slight buff to Father Senses You are Different. Reordered the perk trees.