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to do: Drawbacks, adjust Backgrounds, maybe more details

Limbus Company JumpChain Compliant CYOA

Ver 0.1 by “pottea” or u/Swimming_Teapot on Reddit

You first hear a sound similar to glass shattering, except it is not quite a sound and it feels like it is all around you. Then a rapid flash of various scenery - like flipping the pages of a photo album at a speed too fast for your eyes to properly follow - lasting for maybe a few seconds or an hour (hard to tell due to the information overflow). After that, you find yourself in a poorly lit chamber, with various pipes sprawling all over the walls and a ceiling so far above you fail to see any but the vaguest of features.

In the centre of the surprisingly spacious yet somewhat claustrophobic chamber, lies a raised portion that can serve as a makeshift table. Whether drawn to it by some compulsion or simply because of no other items of note beside the pipes that churn with some regularity, you find yourself approaching it, and spot a dark sheet of (possibly) paper. While the scripts are not immediately legible - especially not under this poor illumination, the information written on it quickly becomes easily readable, as if it is being beamed into your mind.

It is a contract. One that may or may not evoke some sort of familiarity.

“Welcome to the City. Or welcome back. Whatever your current circumstances, you will face the trials of the City just like anyone else here. Fortunately for you, here are 1000 Lunacy Points for you to prepare yourself for the journey ahead, courtesy of your Benefactor.”

Locations

There are only two options really, to be in the City or not.

City

There are 25 known districts in the continent-size City, each with a number from 1 to 25, arranged in a spiral pattern around District 1, 2 and 3. District 1 to 3 are directly under the Head - the rather off-handed ruler of the City - while each of the other districts is governed by a Wing - a large corporation “endorsed” by the Head. That being said, the Wings only “care” for some parts of their designated districts, which result in the divide into the often restrictive but mostly safe Nests and the chaotic but more expressive Backstreets. Of course there are dangerous places in the Nests as there are relatively peaceful locales in the Backstreets, so both are somewhat livable. Given the diversity of the districts, it is recommended to visit the wiki for more details. The “exact” location of your arrival to the City would be determined by your background due to the strong adherence to hierarchical orders found in many locals.

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Outskirt

It is illegal to venture outside the City's walls, but there will always be people either foolish or desperate enough to try. The Outskirt is the area between the City and the distant Ruins, and is where the Head sometimes dump their troubles into. It is notably more dangerous both due to hostile people and anomalies being much more common. It is still survivable, especially with sufficient prowess, and its weirdness may bring unexpected fortune if you are very lucky. Whatever your background may be, it is all but history unless you choose to make your time here as brief as possible.

Backgrounds

While all origins can be taken as a Drop-In, some may be more compatible and some may not be as much. You are also welcomed to make your own backstory, provided it aligns with your purchases and persona.

As per standard, options for the respective background are discounted by half, with the 100 LP option being free. You may also take one general perk and one general item at a discount.

Manager

You are a leader. Or rather, a team leader, in the middle management sense. Fortunately (or not), the team you are leading are no normal people, and you likely have some sort of grand goal (whether you know it or not).

This is the background to take on a role similar to Dante, Hermann, and other faction leaders. The purchases will be focused on leading and supporting a group.

Sinners

You had made some mistakes, or you think you did. Whatever the case, your guilt was enough that you would leave behind your original life for a chance to atone for it. At a fateful moment, a white-haired woman made you an offer you cannot refuse, and now you are on a bus with some other weirdos while said bus is taking you to your "manager".

This is the background that is themed around the Sinners and is focused on character growth.

Rivals

You want something. You want it so badly you will do anything to get it. It could be an utopian dream, personal vengeance, an ambition to climb the social ladder, or any other goal. You could be a lone wolf, or you have surrounded yourself with followers. Regardless, you only care about that goal of yours.

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This background is based around the various rival factions and is focused on “schemes”.

Support

You are just an employee. You are there only to get paid. You will not be in the spotlight, but that does not mean you are incompetent. In fact, you might even be a major figure who has decided to stay out of it for whatever reason.

This background is mostly made around Vergilius and Charon, alongside other members of the Limbus Company that are not of the Bus department. This is primarily focused on doing things for others.

Civilian

The designator may be misnomer, but what it is meant to say is that you are not really involved in the main plot. You can be a Wing employee, a Syndicate member, a Fixer or whatever.

This is built around the various supporting characters who are “unaffiliated” with the various factions, and is focused on self-sufficiency

Perks

General

Combat Aptitude (variable)

Everyone in the City knows at least a little bit about combat. You may choose (at a price) your combat skill by your lonesome in the City. Sensory perception and mental conditioning are also covered by this perk to a lesser degree.

- *Free*: Grade 8 or 9 Fixer, Canary
- *200 LP*: Grade 5 combat focused Fixer, Urban Legend, a high ZAYIN or TETH
- *400 LP*: Grade 2 or 3, Urban Plague, or a HE
- *600 LP*: Grade 1 Fixer, Urban Nightmare or low Star of the City, or WAW

Augmentations and Prosthetics (variable)

Most people in the City would get some form of augmentations if they can afford them. Some would also get prosthetics to either fill in for lost or damaged body parts, or to replace them for whatever reason.

- *Free*: basic augmentations like enhanced muscles, reinforced cardiovascular system, and minor toxin filters; note that these augments will scale with some of your other perks in this Jumpdoc: e.g. someone with the Combat Aptitude of a Grade 1 Fixer will be as

strong as the average Grade 1 Fixer. You may pay an extra 100 LP for each tier you wish to go up, capped at the Grade 1 level.

- *200 LP*: a prosthetic that is significantly better (2-3x) than the rest of your body, scales with basic augments; or a mod that provides you with a moderately potent gimmick, enough to boost your odds from 50/50 to 70/30.
- *400 LP*: a full body replacement of the same quality of the prosthetic above, or a mod that grants a specific but significant advantage, enough to allow you to punch a little above your level (e.g. Grade 2 vs low Grade 1) if they lack a similarly powerful mod
- *600 LP*: a prosthetic or mod made using a decent amount of Singularity, e.g. Dante's Clock, can propel your effectiveness by one rank (Grade 2 to 1) if within its somewhat broad scope.

Manifested EGO (variable, mutually exclusive with Distortion)

After the White Nights and Dark Days prior to the fall of L Corp., a small number of people are changed in one of two ways and have obtained new abilities as a result of the change. The more stable but less common of the two is the manifestation of personal EGO - an item of power that reflects its owner's deepest desire. Normally, to manifest an EGO, one would need a major exposure to Light, and must hold onto themselves (and their ideals) after facing both enormous challenge(s) and temptation(s) by the entity in the Light. You may choose to have experienced this or not.

- *200 LP, free and mandatory for Sinners*: a ZAYIN level EGO, which can be considered an EGO at its germination stage. Its potency is helpful but relatively minor. At this stage the EGO is a singular item.
- *400 LP*: TETH to HE level, decently potent, especially if wielded by someone capable. At this stage the EGO is a full set - armour plus weapon - but somewhat "simple".
- *600 LP*: WAW level, the complete manifestation of EGO, a person's desire in full bloom. Powerful no matter the user's original capability. At this stage the EGO is a set of implements impressive in both appearance and might. E.g. final stage Xiao.

Distortion (variable, mutually exclusive with Manifested EGO)

The more unstable but more mutable of the two changes brought forth by the White Nights and Dark Days incident is the Distortion Phenomenon. When a person is Distorted, their body is altered by the Light into a form that most represents the person's deepest desire. As a bonus for purchasing with LP, this also comes with a toggle to switch between your (probably) human form and your Distortion form. Normally, a person Distorts because they give in to their desires when facing a "hopeless" challenge and the entity's temptations. You may decide if this is true for you or not for your in-Jump persona.

- *200 LP*: ZAYIN level. Your Distortion is minor, where your body is minimally changed and you gain relatively minor abilities. E.g. a particularly gluttonous person grows a noticeably bigger mouth with jaw strength significantly higher than normal.
- *400 LP*: TETH to HE level. Your Distortion is significant, where your entire body is changed and you gain some major abilities. E.g. the aforementioned glutton now has a

big fat body and a mouth bigger than a normal person's head, with the ability to bite and chew down most materials and digest them.

- *600 LP*: WAW level. Your Distortion is grand, and is a prime specimen among all Distortions. Think of the Reverberation Ensemble at their "highest" point.

Technical Aptitude (variable)

The City is quite technologically advanced, with plenty of horrors and wonders going around and being made. A provision of technical intuition would certainly help with your time here. Note that higher tiers include the benefits of the lower ones.

- *Free*: While you are no expert you are no luddite either. You can reasonably operate most of the less sophisticated machinery and gadgets without too much trouble, and can adapt to anything beyond that level if provided a moderate amount of training relative to the technology's complexity.
- *200 LP*: You are likely educated or at least played around with technology for quite a bit, enough that you can probably make a meagre living out of your technical talent alone. If you apply yourself further, dedicating years into research within a specific field, you can get a place in a decent Workshop or if you are lucky, a research position in a Wing. Dongrang and Dongbaek both can be considered slightly above this level.
- *400 LP*: Like Yi Sang, you are very talented in terms of technical skills. You can easily adapt to new technology, quickly noticing any features or flaws and can both reproduce and make advancement in it within a relatively short period of time. Should you express an interest, many Workshops and Wings would be happy to have you.
- *600 LP*: You are a Genius of technology. Like Faust, you can produce or reproduce novel technologies (i.e. Singularities) and integrate a few of them into one thing (e.g. Mephistopheles). At this point you are mostly limited by your access to resources and access to knowledge (including its usage, since patent law is brutally enforced here). Any organisations, especially the larger ones, would literally kill to have you work with them should they know of you.

Glass Mirror Technology (600 LP)

You may be a member of the League of Nine Littérateurs, or at least know some core members of it, because you know about the "how" in the Glass Window and Glass Mirror technology developed by Yeong-ji and Yi Sang respectively. The Glass Window is the first iteration of such technology and allows people to look at the other "versions" of an object across the Mirror Worlds (local multiverse). The Glass Mirror on the other hand focuses on people, and allows an individual to see and communicate with other "versions" of themselves. With this knowledge, you may further develop these technologies, like how Yi Sang created the ID System.

The Mark (600 LP)

You may be one in Demian's clique, for you now possess the Mark. This Mark, speculated to be the Mark of Cain, grants the person possessing it a great deal of power. All those with the Mark had or will have their "world" shattered before their eyes, and need to rebuild their perspective

from the ground up. It is invisible to those without the (potential) Mark and is made of three strokes of red, each bearing a portion of its total power: the first grants the ability to “see the world as it is”, the second greatly enhances physique, and the third potent telekinesis (can levitate, fly and strike with it). You may choose between having it awakened or not. If you choose to receive a fully awakened version, then you will get the amount of power that elevates Demian from an otherwise normal person to his height (easily destroying Kromer who is resonating with and is empowered by a Golden Bough). If you choose to receive the dormant version of it, the boons would scale with your other purchases that affect your potency in this Jumpdoc, always providing a significant amount of additional capacity. To awaken the Mark, you basically need to go through a “hero’s journey”: confront and conquer your fears, hold fast to your own ideals without being blindsided, and realise your ideals while pushing past those that may stray you from them or opposing you. Do note that the more powerful - whether in terms of actual prowess or mental resilience - one is, the more difficult the trials they need to face because the awakening process requires sufficient stimuli and fluctuations.

Drifting on Tides (800 LP)

Like certain figures in this setting, you can feel the flow of destiny. At your discretion, you may give up your agency to the hands of fate. When you put yourself in the care of fate, your luck would rise to the point where you will always “win” no matter what during your mindless journey. That being said, fate may or may not be on the side of whatever plans or ambitions you may have, and it only guarantees your survival as both an enforcer and witness to the “natural progression” of things. At any point in time, you may “denounce” fate, severing your connection while getting your agency back. Whenever you do so, flip a coin. If it is a head, then Fate will not be offended by such an act, and you may roll a d6 to see if Fate is impressed by your defiance, providing you a “minor” boon; if tail, then Fate is offended and will punish you, reducing your luck to “nonexistent” (do not expect good things to happen, but bad things will not happen unless you ask for it). After you “denounced” Fate, you may return to it whenever you wish, but when you do so, flip a coin to see if it welcomes you or not, receiving a “minor” boon or curse. The longer you spend either following destiny or without its guidance, the better the boon and the worse the curse. You may only denounce Fate for up to three times each decade, after which Fate will be unreachable until the coming of the next decade.

Alternatively, rather than putting yourself in the hands of Fate, you may follow someone else’s plan or command instead. The effects are largely the same, where you would be “faithfully” obeying whoever you are following instead. You can still “denounce” them and leave their service, but they may or may not be as “amiable” as Fate.

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Manager

Conditions of Service (100 LP)

You have some way of binding others to your service, usually by finding leverage. Note that this is only useful for getting people in. This alone will not keep them working for you if you are too much of a jerk or if your leverage over them is gone. [5]

Team-Building (200 LP)

You know how to build an effective team. You can, after a quick analysis, figure out the strengths and weaknesses as well as the character of individuals. With sufficient information you can find a way to have people working together cohesively and effectively. The effectiveness of this perk is affected by your knowledge about the members of the team you are trying to build.

Managerial Duty (400 LP)

You either have a force of personality or have a certain charm. Either way, you can get people to listen to you and do your bidding most of the time. The more you know about a person, the more you can push them. At base level where you barely know a person, you can ask them of minor favours or to protect you from threats as long as neither of you is very uncooperative or unaccommodating; at high level where you know all about a person's history and their desires, you can influence them to do basically anything, and your influence will remain to a lesser degree even when they are away from you.

To build a better future (800 LP)

You can make plans, big or small. Your plans tend to be quite good too, even those you whipped out in half a minute. You have a good estimate of the resources and actions required, the opposition you may face, where to gather the resources, how to get the plan going, and how to deal with known issues. Your ability to plan is almost precognitive and can be adjusted (within reason) on the fly should you wish to. Again, the more you know about a subject, the better you can plan with regards to said subject. The effectiveness of a plan also scales with the amount of time you dedicate into its planning and execution.

Sinners

Street Smart (100 LP)

Life in the Backstreets takes quite a bit of intuition and luck if you want to live long. Good thing you have the former in the bag. Like a certain thug among your fellow Sinners, you possess a good amount of intuition in your head, enough to impress certain educated people with your simple yet shrewd insights, or to be a professional investigator by mostly relying on it. This intuition works on practically anything, as long as the subject is not too beyond your grasp.

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In search of joy (100 LP)

Your emotions are now significantly dulled. In exchange for that, you know at least a little about practically anything. Actually, saying that you know a little would be a great understatement, and you can perform as well as you know about a subject. As an example, while you have yet to reach professional level, your culinary knowledge and skills would be at the very peak of what an amateur can do, and professional chefs would be happy to take you on as an apprentice should you display both the grit and desire to do so. Unfortunately, because of your condition, anything you do would lack what some would call a “personal touch”. Maybe a therapy of sorts can help with that.

Life on a boat (200 LP)

You may have experience working as a sailor on a boat in the Great Lake that takes up much of District 21. Having survived the rapidly changing environment and the various dangerous phenomena there, you developed an ability to “expect the unexpected”, quickly adapting to whatever situation at hand to at least survive, and may eventually thrive. This does require you to keep your eyes peeled and mind open, for otherwise you would be blind to the situation or be ignorant of it.

Mind over matter (200 LP)

As a disclaimer, this is not a telekinesis perk. At least not in the conventional sense for those that want to argue. Like a certain boisterous woman, as long as you have a firm belief in yourself, your luck will rise to the point where your wins in gambling with other people outweigh any losses. Unfortunately, this luck does not seem to work in combat, so be careful. Also, while confidence is good, overconfidence may have you make some questionable decisions.

Monstrous (400 LP)

You may not be entirely human, if at all, at least biologically speaking. You possess prowess greatly (5-6x) beyond that of normal humans and may have some sort of special abilities due to your strange biology [2]. That said, you also have a powerful instinctual drive or hunger for something out of the ordinary, something that may be dangerous to others. For now, you can keep your monstrous instincts mostly under control, at the cost of limiting your prowess to maybe half of what it should be. If you are to go through a great deal of training, or experience an epiphany, you might learn to control your instincts with no cost to your strength.

Gesellschaft (800 LP)

Like Faust, you too have a mind connected to many versions of yourselves across the Mirror Worlds, able to instantly communicate with them. This grants you a great deal of knowledge and perspectives, provided your alternates are cooperative. There are still things you do not know about the City, but you would be much closer to knowing all about it than most. When you move on from this Jump, your network will add your alternate versions in the setting you find yourself in, as long as they agree to do so. Your nature as a Jumper also allows you to access your

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alternates from previous Jumps, including from this Jump should you leave it, though the further back you try to reach, the more difficult it would be to communicate with your alternates there - if reaching backward more than six Jumps, even simple inquiries will take hours at minimum to get a response. Unfortunately, with such a mind, you will have some difficulty in distinguishing your own thoughts from those of your alts, potentially leading to something akin to analysis paralysis if you are careless. Perhaps after overcoming some trials you may develop a sufficiently strong sense of self to easily tell yourselves apart. For the meantime, you may have a toggle to temporarily weaken the mental connection at the cost of losing the knowledge you gain through it.

Rivals

Fanatic (100 LP)

You are a rather driven person, especially when you are dedicating yourself to a specific goal. The more effort and time you put towards achieving that goal, the greater your willpower. If you have forsaken everything else and spent years pursuing a goal, you are impossible to sway from your goal, not even by a godlike entity.

Beacon of Desire (200 LP)

Many people, whether in this world or not, seek directions. Your immense dedication and desire displayed in your appearance and actions attract such people to flock to your side like moths to flame, even when knowing they might be hurt or die when they get too close. The stronger your willpower and longing, the more potent this pull. Ahab's charisma is a benchmark for the height this perk can reach with sufficient drive.

Fortune favours the bold (400 LP)

When you are in the pursuit of your goal, you are almost bound to do some risky maneuvers. This perk improves your odds the further you push your luck, though it will never guarantee your success, only making it possible. If the odds are 50/50, this pushes it to 55/45 in your favour; if 40/60, then 50/50; and if 30/70 then 45/55 and so on. Your willpower may supplement the effect of this perk to a small degree.

Distorted EGO (800 LP)

Mutually exclusive with "Personal EGO" and "Distortion"

Your tremendous desire has led to your Distortion, but your willpower somehow enables you to also manifest an EGO. By purchasing this perk, you get a potent personal EGO permanently melded into your Distorted form, with a rating of about high WAW level when combining the two. Your Distorted EGO is stable like other EGOs while maintaining the mutability of Distortions. You still need to stick to your chosen theme, but as long as the abilities fit with your theme (which likely aligns with your goal), you can choose what abilities for it to have at any point in time from

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here onwards. As a rule of thumb, the more abilities you wield at one time, the less potent they are individually, and vice versa. The default number is four. You may further temporarily boost your Distorted EGO with willpower, at the cost of being mentally drained after with potentially lowered willpower for at least double the amount of time you have your Distorted EGO boosted.

Support

Driver (100 LP)

You know how to drive the common land-based passenger vehicles (use UNECE category M, M1 to M3 as reference) to a mostly professional level. On top of this, you can adapt to the control system of any other vehicle significantly faster than most people, though obviously the complexity of a vehicle's controls would slow you down.

Before Team (200 LP)

You know how to make various preparations to set up the success of others. Gathering intel on the locale, acquiring relevant materials, breaching and reducing the size of enemy forces, you can do them all at a moderate adequacy by yourself. If you are working in a team, the collective effectiveness of such actions would scale with the size of the team and the support the team is provided with. A handful (five or less) of the local armoured trucks worth of people backed by enough money to not worry about most issues (basically the size of an LCCB team with their company credit card) will allow the team to know enough to make a "travel brochure" on the site, make arrangements with local authorities, and secure a perimeter.

After Team (200 LP)

You are an expert in cleaning up the mess left behind by others, whether after combat or party or other such events. You are not limited to removing physical traces of disruption and potentially fixing any damage via mundane means, you can also make arrangements with the locals (provided you have sufficient resources) to reduce the social and political damage done to them. This alone will not immediately make any of the damage disappear, but with time and resources you can make it so that the damage will only be a passing mention to most. Only those with a personal vendetta will care enough to take actions against you or the "perpetrators" of whatever incident you are cleaning up after. The effectiveness of this perk scales with the size of your team and the resources you have at disposal.

Colour (800 LP)

Renders "Combat Aptitude" redundant

Like Vergilius, you are a Colour Fixer employed by a company. Your overall competence (including combat) by yourself is decently higher than the average Grade 1 Fixer, and you have a personal fighting style[6] that suits you like no other. You have a terrifying reputation built up by

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your time as a “freelance” Fixer, enough to intimidate all but the directors of Wings and those on the level of Colours as well as the especially insane. You are also well-connected, knowing many “useful” people across the City, with quite a few of them owing you a favour or two.

If taken with “Before Team”, then this also provides you a moderately good ability to coordinate teams which improve the effectiveness of all teams under your command. Additionally, thanks to your fame, the more personal attention you give a team, the better they would perform. Just expect them to ask for a signature or a recommendation after the mission.

If taken with “After Team”, this grants you better luck in rescuing personnels and retrieving items of interest. When you are personally involved, you are more likely to find the teams sent before you suffering less injuries and lower casualties than they otherwise would have, and the items of interest easily within reach while being at the very least mostly intact.

Civilian

Professional Skill (100 LP)

Pick a mundane profession, you can be considered a professional in it. As an example, if you pick cooking, you are skilled enough to run a small restaurant in a Nest somewhat comfortably. For those that wish to pick “researcher”, you would need the 200 LP tier of Technical Aptitude at the very least, for else no one would hire your in-Jump persona.

Career Switch (200 LP)

As much as some would wish to be otherwise, only a lucky few will have the same occupation for their lifetime. You may or may not be among the lucky few, but at least you are quite adaptive. Whenever your career changes, you will receive a temporary learning boost that lets you at least acclimate to the new position, with the boost leaving you once you can fare comfortably well in said position. This mainly applies to major changes like going from a combat focused Fixer to working at a Workshop (not as a field test agent), but will still do so for relatively minor changes like moving from one company to another while having a similar position.

Lie Detector (400 LP)

You have developed a sense for deception and intrigues. While you are no better at planning or doing such things, at least you would notice whenever someone tries to trick you. This perk is especially effective on tricks intended to bring you harm of whatever sort. This sense is telling you not to take the Warp Train, it is better to follow it.

Singularity (800 LP)

Congrats, you have an exceptionally lucky find. You discovered a Singularity not too long ago. Not long enough for you to commercialise it right now, but long enough for you to have some research about this mysterious thing. Your choice as to the nature of your Singularity, whether it

is a creature or a theorem. Either way, it follows one somewhat broad theme (e.g. “reversion” for K Corp., “restoration” for W Corp., “replication” for R Corp.). For now, you only know enough what it does in a sense (e.g. only knowing sometimes the tears from the K Corp Singularity heal while sometimes they melt people), but if you start doing research on it, better yet if you are throwing lives into it for the purpose of such, you will learn more and can refine its output and usage. The manner of which you sacrifice lives varies, it can be trying to learn about an infohazard or a key material in the production is living bodies, as long as it matches the Singularity’s nature.

Alternatively, you can become a Singularity yourself. Again, pick a somewhat broad theme and decide on a thematic physical transformation (e.g. turn into a creature with disproportionately big eye(s) if you wish to “cry for the City”, or be stripped down to your nervous system if you want to unlock the power within the subconsciousness of others). While you lack the systematic research described above, you have an intuitive albeit basic grasp of your ability as a Singularity and conscious control over it. You can also further develop your ability with enough bloodshed. Luckily for you, you are still a human in the perspective of the Head, so they will not hunt you down. On the other hand, many others would seek to capture and use you for their own purposes.

If you purchase the second as a “Distortion”, instead of undergoing two transformations and choosing two themes, your Distortion will be expanded to allow you to produce a product useful to others, whether directly or indirectly.

Items

General

OST (Free)

The obligatory music purchase. You get all the soundtracks in the game, plus a set tailored to you and any imported Companions. In the more personalised set, there is at least one combat track (might be more if you engage in far more combat than the usual Fixers), one song composed by Mili that is themed after each of you, and one credit song by Studio EIM (you may choose to record the vocal yourselves or not). Also comes with a party box music player.

Toolkit (variable)

Despite the name, this purchase is for the various equipment (including accessories) you may peruse (at a cost) to face the trials in the City. For purchases beyond the free option, you have all the paperwork required to possess and use them. All of them maintain and repair themselves slowly if left alone, going from completely ruined to pristine in three days; if you want it to go faster, you can do it yourself, the most skilled can fix a completely ruined item in an hour.

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- Free: a set of armour or outfit plus a weapon that are relatively mundane but decently made. The quality of the set is dependent on your tier in “Combat Aptitude”, though you may purchase a set of better quality by paying an extra 100 LP for each tier you go up. A “Colour” gets the same quality as a Grade 1 Fixer.
- 200 LP: similar to the mod of the same price in “Augmentation and Prosthetics”, this equipment provides a minor gimmick. An example of such is the flaming gauntlets used by the Section 6 of the Liu Association.
- 400 LP: as above, but better, equivalent to the flaming swords used by Section 4 of the Liu Association.
- 600 LP: a piece of equipment (paired items like gloves or boots count as one if they are identical) on the level of the Black Silence’s gloves

E.G.O. Equipment (Variable)

Not to be confused with Manifested E.G.O., E.G.O. Equipment is not something a person creates by themselves, but something that is manufactured. L-Corp was the pioneer of this technology prior to their fall, extracting them from Anomalies through an unknown process. This process was later replicated by the Limbus Company LCE department after the fall of L-Corp.

E.G.O. Equipment (or just EGO Gear for short) allows one to utilize the power of an Anomaly for themselves, to varying degrees of success. The strength of the Gear largely depends on the category of Anomaly it’s extracted from, with EGO extracted from ZAYIN Anomalies being the weakest (and least risky) and EGO extracted from ALEPH Anomalies being the strongest (and most risky), though there can be exceptions.

Utilizing EGO Gear is not a simple task, however. One must attune themselves to the Gear in order to properly draw out its strength, meaning that not everyone can use a given EGO Gear to it’s fullest potential. However, one must take great care to not attune themselves *too much* to the gear, lest the EGO consume their sense of self and result in corrosion, a state in which the user becomes a sort of pseudo-anomaly, and will lash out indiscriminately. It should be noted that, while Corrosion is a temporary effect in-game, this is due to Dante being able to “rewind” to a state prior to Corrosion; typically, it is not possible to recover from Corrosion. EGO also typically causes great mental strain to its wearer, making it a risky to use even in the best of hands.

For 100 LP, you’ve managed to find yourself an EGO extracted from a ZAYIN anomaly. For each additional 100 LP you pay, you can increase that rating all the way up to WAW. ALEPH EGO Gear will be a bit pricier to get, costing 600 LP total.

Concept Incinerator (400 LP)

This item appears to be a moderately sized fire pit, and is a medium grade Concept Incinerator. When you throw the “original instance” (e.g. the first complete version of an original recipe, research notes) of an idea into the incinerator, it wipes the memory of the idea from everyone within the same neighbourhood (about a little under 2 km radius). Any attempt to recall the idea will fail, and even tangentially related memories will be modified. While you can purchase such

an item in the City, even a medium grade like this one costs quite a fortune, and will not be fiat-backed.

As a bonus, it also comes with schematics for such Incinerators and some related technologies like masks that reduce people's perception and recollection of the wearers. Unfortunately, these schematics cannot be copied in any form[8], whether via memorisation or producing digital or physical copies, or any other means. Any attempt to do so will yield a blank being made. Also, don't drop the schematics into the Incinerator if you want to keep them. The schematics are only fiat-backed to work, not to exist.

Golden Bough (800 LP)

A remnant of L Corp's Singularity, or so people believe it to be. This "golden tree branch" is about the size of a straight sword, and can produce energy equal if not more than a moderately sized nuclear plant [7]. While its mysterious ability to generate energy ex nihilo for long is already impressive, its most desired trait is the power to materialise a person's mental landscape and project it onto the surrounding area, potentially granting them a wish. This branch resonates with you and only you, responding only to your mind, unlike others that resonate with other people majorly involved in important events to their respective Sinners. The capabilities of this include, but not limited to: giving you a personal EGO (even if you have no potential for it before, though it might be weakened if outside the branch's influence), reviving people, teleporting, creating a moving castle. You can also stab people and things with it, for whatever reason. It hurts as much as a normal blade of its size, but it is somewhat fragile.

Manager

Manager Terminal (100 LP)

An indestructible tablet with infinite battery (the battery does not work outside the tablet and does not power anything beside it). Its computational ability is more or less irrelevant because you can't install apps on it ("the company does not want people to use company assets for their own purposes"). The only apps available are: notes, camera, gallery, and team manager. Notes and Camera are both self-explanatory, though the latter has at least 4k resolution with various mundane filters and photo modes (change shutter speed and stuff). The Gallery allows you to look at the photos and videos you took with the Camera, with a special folder called "record" where you can review events you have personally experienced with clarity, though it is mostly focused on interpersonal interactions. The Team Manager allows you to "log" up to 12 people working under you as members of your Team, and once a person is "logged" you need to wait until after the next new year to swap them for another. During combat faced by this Team you command, the Team Manager changes to a different screen that allows you to send telepathic commands.

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Mirrorbox (200 LP)

This smooth metal box is the size of a stool, and has a couple slots on the top and a flat slot on the front. If you put in the equivalent of 1$ USD into the bigger of the top slots, the box will produce a card on the output slot in front. (put in 10$ for 10 pulls and so on) The card is produced by pulling in a possibility from the Mirror Worlds, and can either call forth a persona of one of your Mirrored counterparts or a phenomenon or event they are involved in. You can only use one Identity card and one phenomenon (“EGO”) card at one time, and to use them you hold them in your appendages and meditate on them for less than a minute. You can get out of the transformed state at will, after which your two cards will manifest themselves in your pocket or other similar personal storage space. Do note that neither the ID cards nor the EGO cards grant you the full might of your counterpart at base level. It is possible to get duplicates, which you can either use to enhance the existing card (by putting them on top of each other with the intention to “stack” them), or exchange it for another pull (put the duplicate into the thinner of the top slots). Each enhancement grants incremental but permanent improvement, and once a card reaches the full power of its source, it can no longer be enhanced.

If “Manager Terminal” is also purchased, the results of your gacha also include those of your Team members, which are only usable by their respective members. The Team Manager app also gets an update, where the page for each member now has six slots, the first for equipping a Mirror Identity, the other five labeled as “ZAYIN”, “TETH”, “HE”, “WAW” and “ALEPH” are each for equipping an E.G.O. of corresponding rating. You can switch the loadout of each member before their deployment whenever you want.

Neither the box nor the Terminal can be reverse engineered.

Base (400 LP)

You receive a miniature model (cannot be microscopic nor be bigger than a hanging painting) of an object carrying significance to you. By placing this item down in an area you are the owner or de facto “owner” of, you may remodel the area into a base fitting your taste. You may decide on its appearance and layout when this base manifests, and at any time you may change it when touching the item. The item itself will be locked in place when the base manifests and removing it will “collapse” the base, quickly reverting the area to its prior state.

The manifested best have at least enough room to house everyone accompanying you at the moment of its manifestation, and may have some extra rooms (a handful or so for a handful of people, number of rooms grows or shrinks with number of members) to be modified for any purposes - though you or others need to bring in the means to modify them. Modified rooms will become permanent additions to the base, but if you the owner wish to revert any of them to their original state, you may do so with the intention and contact with the anchor item.

Additionally, the manifested base can have a door leading to your Warehouse and its attachments should you wish it, and any special features of the area it is manifested within will be “collected” and “organised” into doors where their resources would be presented in easily

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extractable forms (purified minerals in containers, gases and liquids in canisters, information as either books or data slates, etc) - these special feature doors are not permanent addition and once resources dry up or when the base is relocated elsewhere, they will no longer be accessible or be replaced by those of the new area.

You may also integrate Properties purchased with LP - past, present, and future - into this base. Whatever changes you make to the base, unless you decide otherwise, will have no outward changes to the initial building with all attached facilities contained within.

Trying to analyse or reverse engineer the anchor item will yield no results as it is a mundane object used to signal the Benefactor to manifest the base for you.

Patron (600 LP)

You are connected. Kind of. Regardless of how you did it, you have managed to get the support of someone of rather high standing. This anonymous patron can provide funding, supplies (equipment and other such), manpower, or any other thing, with their capacity being virtually bottomless. Do note that, the more you ask from this patron, the more they will expect from you, and if you are asking for a lot, expect to do some additional services in return. Even generosity has its limit after all. You may decide to gain the backing of an established or custom made (or even imported) character to fill this role instead, with the details adjusted to suit the character.

Sinner

Memento (100 LP)

You have a mundane object that holds great emotional significance to you. It can be the parting gift from a lover, mummified body part of a dear friend, a family photo, or something else. Regardless of what it is, just having it on your person and thinking about it helps calm you down, reminding you of happy memories. While this effect is minor at first, the longer you hold onto that thought, the more it distracts you from the bad things in your life. As a bit of advice, do try not to get too dependent on it, as we all live in the present and not the past.

Party Supplies (200 LP)

A normal looking cardboard box with many labels and stickers on it. Whenever you or your group have achieved something, or just once in a while (maybe on some birthdays), you may open this box. The actual content of the box changes depending on the occasion, but it always has delicious food and drinks, some party games and maybe a little more, all themed after the occasion and all for you to throw a good party. While the party is on, the food and drinks are unending, as are the balloons and confetti and so on. Once you are done, just put all the stuff back into the box and close it, whereupon any waste will be dealt with.

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Maintenance and Modification Kit (400 LP)

An extensive metal tool box on wheels, of a combined height of 1.3m (a little over 4’3”). Inside of it is a supply of a great variety of tools (nuts and bolts and equivalents are included), which you may use to maintain your gear and machines and vehicles, or make some minor modifications to them. For major repair and alterations, you will need to gather additional materials (i.e. scrap metals for plating and stuff). Tools supplied by this kit are up to the highest standards in the City, and are compatible with things in this setting and settings you have been to. You may introduce new varieties of tools to the kit by placing at least one copy of each into it, after which it will produce a supply of them on top of what it is already supplying.

“Tools” specifically encompass all tools used in the construction, maintenance and modification of objects, and only them. You will not find actual weapons and vehicles and some others inside. Tools taken from the kit will vanish if taken outside of the facility or building it is located in - if the kit is sitting in a truck parked outside a construction site, then the tools cannot leave the site unless they are going into the truck.

Inheritance (600 LP)

A few of the Sinners hailed from rather affluent people, and now you may join them. You are now related to a very rich and influential family, so wealthy that you can easily afford the purchases of the most luxurious items, so prestigious that you can easily form connections with the more powerful figures within the City. The family can largely keep itself at its current lofty height for a while, but you may push it to greater heights if you are capable, fortuitous and ambitious, or ruin it should you be ambitious but inept and plagued by misfortunes.

Either way, for now, this connection is beyond your immediate reach. To gain access, you must return to your family estate and reclaim your position as the heir or head, and the reclamation may be difficult (and violent) depending on your relationship and the family’s current position.

This connection can be optionally imported into future settings while retaining the same relative level of wealth and influence, changing your persona’s history when necessary.

Support

Communicators (100 LP)

A package containing a set of devices from ear buds to “radios”, enough to equip every person in your operation team at any given moment. Cannot be sold and any attempt will result in a punishment from either your superior or the Benefactor. They are very intuitive to use, support multiple channels, communications are heavily encrypted by the City’s standard, and have no latency within a 500m radius (from each device, so you may form a “ladder” by having at least one every 500m and have them relay the information to reach further). Each device also functions as a restricted PDA if you turn on the holographic screen, and can connect to any technology, though the UI may not be so user-friendly depending on the technology.

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Requisition Forms (200 LP)

Despite the name, this is a pen, if a little fashionable in an “efficient design” way. When put on top of paperwork (including but not limited to requisition forms and work reports), it will telepathically extract information from your mind and fill the forms for you. Do note that this pen does not lie, though it will only fill as much as required. Also works on digital or any other forms of documentations. Regardless of the form, it takes about a minute for every five A4 pages worth of document. Your superiors would somehow never know you are using an automatic writer to fill your forms, but if they catch you slacking off, the usual consequences will still occur. Finally, any paperwork filled by this pen is guaranteed to evade any bureaucratic shenanigans that would delay it, though if you do not meet the requirement or the person approving things wants to screw with you, it is still not getting approved.

LCD Notes (400 LP)

A small data drive (compatible with the Communicators above) containing information about the Distortion Phenomenon, Distortions and Abnormalities (including E.G.O extracted from them) known to you or the organisation you are currently working under, whichever knows more. Automatically updates its information as the organisation learns more about the described topics so long as you remain employed by the organisation. Also updates as you learn more about them personally. Might change when you switch your allegiance without reading through the info. Post-Jump, also covers similar phenomena and entities in the setting you enter, and adds information of similar subjects from previous settings that is known to you or your Companions.

Contracts (600 LP)

A mostly empty employment contract, more a template than a binding contract itself. Can be copied as many times as you want using anything from a printing press to digital file duplication. Of course making copies of a blank form is useless, so before you make copies, you can think about the terms and the identities of the promisor and promisee, then those details will be automatically filled (but not signed) when you hold onto the template. All copies, once signed by both parties, are binding. If either party breaks the agreed terms, the consequences of doing so described in the agreed terms and the local laws will automatically occur and cannot be halted.

As an example, if person A made a contract to sell person B a loaf of bread, but did not give the bread to B after they paid, so now $100 is automatically transferred from A to B as according to the agreed terms, whoever breaks the contract must pay the other $100, and B can report A for “financial fraud”; on the other hand, if B steals the bread, then $100 from B to A plus any penalty for theft if A is to report the case; or if B neither steal the bread nor pay before the contract expires, then the contract is nulled.

When working in accordance with a contract made using the purchased template, both parties will receive a boost in luck to help them fulfil their respective parts, where the degree of the boost scales with the difficulty of the promise, making it always possible (but not guaranteed) to keep it.

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This item does not grant any knowledge or skill in making terms and conditions, nor help with finding appropriate candidates for either side of a contract. Either side may also refuse to sign if they do not like the terms.

Civilian

Housing (variable)

To survive in the City, you first need a place to live, no matter where you are. You may spend some of your LP here to obtain one place where you can hunker down to some degree.

- 100 LP (Free for Civilian): A cramped studio somewhere in the Backstreets within your District. It doesn't have much - a bare kitchenette, a small bathroom with shower space, and enough room for a little more than a single-person bed. It is enough to get by, but unlikely to be enjoyable for anyone with the slightest of standard. While there is no security beyond the mundane mechanical lock on the wooden(?) door, neither do your neighbours and they are unlikely to pay attention to you as you would them in this overlooked corner of the City.
- 200 LP: A nice two-room (or three with smaller rooms) apartment in the Backstreets, or a tiny one room apartment in the Nest. The former allows for a relatively comfortable living provided by better amenities, being notably more secure than the studio above, due to the relatively tough metal door, a combination of somewhat hi-tech locks, higher quality construction, and the security guards employed by the apartment building. The latter is only a little more comfortable than the studio, but is much more secure, as no criminals can enter the Nest without the local Wing taking actions. The Backstreet apartment is in a decently well-off part of the Backstreets and the neighbourhood is a rather close-knitted group (you would be among them) that will look out for each other provided you are not asking for too much and you would do the same for them. The Nest apartment is in an area where low level Feathers and others who can barely afford to stay in the Nest, and the inhabitants mostly ignore each other unless you somehow know them personally.
- 400 LP: A luxurious domicile in the Backstreets, or a decent place in the Nest. Similar to above, the former is significantly bigger with better amenities, while the latter is closer to "normal" with much better security (mostly thanks to the Wing) and connectivity. In the former, your neighbours would either be decently high ranked Syndicate members (leaders of "minor" Syndicates or middle level members of Fingers), or capable Fixers (most around Grade 5 or above), and would be happy to mingle within the privacy and safety of this very tightly guarded (by Backstreet standard) neighbourhood. In the latter, your neighbours are Feathers in the middle of the pack, in a neighbourhood with many facilities such as a good school, a park and a pool, plenty of nice shops, it may even be close to a Wing branch office - in such a place, your life would most resemble "normal".
- 600 LP: A luxurious condo in the "centre" of the Nest, or a decently sized house in the outer part of the Nest. The former is more prestigious, closer to various facilities in the

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> Nest (especially those of the local Wing), and has better “direct” security (guards and building construction); the latter offers more space and privacy.

Regardless of which option you picked, your place comes furnished appropriate to its grade, and all the bills and utilities for the place are paid for (by the Benefactor). You also receive all the documents to prove your ownership of the property and to keep it.

Business (variable)

Many people of the City run a business to make a living in this capitalistic hell. With a purchase here, you may join them.

- 200 LP: A small shop like a decently popular hotdog stand or a medium-size bookshop with customers every now and then.
- 400 LP: A mid-size company, e.g. a famous and busy restaurant or a big factory.
- 600 LP: A decently big company, e.g. a moderately prosperous restaurant chain, or a relatively notable manufacturer. Still much less than a Wing.

For either option, you would find it to be paying only the minimum amount of tax and other bills with no negative consequences. As the owner, you only need to show up and do work once in a while for the company to stay afloat, but if you apply yourself sufficiently (in terms of both effort and proficiency), you may grow the company further. With a **Singularity**, perhaps it will eventually become a Wing.

Contacts (400 LP)

A handy notebook (or digital contact list) containing the contact info of notable people in the area (around the size of District 13) surrounding “you” - around your house by default, around your businesses should you have any. This only has people approximately your current equals in the City (not accounting any OOC things), but as your status grows so would the content of this list. When you get to know someone personally, regardless of their status relative to you, their contact details will also be added.

You may contact anyone on the list and they will be at least willing to answer the call. Anything beyond that depends on yourself or your resources.

After this Jump, this list will also integrate any contact info of people you are decently close with and will continue to update in the future. You may contact people from previous settings, though the people answering the call would be “copies” who can only provide insights and information, and maybe companionship.

Monolith (600 LP)

An externally featureless smooth black “block”, within it holds a remnant of a fallen Wing’s Singularity (that of Lobotomy Corporation by default, but you can choose another fallen Wing). If left be, it is likely to cause changes to its surroundings (including people) in a manner aligning to

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the Singularity remnant inside. You can control whether to let its influence out when nearby, and you may choose to use this however you like (you can open the container) but the remnant itself does not replenish[9] (it only respawns after unintentional damage or destruction). If you try to reverse engineer the remnant, it would take at least a few years to tease out the basic principles but the result is likely to to integrate well with any other technologies (including your Singularity if you have it) regardless of its nature or form.

Drawbacks

import-history.exe (+0 LP)

If you have been to either Lobotomy Corporation or Library of Ruina, you may import (part of) your history there into this Jump. FYI, Limbus Company is set only a handful years (at most) after the True Ending of Library of Ruina, mostly likely months after. Should there be any conflict between your history and your current background, you (as the writer) have free reign over how to resolve it, or just attribute it as “Mirror World shenanigans”.

Mirror World toggle (+0 LP)

Speaking of Mirror World, considering we (players of Limbus Company) were teased about the various Mirror Worlds out there, where the Sinners take up different jobs and stuff, you may choose to enter one such Mirror World instead of the main timeline. Do note that taking this MAY make taking *Dante’s Inferno* or *In Hell You Live, Lament* due to the Sinners not being Sinners, though you may choose to have new OC Sinners to substitute in said scenarios.

Face The Sin (N/A, Exclusive to Sinner, Mandatory for Dante’s Inferno Scenario)

During Dante’s journey through the Inferno, an observation was observed by them; every destination they travelled to in the pursuit of a Golden Bough was, in some way, related to a given Sinner’s past. You are not excluded from this; at some point, somehow, a past that causes you no shortage of grief is going to catch up to you, or rather, you’re going to be on a collision course to it as a part of your contract. There’s no way to avoid this without violating your contract; one way or another, you’ll have to confront it.

Human Purist (+200 LP, cannot be taken with any Prosthetics or other invasive Augmentations)

You now have an instinctual disgust towards any modification to the human body, especially the integration of artificial objects into the body. Not only does this forbid you from willingly receiving the many forms of prosthetics, you are also enraged by the sight of prosthetics - seeing a person with a mechanical replacement for their lost limb fills you with anger, while being in the

proximity of a full body prosthetic will have you entering a berserker rage. Of course, with sufficient effort you may suppress it, though it is bound to be difficult. If a prosthesis is forcibly installed onto you, you will likely be extremely angry - you will kill everyone involved and then rip the prosthesis off your body no matter how ill-advised it may be (even if it is your life support).

While your rejection of prosthesis keeps you from receiving these relatively accessible improvements, this fervour also helps you focus on developing your skills on top of boosting your morale by a significant amount - such that you can fight augmented individuals approximately at your level on largely equal footing.

Volatility (+100/200/400 LP)

At the lowest level, you would become a little more irritable, where something that used to make you furrow your brows will make you swear at it, those that make you angry will now make you violently angry, and so forth. At the second level, you become easily triggered, where the slightest mention of a sore spot will have you instinctively speak out about it, and makes violent outbursts much more likely. At the third level, you are always angry, being “slightly” pissed off when not provoked and go berserk when provoked.

Charitable (+200 LP)

You are among the “treasured” few in the City who have a kinder heart. Whenever you can (as in “within your capability”), you will help people that you know need help. Even if that might not be the best thing to do regarding your current situation. For instance, if you have plenty of money lying around, you will voluntarily donate much of it, leaving only enough to get by for yourself - and you will happily part with it if you see someone in a more desperate situation.

While this will put you in some “awkward” situations and have you be the victim of manipulation, this will also help you bond with others when they are not actively acting against you - even if they are, so long as they do not have a vendetta against you, they will at least see you in a more favourable lens.

Indebted (+200/400 LP)

At the first level, you now owe someone either a “minor” favour or an amount of local money of somewhere between 100k to 1M USD. At the second level, you owe a big favour or somewhere between 10M to 1B. Whichever level you pick, if you choose the debt to be monetary, expect some visits by your debtor or their messenger(s) if you don’t at least pay back a decent amount each month; if you choose to owe a favour, then expect your debtor to eventually come by and demand you repay the favour - whatever their demand, it will not be beneficial to you if not outright go against your agendas. Obviously the bigger the debt, the more your debtor expects you to pay them back, likely with interest. While you are free to refuse to pay up, it is not advised as the debt is backed by the Oufi Association and your debtor is no small fry, and both will send people to have you cough up the cash or your life, and while initially they will be no

stronger than their canon counterpart, the longer you leave the debt unsettled the more effective they would be against you and any allies you may have. If you want to break the deal, you ought to tie up loose ends quickly.

Hunted (+200/400 LP for each time taken)

You are on someone's shitlist. At the lower level, that someone is in the middle of the City's hierarchy - boss of a medium sized Syndicate or low to mid member of a Finger, leader of a decent Office or low to mid member of an Association, head of a medium sized company or a low to mid level employee of a Wing - they may prove to be troublesome, but their forces and resources are relatively limited. At the higher level, they are instead the top of what most people (as in not super-genius or the like) can reach in the City - a major member of a Finger, leader of a reputable and prestigious Office or a Section director of an Association, a department head of a Wing - having considerable pulls. While foes of both levels will eventually adapt to whatever you or your faction throws at them, the latter will do so much quicker thanks to their resources. Additionally, if you let the "hunt" go on for too long, there is a chance of it spiralling outward - if you want, roll a d10 where 1 means the situation escalates for each month passed.

You may take this multiple times, and you may choose (or flip a coin) to have your "hunters" cooperate or compete: their efforts would be more concentrated and organised if they are cooperating, while they would act much more ruthlessly with greater effectiveness if they compete for your head. Either case, if you choose to have multiple pursuers, there would be a greater chance of it escalating - you can roll a d6 where 1 means escalation each month if you have within four pursuers, or flip a coin where tail means escalation each month if more.

Beholden (+400/600/800 LP)

For whatever reason, you now have the attention of the Head. At the lowest level, a Beholder would be assigned to monitor you and your actions within the City. As long as you don't shake the boat too much, you will remain only a curiosity and the Head will stay outside of your affairs. There are ways to hide from a Beholder's gaze, so look for them if you wish to cause any major changes in the City. At the higher level, said Beholder will have a team of (maybe 10?) Claws and one Arbiter on call, and will send them after you as soon as you do anything remotely suspicious. That said, they will still try to keep their appearance and involvement as covert as possible - that includes both stealth tactics and swift yet complete destruction. At the highest level, you have attracted sufficient attention from the Head that warrants significant dedication of resources against you. Expect things from having squads of Arbiters and Claws sent after you, to an open war at the very least the scale of the recent Smoke War, and perhaps more should you prove to be enough of a threat.

As with similar drawbacks, your foes will eventually adapt to you and your allies - in fact, being under the Head, they will adapt much quicker than others, where others might take weeks they only take days at most, due to much greater resources and all the Singularity documentations of Wings past and present they have by being the one to issue patents.

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Broken (+600 LP)

[OOC perks lock]

Burden of Tax (+600 LP)

[OOC items lock]

Hunted by a Mirror (+600/1200 LP)

At the lower level, you have attracted the ire of someone in another Mirror World. They are either an alternate version of you, of your lover, of your kin, or of you closest friend. Regardless of which they are, they HATE this version of you and they wish you dead. They will come for you soon, and they possess power much greater than their counterpart in your current world (including any OOC abilities) though there likely would be differences between the abilities and equipment the two of you wield.

At the higher level, instead of just one, you would be hunted by multiple alternate versions. The exact number is almost irrelevant considering as long as there is at least one left they will just "summon" more into this world.

For either level, to give you a chance, there would be an item of power (it could be a place too) that would help you against your foe(s) within the City, and you will be given some clues about its abilities [fanwank something] and its location [fanwank more, as long as it is not easy]. Unfortunately, your foe(s) also know about this, though they do not receive the clues, and thus will likely attempt to keep you from getting it.

Scenarios

Dante's Inferno

Exclusive to and optionally mandatory for Sinners, mutually exclusive with This truly is our Limbus Company

You have a history in the City. One that is not happy… or maybe it is a pleasant yet transient thing. Regardless, you find yourself deep in some sort of trouble alongside a (probably self-appointed) mission that you will do your very best to achieve. A mission, or desire, that whispers to you in the day and haunts you in your sleep. That being said, you have little idea of how to reach it. Luckily, not long after you have decided to proceed despite being lost, a white hair woman (escorted by squads of heavily armed combatants) came to you and offered you a contract, a contract that claims will lead you to success in your mission.

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You are now linked to Dante just like your fellow Sinners. You are restricted to purchases in this Jumpdoc and your combat ability will be reduced to that of a Grade 9 Fixer initially. On the other hand, you can communicate telepathically with Dante and they can restore you regardless of damage severity [1]. So long as Dante brings you back, it will not be a chain-fail. As you ride along on the Mephistopheles, each of you Sinners will be tested (possibly three times). Your goal is simple, successfully go through your Cantos and be there during others' Cantos.

Reward for completion is two-fold:

- First, you get the perk **Face the Sins** which will provide you the opportunity to make amends and move on whenever you feel you have wronged someone else. You can still refuse such an offer and can fail to succeed, but it will always remain possible should you try your best. You can also share this perk to anyone else temporarily.
- Second, you get the **Limbus Company Bus** department as Companions, all the Sinners including Dante, plus Vergilius and Charon, and of course Mephistopheles[3] as the ride. All their capabilities and possessions become fiat-backed.

This truly is our Limbus Company

Exclusive to and optionally mandatory for Sinners, mutually exclusive with Dante's Inferno

You stand at an old bus stop. In the rain. A crimson vehicle appearing from the corner of your sight (or other such detection methods). You feel a pull from within, urging you to signal it to get it to stop before you - but you resist the urge.

Instead of joining the Bus, you will go on your own journey. You will still be tested, but unlike what your trials would be in *Dante's Inferno*, which would be "formed" around your in-Jump backstory, your tests here will be based on you as a Jumper. They will scale to your abilities (both personal and everything else) and will be reflective of your greatest failures and regrets in your Chain so far.

Reward for completion is similarly two-fold:

- You receive the perk **Face the Fear**, which grants you opportunities to fix or amend any mistakes or regrets you may have, with them showing up randomly at first glance. You can still fail to make use of such opportunities, but so long as you are trying your best, you will always have a chance. Also, every time you succeed in doing so, it empowers you ever so slightly, in ways that align with the respective solved issue nature.
- You will also get the ability **REPMUJ** to summon a temporary copy of yourself from a Mirror (Parallel) World who will do your bidding for one specific task (the copy will disappear once completing the assigned task). You can decide on the broad criteria in regards to which of your "mirrors" to call upon, but summoning a copy of a specific parallel version would be difficult simply due to the infinite number of parallel versions.

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In Hell You Live, Lament

Exclusive to Managers

Ignore the location you chose earlier. You now start in a forest in District 4, chased by a bunch of beastial *humans*. You remember very little, only a vague recollection of your days before coming to the City, and basically nothing of your previous time (if any) in the City.

You take the place of Dante. You become as weak in combat as they are in exchange for their Clock and all of its abilities. You need to lead your Sinners to success to reach completion.

Alternatively, you may import your Companions as Sinners for free, with the trials changing to accommodate for them.

Rewards:

- You get the perk **No one left behind**, allowing you to, with more ease, help and guide others to get themselves together. While the fix may not be truly permanent, the more you help, the tougher is the fix. This process is also likely to awaken any latent power they may have within them.
- The same **Limbus Company Bus** department as described in *Dante's Inferno*, with the sole exception or difference being you taking Dante's position as the Manager, and any other Sinners you had substituted with your Companions.
- Imported Companions get to keep whatever they gain in this Jump, whether purchased with LP or not, all become fiat-backed. You may also keep your Clock if you so wish, with it becoming fiat-backed if you choose to do so.

Never Stop Dreaming

Exclusive to Rivals

As mentioned before, you have an ambition that you are determined to accomplish. You must achieve your goal to finish this scenario, no matter how long it takes. Your Jump will be extended for as long as you are genuinely trying to reach said goal, but death will still lead to chain-fail. You will face oppositions that will at least slowly scale to your levels, so it is ill-advised to rest on your laurels.

Rewards:

- **Forceful Personality** - You can impose your will onto others, forcing them to your cause and have them genuinely believe in it. Potency and range scales with your willpower, and you may "sacrifice" one for the other.
- **Reputable**- Your reputation for your achievement follows you to future Jumps, whether for good or ill. If you do more similarly impressive feats while facing similarly arduous trials, those feats will also be added to this reputation.

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- **Your Dream** - Whatever you have achieved, you may take it with you (it will be fiat-backed), even if all that is left is a trophy. [4] This will also include the results of future feats described above after their completion.

The End?

Your ten-year (maybe shorter or longer, depending on Scenario) stay in the City is up. You should know the drill.

In Your Memory

You choose to stop your multiversal journey and head home. Pack your things, your exclusive premium Warp Train will be arriving soon.

This is This

You decide to stay in the City. Perhaps you have found beauty in the prevalent suffering. Perhaps you wish to change things for the better. Or perhaps you have already made it better. Whatever the case, your multiversal journey ends from here onward. Your Benefactor will probably send your kin back in your home setting a reassurance that you are well.

That is That

You are leaving the City and moving forward to another setting. This is but one stop of your journey, one part of your likely long-running series. Hope you enjoyed the ride, and may you prosper in the future. Just try not to bring the City's cruelty to other places, it is bad enough to have an infinite number of the City.

Notes

[1] There might be a limit to Dante's ability to restore Sinners, though it has yet to be shown as far as I know.

[2] This perk is based on the inhuman nature of Don Quixote and potentially Hong Lu. Given the great variety of mutants and distortions that predate Lobotomy Corporation, I have decided to provide a custom option. Just know that the two examples are the benchmarks. Gregor may also count if he is to make use of more of his mutations in the future. The raw boost the perk provides may scale, to a small degree (1.5x at most instead of the normal 5-6x), with your basic augmentations from "Augmentations and Prosthetics" since they are made for humans.

[3] Mephistopheles has an incredible number of functions besides being a bus, mostly due to its engine (the part that probably took the most out of Faust) utilises "possibilities" from Enkephalin and "combine" them with the mirror world technology Yi Sang brought to her to achieve various

effects. It can take on different forms, provided any additional forms are “installed” beforehand. Its internal space is highly likely to be an alternate (conceptual?) dimension, being much bigger than its external dimensions. It has a door that opens to different rooms to different individuals by “scanning” their minds, a door leading to Luxcavations for EXP tickets and “threads”, a door leading to Mirror Dungeons, a door leading to a Railway, and potentially more to be revealed in the future. Its engine is also where the Manager can play gacha using Lunacy (the bus comes with the apparatus to extract it, likely from people) to get wearable EGOs and Mirror IDs.

If the “Base” is purchased, they may be merged together to make either of them more impressive at the cost of the other.

[4] As examples, if your chosen goal is to build a nation, you can bring that nation to future settings; if your goal is to kill all monsters, you get a trophy from each that you kill, each may empower you (or others) depending on the monsters’ natures.

[5] This is a minor luck and social manipulation perk, make that as you will.

[6] Combat Aptitude grants either an established fighting style, or refined “street fighting”, while Colour gives a personal fighting style that is reflective of your character and various traits. An established fighting style has its weaknesses and other features known to relatively many, a honed “combat sense” lacks the refinement of the other two but has no particular exploitable weakness, a personal style has its strengths and weaknesses known to very few but they are likely to be more pronounced. Purchase of either Combat Aptitude or Colour will add the training or development to your background history should you decide to have one.

[7] Strangely enough, while the emitted energy seems to be easy to collect and utilised, it does not scorch (or have any other effects on) the surrounding area and people.

[8] This specifically includes memories and records of the construction process, where the former will be blocked when on break during the process, and wiped afterward, and the latter simply fail to be made.

[9] There is enough for a year if you don’t use it willy-nilly, you can stretch it further with frugality.

The difference between their abilities is that EGOs tend to do one specific thing, while Distortions gain abilities that align with their specific theme. Both options can grow to the WAW level when sufficiently stimulated if they are not when initially purchased.

The fact that the “Manifested EGO” and “Distortion” purchases only go up to WAW is because ALEPH is an insane level of power and the ALEPH EGOs in the games while powerful, do not truly display the full potency of an ALEPH Abnormality since no EGO extracted from an Abno is as strong as its source.

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Purchase of either “Manifested EGO”, “Distortion”, or “Distorted EGO” removes you from the influence of the entity in the Light, for you either had gone against or “accepted” her and so she will no longer bother you.

As a “Colour” with a purchase of a higher tier (400 LP or more) mod through “Augmentations and Prosthetics”, you may decide if the mod is your specific gimmick as a Colour. Alternatively, you may pick a 600 LP tier equipment from the “Toolkit” to be your gimmick.

I write it so the perk “Colour” makes you only decently more skilled in combat than the average Grade 1 Fixer because a Colour is not based on combat prowess alone, but also by how you are distinguishing yourself from all the other Grade 1 Fixers (i.e. impressive displays of personal traits or goals). Also, an applicable Grade 1 Fixer will not be elevated to the Colour status if the colour Hana Association thinks would fit them is taken by another (Vergilius got the Red Gaze title some time after Kali the Red Mist was gone). As such, most Colours would do well to exercise caution when around hostile Grade 1 Fixers, especially if they are combat focused and they decide to gang up on you.

With “Professional Skills” and at least the 200 LP tier of “Technical Aptitude”, you may choose to work at a Workshop. With the 200 LP tier, you would be a recent apprentice; at 400 LP, a somewhat experienced worker who may become a Meister in a few years; at 600 LP, a rather young Meister - one of the best in their specialty. As a benchmark, an apprentice is learning to utilise the specialty (e.g. flaming weapons, chainsaws, guns, etc.), a worker can reliably produce items of their specialty, and a Meister can make masterworks within their specialty that eclipse the might of those by workers. Just remember to stick to your specialty and get your permits properly filed, else you earn the ire of your peers or a visit by the Claws.

The higher tiers of “Augmentations and Prosthetics” and “Toolkit” both scale with their respective free basic tier: a prosthetic arm with multiple premade modes (400 LP) purchased by someone at Grade 3 Fixer level (400 LP) is as strong, fast and durable as the rest of their body, while their high output charged blade (400 LP) is as sharp and durable as the free dagger they get when out of charges.

During the scenario “Dante’s Inferno” or “Tony Redgrave”, you will have the same plot armour that the LCB has in the game (canon). For the other two scenarios, the existence of plot armour is up to your discretion as the writer. As long as the Jumper remains challenged in a meaningful manner and it makes you in your head, do away. It is your own Chain after all.

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Out

This is the first Jump I have made, and I plan to update it when I am available and somewhat up to date with the game (at least the lore part of it).

Gratitude to people who provided suggestions. Whether I accepted the suggestion or not, your inputs are appreciated as they provide additional perspectives.

As written below the title, this is version 0.1, rather a barebone draft in my opinion. It should serve somewhat for now. I am currently preoccupied with some IRL things, so I will just get this out the door for now.

If anyone wishes to make another jumpdoc for Limbus Company in the future, I shall send them my blessing.