Abiotic Factor



Version 1.0 by SpazzWave

It is 1993, and it is your first day at your new job at the GATE Facility, the most advanced research complex in the world. It stretches further than any map could hope to contain, being a labyrinth of labs, containment chambers, and restricted sectors. Most people would feel overwhelmed, but you have been chosen for reasons beyond simple qualifications. Your intellect, adaptability, and perhaps a streak of audacity have brought you here. It is just your first day here, so take these **1000 CP points**. What's the worst that could happen, anyway?

Origins

Any origin can be taken as a drop-in.

Containment Engineer

From the moment you began your career, your focus has always been on understanding and controlling the unpredictable. While others study Immurement Subjects for observation or theory, you keep them contained. Every anomaly is a potential threat to humanity, after all.

Paratheoretical Physicist

You've always had a mind for mechanics, physics, and how the world works. While your skills in the field may be limited, your theoretical knowledge is unmatched. Most of your time is spent hunched over notebooks, drafting schematics for impossible gadgets, refining designs for inventions that could change the world.

Archotechnic Consultant:

You didn't charm your way into GATE with charisma or dazzling conversation. No, what brought you through the doors of the GATE Cascade facility was something far more valuable: your exceptional skill with fabrication and mechanical construction. From a young age, you were drawn to machines and circuits, and over the years you honed these skills until they became an art.

Trans-kinematic Researcher:

On paper, you are the pinnacle of academic achievement: two PhDs and countless publications. Most people would expect someone like you to be fragile, delicate, or confined to the library. Yet, you are robust where others are frail. Your body was honed through years of practical experimentation and fieldwork, and fitness is far more than an afterthought for you. It's a part of your methodology.

Skills

Choose three skills to max for free. Skills maxed are the peak of human ability. You can buy skills for 100 CP.

Sprinting:
You have great amounts of stamina, endurance and can accelerate as fast as humanly possible. When you hurl that momentum into an enemy the impact will stagger them.

Strength:
You are strong enough to use heavy weapons, carry large amounts of things and wear heavy armor without encumbrance.

Throwing:
You know how to throw any object as a weapon and they are thrown at greater speeds. Sometimes, objects you throw are quantum displaced and split themselves into two more projectiles.

Sneaking:
Silent footsteps are your second nature. You move without drawing attention, do not trigger traps and deal greater amounts of damage on sneak attacks. Sometimes, when an attack should have hit you, you fade out of phase, harmlessly evading away.

Blunt Melee:
Blunt weapons are an extension of your strength and skill. You can effectively do windup and charge attacks and your attacks surpass any resistance to smashing and crushing. Sometimes when you attack enemies that are human-sized or smaller they explode.

Sharp Melee:
You know the best ways to use a sharp weapon. Your attacks always cause bleeding and your attacks surpass any resistance to slashing and cutting. You have a small chance of instantly killing any enemy smaller than yourself.

Accuracy:
Your aim is precise, steady, and reliable. You know the best ways to use any firearm and your shots have a small chance of stunning your enemies.

Reloading:
Speed and efficiency in handling weapons is second nature. You reload weapons twice as fast and sometimes you find ammunition that wasn't there.

Fortitude:
You endure physical punishment, mental strain, and environmental hazards better than most. You rapidly regenerate from damage, absorb impacts and falls and sometimes you reflect damage back at your foes.

Crafting:
You can turn raw materials, scrap, and debris into functional tools, devices, or even weapons. You craft twice as fast. You have great intuition in creating new things and knows how to teach others your ideas faster than it should be possible. Sometimes things you create use less resources than it should be possible.

Construction:
You can assemble, reinforce, rebuild or dismantle any structures thrice as fast. Sometimes you receive double resources when deconstructing something and when you dismantle an object sometimes it duplicates itself.

First Aid:
You know how to stabilize injuries, treat wounds, and prevent infections. You apply medical items twice as fast, heal broken bones faster and any healing items you use are two times more effective. You heal other people much more effectively than it should normally be possible.

Cooking:
You can turn scarce, unusual, or raw ingredients into food. You have great intuition in creating recipes, you can prepare food two times faster and cook two times as faster. Sometimes you find more food portions than it was there in the first place.

Agriculture:
You understand how to cultivate plants and produce food. You have an intuition for producing various types of fertilizer, and all your plants consume less water and grow twice as fast. Sometimes you harvest more than it was there in the first place.

Fishing:
You can fish in pools, lakes, or unusual aquatic ecosystems. You know the best ways to fish and you can detect the best fishing spots. You fish twice as fast. Many aquatic species will not feel threatened by your presence.

Perks

[Time Anomaly] Free
As a result of the strange anomalies caused by the use of the Dark Lens around the GATE facility, dying isn't a permanent end here. Instead, you will revive yourself at the last place you slept or at the Offices. This has a cooldown of thirty minutes. If you die before the cooldown ends, you die permanently. For 200 CP you can keep this post-jump, manifesting as a 1UP that restores itself after 1 month, though it does not stockpile.

[Temporal Tethering] Free
This phenomena caused by the Perforations of the Dark Lens reset any object, resources and enemies that were destroyed at the GATE research facility each 24 hours. Post-jump this can be toggled if you want to, though it only resets anything that was destroyed by the Jumper itself.

[Cognition Conditioning] Free
Through your stay here your mind will see many things mortals weren't meant to know, such as arcane inscriptions, runes, immurement Subjects and even eldritch beings. Thankfully, probably as a result of your exposure to the aftereffects to the Dark Lens, your mind will constantly develop a cognitive immune system, adapting itself to survive this new reality of yours. This mental adaptation allows you to resist and process cognitohazards, memetic traps, and other anomalous psychological effects that would shatter a normal mind. Each exposure strengthens your mental defenses, gradually hardening your perception and awareness to exposures from beyond.

[Backpack Inventory] Free, 100 CP to keep.
During your stay here any backpack or bags you have will store things in slots instead of physical space. Your amount of slots will be determined by the space of your storage and many quantities of the same item will stack. You will still be affected by weight, though the weight of all items that can be carried with your hands will be reduced by 90%

[GATE Network] Free, 100 CP to keep.
Through your integration with the GATE networks, you gain direct access to memos concerning Immurement Subjects, those sealed, suspended, or otherwise escaped entities and phenomena. The system provides everything GATE knows about their classification, behavior, containment procedures, and known hazards. Post-jump this applies to any creature that you come across.

[Greyeb's Eyes] 100 CP
You were insane to eat an eye-fruit from an Anteverse made of flesh and demons, yet, against all odds, this exposure has given you great benefits. You can now see in infrared, ultraviolet and even complete darkness do not affect your vision.

[Eyesight to The Unlost] 100 CP
You went because you returned. This is how these rifts truly work. A question asked because it is answered. We are visions of ourselves, at best. The Dark Lens has opened reality to time travel, tearing apart the barriers of cause and effect.Things happen because they already happened in the future, and only seers can truly see beyond the shadows made by Perforations. Perhaps you have a bit of seer potential in you, because you can now intuitively sense alterations in the flow of time, time loops and if something as nebulous as fate is controlling your actions. You can also see if any action of yours will cause paradoxes or time anomalies.

[Extraordinary] 100 CP
Surviving your first day at the office, crafting advanced technologies and fighting against anomalies are things practically impossible for most, if not all. Yet here you are, doing all three. This might make you an anomaly and possibly a future Immurement subject, but for the people that met you, this makes you special. Things that make you different from others, such as special abilities, makes other people see you in a good light instead of fearing you and what you represent.

[Biochemical Recovery] 100 CP
Your body has become exceptionally receptive to sustenance and recovery. Nutrients, restorative agents, and healing processes are absorbed and utilized with extraordinary efficiency, allowing you to recover extremely faster, maintain peak physical performance, and endure harsh conditions that would debilitate ordinary humans.

[Scientist Sage] 200 CP
All the things that happened at the GATE are a result of short-sighted actions, decisions made in haste or for immediate gain without regard for long-term consequences. Experiments were rushed, containment protocols ignored, and anomalies treated as tools rather than unpredictable forces. The fallout of this is a facility in chaos, rogue anomalies and the Dark Lens taking a chunk of the Residence Sector. If they only had wisdom. You now have what they lack, a vast well of insight that manifests itself as a foresight of the consequences of your choices, a deep understanding of the motives and intentions of others and the ability to recognize patterns and details that others would miss.

[Catalyst of Reason] 400 CP
Many scientists at the GATE facility did experiments with Immurement Subjects purely out of curiosity, just to see what could happen. One scientist, for example, fed an Exor heart to a rat just to see what happened and contaminated the facility with a new species of teleporting rodents. Many such examples exist at the GATE facility, and the only reason all of this haven't caused long-term consequences is because they didn't have time to grow beyond the facility yet. If they only had you to inspire them beyond such short-sighted actions. You now inspire your colleagues and anyone that works at the same organization as you to think more critically, reason more carefully and avoid careless experimentations. Hubris fade and careless mistakes are caught before they can escalate. You can toggle this if you want to.

[Arcane Neophyte] 600 CP
Before your first day of work at GATE, you were a part of the **Gatekeepers**: an occult, mercenary group that recruits humans with the potential to see the Beyond. The organization trained its operatives to navigate realms most mortals cannot perceive, to recognize and interact with anomalies, and to enforce control over forces that would drive ordinary minds to madness.You can identify mystical elements, sense arcane forces, and perceive the auras of Immurement Subjects. Your psychic abilities allow you to probe the thoughts and emotions of beings. Beyond psychic perception, your mastery of the arcane lets you brew potent potions, craft minor blessings, curses, magical artifacts and analyze, learn and reverse-engineer any spells that you encounter or sense.

Containment Engineer

[Containment Ph.D] 100 CP, free for Containment Engineer
You possess the knowledge and skill of how to secure and manage dangerous anomalies and volatile devices. Every Immurement Subject, unstable artifact, or experimental apparatus under your supervision is always kept under control unless someone actively destroys their containment.

[Hyper Awareness] 200 CP
Exposure to Immurement Subjects during their securing have activated latent parts of your brain, making your senses operate on a level far above normal humans. You now have an intuitive sense for anomalies, hazards and containment breaches in a radius of 10km around yourself. And if you tell someone a breach has happened they will believe you, no matter what happens.

[Reality Anchor] 400 CP
Your most important job at the GATE research facility is to research ways to contain any type of phenomena. If any dangerous Immurement Subject escaped, the consequences for humanity could be catastrophic. Entire cities could fall to madness, annihilation, or contamination. It is your responsibility to anticipate every possible breach, and you are the best at it. You are capable of devising containment methods for any type of phenomena you discover, from the simplest volatile artifact to the most incomprehensible anomaly, and these containments you devise are perfect in their capacity to isolate the phenomena away from the world.

[Immurement Killer] 600 CP
GATE contains a dozen of Immurement Subjects that could destroy humanity. Zombie viruses, reapers straight out myths and eldritch beings are common things being researched and contained at GATE, and any mistake could risk the future of humanity. Despite years of research, many of these Immurement Subjects are impervious to anything in the realm of science. Until you came. Your genius lets you devise methods to destroy anything, and I mean anything. From weapons to mythical entities and eldritch beings, the only thing limiting you is time, tools and resources.

Archotechnic Consultant

[Dismantling Engineer] 100 CP, free for Archotechnic Consultant
You are going to learn during your stay here that brute force is the best tool. Be it processing a Peccary or dismantling a computer, you are capable of perfectly disassembling, deconstructing and dissecting anything with extreme violence, and getting its constituent parts without damage, even if it was broken before. You could blow a broken soda vending machine with a homemade explosive and get its power supply unit, electronics and soft drinks without any damage.

[Toolkit Mechanic] 200 CP
At the Cascade Facility you are going to find that the right tools are often missing or destroyed. Luckily, you know to make do with what's at hand. You can turn trash such as scrap metal and broken parts into functional tools for anything you conceive, and it performs better than anything you could have borrowed from a stockpile. Not only that, once you build a tool it's internalized in you, meaning you don't need it anymore for crafting things because you can replicate its effects with your hands.

[Inspiration of a Genius] 400 CP
What makes a genius different from others is not just intelligence, it is inspiration. You have the spark of a true genius, the ability to have incredible ideas and solutions just by coming into contact with anything, and once you have these ideas they are memorized perfectly. Be it an Immurement Subject, an anomalous alloy or even an old email you found at the office, you can connect technologies, materials and anomalies in ways no other scientist could.

[Improvisation Architect] 600 CP
You are going to encounter many strange things here, and most of them will defy reason, physics, or sanity. But your brilliant mind sees mechanisms and potential where others see danger and insanity. You are capable of understanding anything you touch to its core principles and reverse engineering it, letting you recreate it, build things with it or create a solution to it. Touching alien materials might give you ideas for weapons, technologies and solutions to anomalies you have never considered before.

Paratheoretical Physicist

[Personal Thesis] 100 CP, free for Paratheoretical Physicist
You have a PhD in a hard science such as mathematics or physics and one in any theoretical field you could think of, such as dimensional physics. This knowledge is fully internalized. You also have credentials that will be accepted no matter where you go.

[Analytical Mind] 200 CP
You can quickly understand complex systems, machinery, and research data, giving minor bonuses to problem-solving and experimentation.
The labyrinth of machinery, incomprehensible schematics, and half-finished research notes that litter GATE would drive most workers to headaches and dead-ends. Not you. Whether it's a reactor schematic, anomaly containment rig, or scattered research data, your mind rapidly absorbs information and pieces together the whole picture.

[Controlled Variables, Uncontrolled Genius] 400 CP
At GATE, countless experiments end in catastrophic failure. Containment breaches, wasted resources, or anomalies slipping through cracks in procedure. God knows how many possible dark timelines exist thanks to experiment failures. Good thing you will not suffer from the same problem. Whenever you conduct experiments no kind of failure will happen. Not accidents, malfunctions, instabilities or something related. In fact, if it looks like a failure it will instead show you things you haven't considered or thought of.

[Hyper Genius] 600 CP
Every scientist at GATE brought something unique to the table: Suan Tengku discovered a new form of Bosonic Matter that opened the gates to Perforation technology and Daniel Janek revolutionized it, opening the gates to space and time, along with countless other scientists. On their own, they were pioneers. Now, all of that brilliance has converged in you. The insights, leaps of logic, and flashes of inspiration from every GATE researcher live within your mind, connected in a unified whole. You hold mastery of all the fields GATE have developed and knowledge of all technologies GATE have built, such as Perforation technology, Perforation suppression, Dark Lens, force fields, reality simulations, robotics, neural-bridges and Jotunn bio-augmentation.

Trans-Kinematic Researcher

[Brawn and Brain] 100 CP, free for Trans-Kinematic Researcher
Most people expect someone such as you to be a frail nerd, but the reality is far from their assumptions. Beneath your intellect is a body honed to perfection, being the product of healthy genetics, rigorous conditioning and disciplined care. You have strength, speed, agility and endurance at peak human level, and your body is free of mental and physical disabilities.

[Brute Force] 200 CP
You possess extraordinary physical power, allowing you to lift and carry heavy objects that would normally require pulleys or leverage to hold. Machinery, debris, obstacles, it doesn't matter, you can remove or carry them easily. Additionally, any strike with a melee weapon is far more effective than it should be normally.

[Hyper-Growth] 400 CP
The human mind and body are slow by nature. Muscles take months to condition, skills take years to master, and wisdom is often only earned through a lifetime of mistakes. Not so for you. Thanks to the exposure of anomalies caused by the Dark Lens at the GATE facility, your personal time field has been modified, and your growth and learning is multiplied a hundred fold. A week of learning is a year of training, and skills, knowledge and techniques are developed in a fraction of the time.

[Siegried] 600 CP
You have done the unthinkable: killed a stray Exor and bathed in his blood. The mutagenic blood has given you alien abilities, and your physiology now adapts to extreme hazardous environments such as radiation and the atmospheres of many alien Anteverses. Additionally, you can teleport to any location you have been before and shoot bioelectric bolts of energy from your hands.

Items

You may discount two items for each price tier except the 800 CP one. You have a 300 CP stipend. Discounted 100 CP items become free. You may freely import items.

[GATEpad] Free
The GATEpad is the ultimate tool for researchers working with anomalies. It is a tablet constructed from reinforced alloys and hardened circuitry, capable of surviving extreme conditions and even minor anomalous effects. It has embedded sensors for scanning of phenomena, a connection to the internet anywhere on the planet and access to the GATE network.

[Crowbar] Free
Simple, reliable, and extremely resistant to damage. Perfect for a scientist on his first day.

[Basic Backpack] Free
A very small backpack that you bought for your first day at work.

[Electrical Stove] 100 CP
A lightweight, sturdy and small electric stove that can be connected to any battery or outlet for use.

[Gastro Pills] 100 CP
A box of pills that relieves nausea, cramps, and upset stomachs. It is infinite.

[Box of Ammo] 100 CP
This box generates 10 magazines of any type of firearm. This refills daily.

[Seed Extractor] 100 CP
This tool extracts the viable seeds of any plant you find, helping you in your farming efforts.

[Pistol Arsenal] 100 CP
This arsenal contains an endless variety of pistols that exist on the planet and can give you any pistol you know of. Does not come with ammo.

[Anomaly Generator] 100 CP
This strange machine generates small, fairy-like entities that appears to respond to glass and have a peculiar attraction to plant life. Someone capable of making fertilizers would see great use with this.

[Healing Syringe] 100 CP
An injection that directly restores lost health, including limbs, over a period of time. It refills itself each hour.

[Soil Bags] 100 CP
Many soil bags of healthy, fertile soil. Useful for farming. Refills themselves each three days.

[Carson Family Cookbook] 100 CP
A tome containing generations of cooking experience. Not only it gives you many cooking recipes but it also aids you in modifying or learning new ones.

[Pentetic Acid Syringe] 100 CP
An injection designed to combat radioactive contamination. It neutralizes incoming radiation while reducing the radiation of the body. It refills itself each hou.

[Hazardous Materials Suit] 100 CP
A reinforced suit designed for scientists who deal with radioactive and biohazardous materials. Greatly protects against radiation while sealing the user from airborne contaminants.

[Survival Kit] 200 CP
A survival kit. Comes with a shovel multitool, a backpack, one week of M.R.Es, a flask for carrying water, water purification tablets and a big rope.

[Sigil of the Hearth] 200 CP
A symbol worn by the most fanatical members of The Order, keepers of the oldest traditions. When worn, any enemy you kill will have at least 1-5 rounds of any type of weapon you are using at the moment.

[Crystalline Vial] 200 CP
This crystalline vial not only generates a source of purple light but it also recharges any type of battery or technology you have in your person.

[Survival Kit] 200 CP
A survival kit. Comes with a shovel multitool, a hiking backpack, one week of M.R.Es, a flask for carrying water, water purification tablets and a big rope.

[Energy Pistol] 200 CP
An energy pistol powered by a mechanical crank system. Each turn of the handle recharges the weapon, allowing the user to fire lasers from the gun.

[R.A.I.N. Shower] 200 CP
High-pressure jets and energy fields wash away dirt, grime, blood, and even residual radiation, leaving the user completely clean, decontaminated and with a fresh smell.

[Void Chests] 200 CP
These are ten void chests that harness Dr. Janek's superpositional network theory, making it so all of them share the same space no matter the distance.

[Neutrino Emitter] 200 CP
This advanced device counteracts the intensity of radiation in a radius of twenty meters around it. It has an infinite battery.

[Lodestone Liquid] 200 CP
A sap extracted from a Lodestone Tree. When applied to any weapon, including firearms, it imbues the weapon with a ‘’holy’’ energy, capable of piercing armor, shields and nullifying harmful otherworldly energies. Beyond its power, it also purifies and sterilizes, neutralizing harmful germs and bacteria. It recreates itself each three days.

[Construction Gauntlet] 200 CP
This highly advanced construction implement is capable of rapidly repairing, dismantling and building any object. Comes with an infinite battery.

[Laser Turret] 200 CP
An auto-targeting high-energy laser turret. Perfect for protecting your base. It has an infinite battery and can be broken by enemies.

[Gravity Cube Trinket] 200 CP
A dangling cube that reduces the effect of gravity on the user.

[Sensory Companion] 200 CP
This trinket is made of an immurement subject composed of many eyes that gives the user awareness in all directions.

[Lodestone Tree] 400 CP
This alien tree bears strange, metallic cubes that hums with a serene sound. These cubes are biomechanical superconductors, capable of incredible feats beyond conventional science. The cubes also emit an energy field that nullifies otherworldly energies and sterilizes the surrounding area, annihilating germs, harmful bacteria and other microbial threats. The tree blooms each week.

[Box of Power Cells] 400 CP
This is a box filled with power cells the size of a water bottle made with low-entropy materials from Anteverse 2. They have the same output of a fusion reactor but infinitely more compact. Highly radioactive. Refills itself each three days.

[Gatekey] 400 CP
A sophisticated device designed for infiltration and subversion of electronic systems. It can bypass high-security keypads, override electronic locks and manipulate complex security systems. It also adapts to security protocols in real-time, decoding encryptions and finding vulnerabilities.

[Database Terminal] 400 CP
A unified distribution-transport terminal able to query and call-up items from any storage you own or made, no matter the distance. It has an infinite battery.

[Jetpack] 400 CP
A propulsion unit that lets its user soar through the air with controlled bursts of thrust. Highly intuitive and it comes with infinite fuel.

[World Portal] 400 CP
This is a movable portal to any Portal World that the GATE facility have ever accessed of your choosing. The portal can only be accessed by you or anyone you approve of and it has temporal tethering, resetting the world after 3 days.

[Dark Lens] 600 CP
The Dark Lens is a highly sophisticated tachyonic telemetry targeting unit made with the purpose of precise Perforations to parallel timelines and dimensions. This unit is especially user-friendly and can be used to create a portal to any dimension the user stepped on or any timeline the user can conceptualize.

[Swinging Censer] 600 CP
A ritual censer of alien alloy and arcane elements. When near your body, it will resurrect you if you die. After activation, it will have a cooldown of five minutes. Post-jump it will have a cooldown of a day.

[GATE Research Facility] 800 CP
This is the entirety of the GATE research complex: a massive highly advanced facility dedicated to studying theoretical fields, studying anomalies and experimenting on immurement subjects. This facility is equipped with cutting edge laboratories, offices and residence and manufacturing sectors. All the immurement subjects are perfectly contained.

Companions

[Recruit Anyone] Free
Anyone you want to recruit in this world is free to join you as a companion if they agree.

[Create/Import] 50 CP for 1, 200 CP for 8.
You can create new Companions or import existing Companions. They get an Origin, with all freebies and discounts, along with 600 CP to spend. You can also import any companion you bought here for a CP stipend.

[IS-0012 (Dr. Cahn)] 100 CP
A researcher believed dead, Dr Cahn's true nature is actually IS-0012, a shapeshifter with inscrutable purposes. Extremely charismatic, he has plans within plans, and no one can claim what he truly seeks. Don't worry, as your Companion he will not seek you any harm.

[Abe and Janet] 100 CP
Abe and Janet are two researchers at the GATE facility, with Abe being a molecular physicist while Janet is an experimental physicist. Both are great long friends with Abe being the more whimsical and Janet being the more grounded of the duo. The two are seeking to escape the GATE facility and would really appreciate your help.

[Kylie Muir (Disembodied Brain)] 100 CP
A former cancer patient, Kylie had her consciousness transferred to a well-armed security bot. She is not quite used to her new body, but she is confident you will help her adapt.

Drawbacks

[Main Protagonist] +0
Leave when the main plot of the game ends.

[First Day at The Job] +100 CP
It's your first day at GATE, and you're desperate to fit in. The problem? You'll believe anything your new "colleagues" tell you. You're gullible, painfully so. Well, i'm sure Dr. Cahn is someone to be trusted.

[Polymer Coating] +100 CP
GATE recently developed a new coating for their furniture and objects that seals and increases the durability of them, forcing you to take 3x more time to dismantle and deconstruct them. Once dismantled or deconstructed, the coating disappears.

[Overclassified] +100 CP
Every Immurement Subject you interact with automatically redacts itself from your personal records, making research of them difficult.

[Residence on Empty] +200 CP
Power in the facility is sometimes deactivated even during the day. Hope you have enough batteries.

[Allergy] +200 CP
For reasons unknown your body has developed an allergy to Pests. The moment you spot Pests or Carbuncles anywhere in the GATE facility you cannot stop sneezing.

[Unwelcome Perforation] +200 CP
The Perforations made at the GATE facility must have turned the fabric of reality into swiss cheese, because every time you walk there's a small chance a portal to Anteverse 2 will spawn in front of you without warning. Sometimes while walking, sometimes in the middle of a fight.

[Heatstroke Hazard] +200 CP
Your body is far more sensitive to temperature differences, forcing you to choose between using more protective armor or using warm or fresh clothes.

[Unwanted Bedfellows] +200 CP
There’s nothing better than a good night's sleep. Sadly, something about your bed seems to act as a beacon for the worst Pests GATE has ever failed to contain. Every time you return to your bunk, there’s a good chance that a Pest has teleported its way inside. And every few days a Pest might teleport above you when you are sleeping.

[Day Reset] +200 CP
The temporal tethering at the GATE facility resets all the useful resources you extracted. Sadly, it now happens every single week, forcing you to be really careful with your plans and what you craft.

[Exponential Infestation] +200 CP
Something about your presence, or perhaps your bad luck, has disrupted the natural checks on Pests.. Pests don’t just appear anymore: they multiply. You’ll find swarms pouring out of vents, shadows, or even thin air.

[Best Friend] +200 CP
A Leyak has decided you are his best friend, and will stalk you during your jump here. Each day it will personally appear right in front of you, and this will scare the shit out of you. Hope you don’t have heart problems.

[Cascade Threat] +200 CP
The perforations created at the GATE research facility has opened up portals to many parallel timelines at the same timeframe, but of different casualties. These portals have brought many other scientists who are trying to survive just like you, but for some reason they have great pleasure in destroying your base.

[Weak Stomach] +200 CP
Eating any type of alien plant or alien meat will upset your stomach and cause diarrhea. I hope there’s a toilet nearby.

[Skin Ledger] +200 CP
Each time you encounter a new Immurement Subject its designation appear tattooed somewhere on your skin. Any human who sees these tattoos will assume you are contaminated with something.

[Ante Lag] +200 CP
Traveling to any Anteverse and returning has consequences on your body. You will feel a form of jet lag for several hours, slowing your body and focus.

[Unhackable Grid] +400 CP
GATE security systems have been upgraded, removing vulnerabilities in their codes that allowed Keypad Hackers access. You now have to destroy these security systems with brute force or excavate around them..

[Nightfall Surge] +400 CP
The absence of light at night within GATE facilities affects the photonic-entropic field of Anteverse 2 creatures, increasing their growth and evolution. Carbuncles will rapidly evolve to Pests, Pests will rapidly evolve to Peccarys, and Peccarys will rapidly evolve to Exors.

[Pacifist] +400 CP
For reasons of conscience or a traumatic past, you refuse to use firearms of any kind. You cannot bring yourself to pull the trigger.

[Crossfire] +400 CP
The fight between the Gatekeepers and the Order has exponentially escalated, and now there is conflict everywhere, including the Offices. In fact, you will be finding crossfires even in Anteverses. And they will not kill themselves until you go near them.

[Timebug] +400 CP
Your personal timeline doesn't quite stick. Items vanish from your inventory, objects you crafted dismantle themselves, creatures you killed one second ago reappear alive and survivors will insist they already talked to you earlier.

[Nyarlathotep] +600 CP
IS-0012 now knows you are a Jumper, and while it cannot directly kill you, it will orchestrate scenarios that put you in the greatest amount of danger while convincing you it's for your greatest benefit. Thanks to his otherworldly charisma, you will always believe him.

[Redacted] +600 CP
[redacted] is hunting you, and it seeks to kill you. While it knows you cannot be killed permanently, it will not be stopped by such trivialities. If you kill it, it will come back more durable.

[Resonance Cascade] +600 CP
Uh, wrong universe? The invasion of the Order desestabilized the Dark Lens which created a Resonance Cascade effect, weakening the dimensional barriers and opening up the GATE Research facility to an alien invasion of Xen. Hope you brought your crowbar.

Changelog and Notes

V 1.0 - First Edition.