The Evil Within Jump Chain: Version 2.1 by Atma-Stand/Wandering Shadow



Beginning

Mental health and the understanding of the self has made impressive leaps and bounds since its inception. New studies, medicines, therapy types have become widespread and have effectively shown that many maladies that were once thought to be untreatable can be. However, maybe someone or some persons' have taken that pursuit a step too far. Maybe they took a page from certain dream journals and went the mile?

Story

To simplify matters immensely, a mad scientist and his financiers made a system that allows for the traversal of a dream realm by multiple people.

This is where you come in by the way. A shadowy society called Mobius funded the pursuits of one Rueben Victoriano into building a machine called STEM. The point of it? Well, world domination of course. They would have achieved through the mass sublimation of minds via a wireless system, but there have been issues… major issues with its implementation. Damaged minds that enter STEM began to deteriorate its CORE stability, which in turn leads to all sorts of monstrous apparitions to manifest. Oh, and the best part? These creatures are not figments of one's imagination. Oh no, they were once people just like you, well maybe not just like you.

You will, based on your choices below, appear in this universe at one of two points in time. Those points being; July 18th, 2014 and October 13th, 2017. *Where* you end up physically, is up to the dice or your own choice. However, with the deterioration of reason and logic, you'll have the unenviable opportunity to be a part of this story. How you survive the challenges from here on is up to you. Welcome to a world of dreams and nightmares.

Here's +**1000 CP** to start you off… you'll need it.

Starting Location

Roll 1d6 for your starting location or pay 50 CP to choose. Please do note, that locations 1-3 start in the year 2014 while locations 4-6 start in the year 2017

1) **Krimson City –** A respectable modern-day metropolis. Shame about the weather though, does it always rain here?

2) **Beacon Mental Hospital –** Krimson City's premier psychiatric care center. Seems perfectly safe… where is everyone?

3) **Elk River Village –** A small hamlet on the outskirts of Krimson City. Its rustic nature would be nice, if it wasn't for the barbed-wired maniacs running around like they own the place.

4) **Devil's Taphouse –** An upscale bar on the outskirts of Krimson city. Seems like a nice joint… Why are those guys in suits glancing at you?

5) **Union Welcome Center** – A little sparsely decorated but it's a pretty good welcoming center all around. Wait? What do you mean you never remember coming to this place?

6) **345 Cedar Ave** – No place like home, right? Oh? Are you sure you don't live here? But everything says you do.

7) **Free Choice –** Pay 50 CP and I'll put you wherever you like.

Identity

You more or less need to come up with a reason why you're here. Don't worry though, I, Robert Oscar Bryant, will outline all the routes you can take for this. **Roll 1d20 + 18 for age, you can**

keep your previous gender, or change it for 50 CP. Do note that your origin assures you a discount of **50%** on all Perks related to your choice.

Drop-In (FREE) – You awake in your starting location with your items either on your person or in your warehouse for access. While you technically exist here, there are no additional memories to deal with and no prior ties to bind you to anything or anyone. Despite this, your appearance has drawn the interest of several shady people who can't wait to ask you a few questions.

KCPD (-100 CP) – You wake up in your squad car, a styrofoam cup of coffee or tea in the cup holder, no partner, your uniform eschews from sleeping, and a call to handle an issue at one of the above locations. You may or may not be a paragon of Truth, Justice, and the American way but you know your way around law better than most.

Mobius Operative (-200 CP) – Feel that itch behind your ear? That is an internal key card that allows you access to all sorts of cool places! The problem is, you're now effectively owned by a shadow group that controls most of the world's background events. Mobius operatives are usually ex-military personnel or other highly trained specialists.

Perks

False Chip Operation (FREE) – Maybe you were paranoid and felt justified, but if you were ever chipped in the past, this perk will remove the chip and pass its capabilities onto the nearest communication device you own. Depending on where you are and your origin, you may truly need this perk.

Drop-In

Healthy Living (-100 CP) (Free for Drop-In) – You may not be a bodybuilder or an Olympic athlete, but you practice a healthy state of living that balances a good diet and exercise. Those who take this perk develop a physique that is above average from most people to better handle the stresses of what is to come.

Scavenger (-200 CP) (Discounted for Drop-In) – You've played enough survival horror games in the past to know the importance of resource management. Taking this perk means you get slightly more items from objects and enemies. These may include; Weapon Parts, Gun Powder, and Green Gel.

Distortion Effect (-400 CP) (Discounted for Drop-In) – You can see the world flicker and stutter from time to time. Most people pay no mind. Not you though, you can tell there is something fake here. Taking this perk allows for Jumpers to see and hear distortions within their

environment. While annoying at first, in the presence of the Haunted or Lost, the distortions will become slightly more active. Think of it like an early warning system.

Ease of Use (-600 CP) (Discounted for Drop-In) – Due to your already expanded horizons, upgrading your natural abilities via green gel costs far less than it normally would. All upgrades from shock treatment cost 50% less. Post jump, skills and abilities take half the time to improve upon.

KCPD

By the Book (-100 CP) (Free for KCPD) – You've read the law, and you know it well. Those who take this perk have taken part in basic police training and develop an in-depth understanding of the United States laws. The training may be beneficial to defuse potentially explosive situations from occurring. You're a peace officer after all.

It's The Little Things (-200 CP) (Discounted for KCPD) – Your intuition is your best friend. This perk allows you to spot environmental details that may seem suspicious or out of place. You may find something you need through investigating these oddities.

A Step Forward (-400 CP) (Discounted for KCPD) – As a cop you've had to deal with your fair share of verbal abuse and threats. Taking this perk lowers the effectiveness of these methods of attacks and other forms of intimidation. It's not a complete bulwark, but if someone threatens to end you, you will still be able to function just fine.

I've Seen One Of These Before (-600 CP) (Discounted for KCPD) – In your career, you have seen a great deal of aftermarket alterations on firearms, some legal and many illegal. With this perk, you can upgrade your weapons at a 50% discount. Post jump, you will only need half the materials required to upgrade your equipment.

Mobius Operative

Basic Military Training (-100 CP) (Free for Mobius Operatives) – With your past training behind you, you know how to handle basic military grade firearms with precision and can keep cool under pressure. Keeping a calm disposition is quite essential in the nightmare to come.

Advanced Military Training (-200 CP) (Discounted for Mobius Operatives) – You may not be Rambo, but if you've got a gun or really anything that can be considered a weapon, you can fight your way out of most situations with a degree of ease. Your Commanding officer was an ass, but you'll make it through a good deal of sticky situations with this perk.

Hidden Caches and Lay of the Land (-400 CP) (Discounted for Mobius Operatives) – Regardless of whether or not you're in Beacon or Union, you've been working in this area for a long time and as a result, you know where many of the hidden supply caches left by fellow Mobius Operatives are. Taking this perk means that you will instinctively know the location and passcodes of various supply caches scattered in your Jump. Post jump, you have a sense for where similar caches may be hidden.

Mobius Endurance (-600 CP) (Discounted for Mobius Operatives) – Bullet to the gut? Flame Thrower to the face? Not really a problem with this perk. With it you can take a potentially lethal wound and keep fighting with all you've got. Just be sure to seek immediate medical attention as soon as possible, or you will die.

General Perks

Helpful Calls (-50 CP) – With your communicator, you can receive calls from outside friends and family not associated with Mobius. It's not much, but it will help you tell if the person you're seeing is actually there or is just a trick from someone trying to hurt you.

Adjustment Time (-50 CP) –The world of STEM can be a scary place but you can deal with it right? This perk doesn't give you the iron will to slug it out with everything. INSTEAD, it will allow you the mental fortitude to handle just enough stress to push through the horrors that await. You will probably still need therapy afterward though.

Twitch of the Nerve (-50 CP) – With this perk you may be able to tell if the bodies lying on the ground are really dead or playing dead. This is done by watching for minutes twitches in the hands and feet. May be helpful in mitigating or outright avoiding ambushes during your travel, it can be obscured by debris and foliage, however.

Quest Rewards (-50 CP) – While it started in The Evil Within 2, regardless of where you find yourself, there will always be a survivor or two needing something dangerous done. If you take this perk and complete their tasks, you can be rewarded with small caches of supplies (Ammo, Medical)

Safe Room (-50 CP) – Your own personal sanctuary in your mind, completely cut off from outside interference and personalized by you. In this place you can craft supplies with what you have on you and from what you bring in from your warehouse without interference. You can also self-reflect on your thoughts and worries while inside.

> **Pay an extra 50 CP** – for a shooting range that will provide you with infinite ammo while there. No, you can't take the unlimited ammo with you. Just have fun and blow off some steam.

No Waver (-100 CP) – Whether or not you received training with your firearms, you would normally experience some form of waver when you aimed. Not anymore! With this perk, the moment you sight a target, your aim will never waver. Other factors may cause your bullet to miss, but never you.

Crows Are Actually Good Luck (-200 CP) – See all those crows? They have a tendency to be attracted to shiny items. With this perk, avians such as crows will often land in the area of supplies. It won't be much, maybe a handful of bullets, or a hand weapon, but hey! Your little friends are there to point it out for you.

Key Chain (-200 CP) – You find that you find keys far more easily than others. This perk includes both keys to help you progress and keys that are used to unlock these small lockers within your safe room. Use those keys wisely though, once you use them, they are gone forever.

Mass Transit (-200 CP) – You can now use any computers and other such devices to travel freely throughout STEM without set travel points. Be warned, you may have company waiting for you on the other side. Post jump, you can utilize the ability to traverse large distances within cities.

Irritable Nature (-300 CP) – You exude this resting bitchface nature that stops some of the psychopaths in their tracks. They'll get angry, far more than usual, at your seemingly casual disregard for their monolog and making mistakes. Not truly debilitating one's mind, but one that you and your companions can exploit for your own benefit.

On the Fly With Time to Spare (-400 CP) – Usually, when you craft ammo on the fly, you'd expend double the resources you normally would at a bench when doing it. Now, your on-the-fly crafting costs the same number of resources as it would with the bench. Better yet, all resource requirements for bench crafting cost half their original price when applicable.

Your Mind Makes It Real (-800 CP) – You're in STEM, a dream world, think about that for a moment. Are you good? With this perk, any time that you are in a dream world, you can use the environment to display certain effects that are beneficial to you. For example, see that APC over there? It's got a turret on it. That turret may have unlimited ammo. That ammo may be explosive… You get the idea.

Personal Upgrades

STEM is certainly exploitable in this regard. Whatever you upgrade within STEM will carry over to reality and subsequent jumps. In light of that, here's an extra **1000 PU** for Green Gel Upgrades ONLY. CP can be exchanged for PU at 1:1 Ratio, but PU cannot be exchanged for CP.

Combat Skills

- **Enhanced Melee Damage**
    - **-100 PU –** Increases your striking power to the point that even a halfhearted punch can knock someone on their ass. Full-powered punches can K.O. with absolute certainty.
    - **-200 PU –** Increases your striking to the point that a halfhearted strike can knock someone out. Full-powered punches can break, and even shatter bones.
    - **-300 PU –** Watch where you swing! Taking this perk gives any physical strike the strength to pulp targeted areas. Heads will roll from your punches.

- **Shot Multiplier (-400 PU)** – Each consecutive shot you land on a target grants you a small boost in the damage you deal to it. This can be lost if you either miss or wait too long.

- **Synaptic Slowdown (-600 PU)** – This perk allows the user to enter a state of absolute concentration when aiming down the sights. Time slows to a crawl and the user can pull off extremely difficult shots with skill and expertise. Note that this skill drains stamina like nothing else.

Stealth Skills

- **Like a Ninja –** You are quiet, very quiet in fact.
    - **-100 PU –** You can walk quietly and with a very slight increase in speed with this. Enemies may still notice you should make too much noise or step in their field of view.
    - **-200 PU –** You make less noise than before and move faster than you normally do. Enemies have a harder time detecting your presence based on noise and sight.
    - **-300 PU –** You are much quieter and faster than before. Enemies have an even harder time detecting you.
    - **-400 PU –** You are dead silent and remarkably fast when sneaking. The only way you'd ever be caught was if you did something completely stupid.

Athletic Skills

- **Stamina Up** – Run Harder and Longer.

- **-100 PU** – You can run as fast and as long as a civilian with great conditioning.
- **-200 PU –** You can run as fast and as long as a trained military operative with a full pack.
- **-300 PU –** You're moving like a low-level Olympic runner. Run, Run, Run!

- **Bounce Back** – Recover from physical strain faster.
  - **-200 PU** – 25% Recovery from physical strain that comes from running and moving.
  - **-300 PU –** Recover from physical strain in half the time you normally would.

Health Skills

- **Ford Tough** – Let's face it, it's going to be harder for you to die.
  - **-100 PU –** You take 5% less damage from hits than you normally would.
  - **-200 PU –** You take 10% less damage from hits than you normally would.
  - **-300 PU –** You take 15% less damage from hits than you normally would.
  - **-400 PU –** You take 20% less damage from hits than you normally would.

Recovery Skills

- **Chambers Approved** – You can mix herbs and medicine together for greater effect. This is represented as the fractional estimate of 0/100
  - **-100 PU –** Mixed substances heal for a tenth more than they normally would. (10/100)
  - **-200 PU** – Mixed substances heal for a fifth more than they normally would. (20/100)
  - **-400 PU –** Mixed substances heal for a third more than they normally would. (33/100)

Weapon Upgrades

You may want to get a little extra bang for your buck when it comes to your firearms. No worries, this will help you out. Any upgrades chosen can be applied to multiple weapons. However, these upgrades are tied to that weapon only so distribute your upgrades carefully. **+500 WU** for this section Only. If you desire, you can exchange CP for WU at a 1:1 Ratio, but cannot exchange WU for CP.

- **Firepower**
  - Bullets loaded into your weapons fire at a higher pressure than average, thus dealing more damage. Each purchase stacks onto the last for a cumulative effect.

        - **-100 WU –** Increases the firepower of your weapons by 20%.
        - **-200 WU –** Increases the firepower of your weapons by 50%.
        - **-400 WU** – Increases the firepower of your weapons by 100%.

- **Critical Chance**
    - Your aim seems to be a touch better than most, you can aim for parts that are guaranteed to hurt when hit.
        - **-100 WU –** Every ten to eight shots from your weapons will score a critical hit.
        - **-200 WU –** Every five to seven shots from your weapons will score a critical hit.
        - **-400 WU –** Just about every other shot from your weapons will score a critical hit.

- **Reload**
    - Your familiarity with your weapons has affected your ability to reload your weapons.
        - **- 100 WU –** Reload as quickly as a calm officer of the law.
        - **- 200 WU –** Reload faster than the average soldier.
        - **- 400 WU** – Reload as quickly as a trained operator in optimal conditions.

- **Lock Work**
    - You will find that weapons you wield have their triggers affected, making them easier to fire and reset.
        - **-100 WU –** The triggers for your guns have been slightly altered with reduced weight requirements for triggers and slightly enhanced reset capabilities.
        - **-200 WU –** The triggers for your guns have been moderately altered with a two-stage trigger system and a more thoroughly enhanced reset capability.
        - **-400 WU** – The triggers for your guns have been greatly altered with a low weight, single-stage trigger system and a trigger capability for instant resets.

- **Fire Rate**
    - Firearms you wield seem to have increased fire rates. Each purchase stacks onto the last for a cumulative effect.
        - **-100 WU –** Increases the fire rate of your weapons by 20%.
        - **-200 WU –** Increases the fire rate of your weapons by 50%.
        - **-400 WU** – Increases the fire rate of your weapons by 100%.

- **Mag Size**
    - Your firearms will have larger magazines than should fit their frames and forms. Each purchase stacks onto the last for a cumulative effect.
        - **-100 WU** – Increases mag count by 20%.
        - **-200 WU** – increases mag count by 50%.
        - **-400 WU –** Increases mag count by 100%.

Companions

You don't want to tackle this jump alone? I understand, here's a list of those that you can get to aid your cause. Each companion gets **+600 CP** and can choose what **Origin** to take.

Welcome To My Nightmare (-100 CP to -800 CP) – Do you have companions from past Jumps? Bring them aboard this wide-awake Nightmare express. This companion allows you to bring up to 8 companions from your previous journeys.

Random Civilian (-100 CP) – Your bog-standard civilian. They may not be much in a fight, but they will absolutely try to help you as best as possible. This help may range from pointing to safe places, to giving away extra ammo or trying to open gates and doors during encounters for a quick escape.

Officer Connolly (-200 CP) – Shouldn't you have become a Haunted? With this, you gain Officer Connolly as a companion. He may not be the best you have, but he is a fully trained, competent member of the KCPD and has a talent for driving.

Detective Oda (-300 CP) – Bro Ninja! With this perk, you gain Detective Joseph Oda as a companion. He has better training than previous companions, is adept with utilizing improvised weapons and can solve complicated puzzles with ease.

Mobius Alpha Team (-300 CP Each, You Can Only Choose 2) – Specially trained operatives sent in to repair Union's Core. They are:

1. William Baker – Team Leader and heavily trained soldier, he is more inclined to direct combat interactions than his counterparts. He comes armed with an assault rifle.
2. Miles Harrison – A soldier within the team and one of the two experts in Hardware. While not as combat capable as Baker, Harrison is more resilient and can take more hits than his other squadmates. He comes armed with an assault rifle.

3. Liam O'Neal –The Hardware specialist in Alpha Team. O'Neal can make a variety of devices and gadgets to aid in restoring or distorting reality within STEM. Beware, O'Neal is a self-avowed coward. If he is chosen as a companion, he won't betray you but don't expect him to help you in combat situations. He is armed with a Colt .45.
4. Yukiko Hoffman – Alpha team's resident Psychologist and Medic. Taking Hoffman allows for a consistent method of healing yourself from injury in both physical and mental terms. She comes armed with a Walther P99.
5. Julian Sykes – Alpha Team's Software expert. Need access to restricted areas or computers? He's your man. Taking Sykes ensures that he will leave his safehouse and follow you throughout your jump. While he's not the most combat trained, Sykes comes with a silenced Colt .45 and is very capable of using it.

Esmeralda Torres (-400 CP) – A Mobius operator with great knowledge of demolitions. Torres is a fierce fighter and can stand her ground against hordes of enemies provided she has the supplies. With her combat skill and upbeat nature, you'd be lying to yourself that you didn't feel the flame of hope reignite within you with her around.

Beacon Survivors (-600 CP) (You May Only Choose 1) – The two detectives that made it out of Beacon alive.

1. **Sebastian Castellanos** – The main protagonist of The Evil Within. Choosing him as a companion will mean that you're almost always right in the action but you are assured to move with the story and never miss a beat. Castellanos is extremely capable in a fight and can help carry you if this is your first jump. He may not leave with you when it's your time to go though. He does have a daughter to provide for after all.
2. **Juli Kidman** – The Mobius operative within Sebastian's team. Despite her ties to Mobius, picking Kidman as a companion will ensure a steadfast ally within and out of STEM. Like Sebastian, Kidman is very capable in combat and is an expert with pistols.

Anima (-800 CP) – What!? How!? During your travels through STEM, a fragment of STEM's control process has become a part of your mind. With this Follower/Companion, you have a near automatic defense from any form of mental intrusion with lethal reprisal. It will go with you regardless of whether you choose to stay, go home, or move on to another jump, just don't mind the creepy humming of Clair De Lune.

Items

The tools needed to survive this jump. Take your pick of what you like but be aware that there are no discounts for this section.

Mobius Kit (FREE - Mandatory) – A weapons harness given to Mobius agents or persons of interest. It includes a handheld, rugged, two-way radio. With this, you can talk to other survivors, investigate anomalies, and track targets. Leaving STEM, you will find this radio waiting for you. There is also a small satchel that contains the tools necessary for crafting items on the fly. It will be waiting for you once you leave STEM. Finally, you have in your possession a standard combat knife and ammo pouches for common ammo types like handgun, shotgun, and rifle ammunition.

Signature Weapon (-100 CP) – Let's face it, every survival horror protagonist has a weapon they call their own and yours is no different. This perk grants Jumpers a conventional weapon that will always be on their person, no matter the situation. This weapon can be a pistol, shotgun, sub machine gun or rifle. Don't worry about maintenance, as this weapon does not require it.

Matchbook (-100 CP) – Small generic brand matchbook that contains 20 matches. It can be used to light just about anything on fire. Good for starting fires, setting traps, and disposing of bodies.

Red Gel (First is FREE, Each additional purchase requires -100 CP) – Mysterious red gel that can be used to increase the rank of one of your upgrades to the next level.

High Grade Weapon Parts (First is FREE, Each additional purchase requires -100 CP) – Extremely rare weapon parts that can upgrade your weapons to their next level regardless of cost.

Ammo Pouches (First is FREE, Each additional purchase requires -100 CP) – Small pouches that increase the amount of ammo you can carry at any one time.

Warden Crossbow (-200 CP) – This mean piece of machinery is an extremely versatile weapon that can take a variety of bolts. Taking this means that you will start with a crossbow and not need to find one during your travels.

Mobius Light Armor & Uniform (-200 CP) – You now have access to a set of light armor from Mobius. This includes a uniform, and bullet proof vest with additional magazine pouches for an assault rifle.

Vehicle (-200 CP) – Not the greatest thing in the world, but when not in STEM, you have access to a vehicle that is fully paid off. This can be anything up to and including a bicycle, moped, motorcycle, car, or truck.

Mobius Heavy Armor (-400 CP) – You now have access to a heavier set than before. This set includes neck, shoulder, and arm protection as well as a gas mask.

Flamethrower (-400 CP) – A large flame thrower that is difficult to carry. While it chews through fuel quickly, ammunition can be easily crafted for. If a jumper has augmented strength from previous jumps, then the weight penalty for the flamethrower can be ignored.

Brass Knuckles (-400 CP) – Bloodstained Brass Knuckles that pack a punch. Increases your melee damage by one rank when worn. Post-Jump, these brass-knuckles greatly increase the damage your punches have.

Drawbacks

There is a **1000 CP Limit** in effect here… Unless you take specific drawbacks… God help you if you do. All drawbacks are revoked upon Jump Completion

Play It Again (+100 CP) – Taking this drawback means that your jump will include both the Evil Within 1 and 2. You have to stay for all major points.

You Thought They Removed It? (+100 CP) – Remember the god-awful letterboxing from TEW 1? Well for the remainder of the jump, you are going to see it from that perspective for your time here. It's not detrimental, just annoying.

Pyrophobia (+200 CP) – Looks like you picked up Ruvik's intense fear of fire. Seeing fire from a distance will make you uneasy, being close to it will cause you to act against logic and should you even touch flames… Good luck trying to keep your head in the game.

Sebastian Sprint (+200 CP) – Remember the sprint time from TEW1? Now you have that. No matter how good your stamina is, it will drain much more quickly than before.

Lockout (+300 CP) – All your abilities and items that you had from other jumps? You can't access them for the remainder of this one. Your base body mod and its enhancements make it through fine, just not everything else.

Pick Up Gel/Parts (+300 CP) – The choices you made in Personal/Weapon upgrades still hold true. Except with this drawback, you have to find the points necessary to get those upgrades. Personal upgrades points are found as Green Gel and Weapon Upgrade points are found as weapon parts scattered throughout the jump.

A New Body (+300 CP) (Can only be Taken if Jumper starts in locations 1-3) – Ruvik has set his sights on your body for his escape from STEM. While he can't just steal it from you, he will try to do so by eroding your will and sanity through increased enemy count and horrific

hallucinations forced upon you. The negative effects of the drawback become void if the Jumper completes Beacon STEM.

You will be my art! (+300 CP) (Can be taken regardless of where the Jumper's location roll is) – For some reason, you have attracted the attention of one Stephano Valentini. Regardless of whether you're in STEM or not, the mad photographer will stalk you in order to 'perfect' you. If you're in STEM, this means that until Valentini is no longer a threat, Guardians and Obscuras will appear regularly throughout Union.

Listen to my words (+300 CP) (Can only be taken if the Jumper starts in locations 4-6) – Father Theodore has become aware of your presence within Union and he may have discovered some more about you than you're willing to let on. As a result, he would like you to convert to his beliefs as soon as possible regardless of whether you want to or not. Expect to see Disciples and Harbinger's far sooner than they would have appeared when in Union.

Matriarch's Wrath (+400 CP) – Myra Hanson considers you a threat to her daughter, Lily, and will do everything in her power to protect her from you. Taking this drawback increases the deterioration of STEM's dream world, spawns in some of the hardest varieties of enemies, and leaves trails of wax like substance that will impede your movements but not your enemies.

The Hell is That Noise? (+600 CP) (Special Bonus - Improvement of Will or Mental Resolve Augments) – STEM has a subroutine that handles the subjugation of wills. This is done so that these wills can coalign with the Core's beliefs. Your existence is in direct opposition to that and as a result, STEM has sent something to bring into line. Where once you could have avoided all encounters with the Anima if you knew what to avoid, that is no longer the case. Anima will begin to hunt you the moment you enter STEM. If you can escape Anima and destroy the part of you that has attracted STEM's ire, then you will feel much better about yourself from then on.

Special Drawbacks

Taking these drawbacks are suitable enough to initiate Gauntlet mode. The three are challenges in themselves but can be taken with the other normal drawbacks for additional points. Only one of these Special Drawbacks can be taken though. By completing the Jump with any of these Drawbacks enabled, the Perks, Personal Upgrades, Weapon Upgrades, and Items purchased here will be added to your Body-Mod.

However, should you die, you will lose access to the above referenced purchases and be forced into your next Jump.

Akuma Mode (+1500 CP) – You knew going into this, the infamy of this mode and now you're living it. Enemies do drastically more damage than before, to the point that a light hit is enough to instantly kill you. This only occurs within STEM though. Blows of any type taken in the real world won't kill… they really hurt though.

Classic Mode (+1500 CP) – All those augments that you bought before? Don't count on them appearing until after this jump is completed. Classic Mode locks you out of all In-Jump bonuses and Green Gel/ Weapon upgrades. However, not the items or companions that you pick. Taking this drawback gives you only what you got going into this. Better hope you have some good abilities going in, because you are going to need them.

Classic Akuma (+2000 CP) – The unholy love child of the two above modes. One hit kills and no In-Jump upgrades are the name of the game here. Good luck because you are going to need it.

Ending

Well, your ten years are up! What are you going to do now?

- **Stay –** The world of Evil Within isn't too different from back home and you could live a normal life here if you wanted to.

- **Go Home –** You're done with this wide-awake nightmare and would rather go home where you know none of this could happen. No one will fault you for that.

- **Further into the Rabbit Hole –** You feel as though you will continue Jumping through time and space. Good for you.

Notes

- **4/27/24 –** Version 2.1 Created
    - Several spacing issues have been corrected.
    - A separate point pool for Personal Upgrades has been added.
    - Personal Upgrades and Weapon Upgrades have a new Ratio system.
        - Weapon Upgrades have been slightly altered and buffed for greater use. This includes a universal effect for all weapons wielded by you.
            - Prices have been altered and a percentage-based system has been added.
            - Fire Rate has been separated into Fire Rate and Lock Work.
    - Anima has been reduced in cost by 200 CP.
    - Special Drawbacks now have a provision to add In-Doc purchases to your Body-Mod, provided you survive the next ten years.