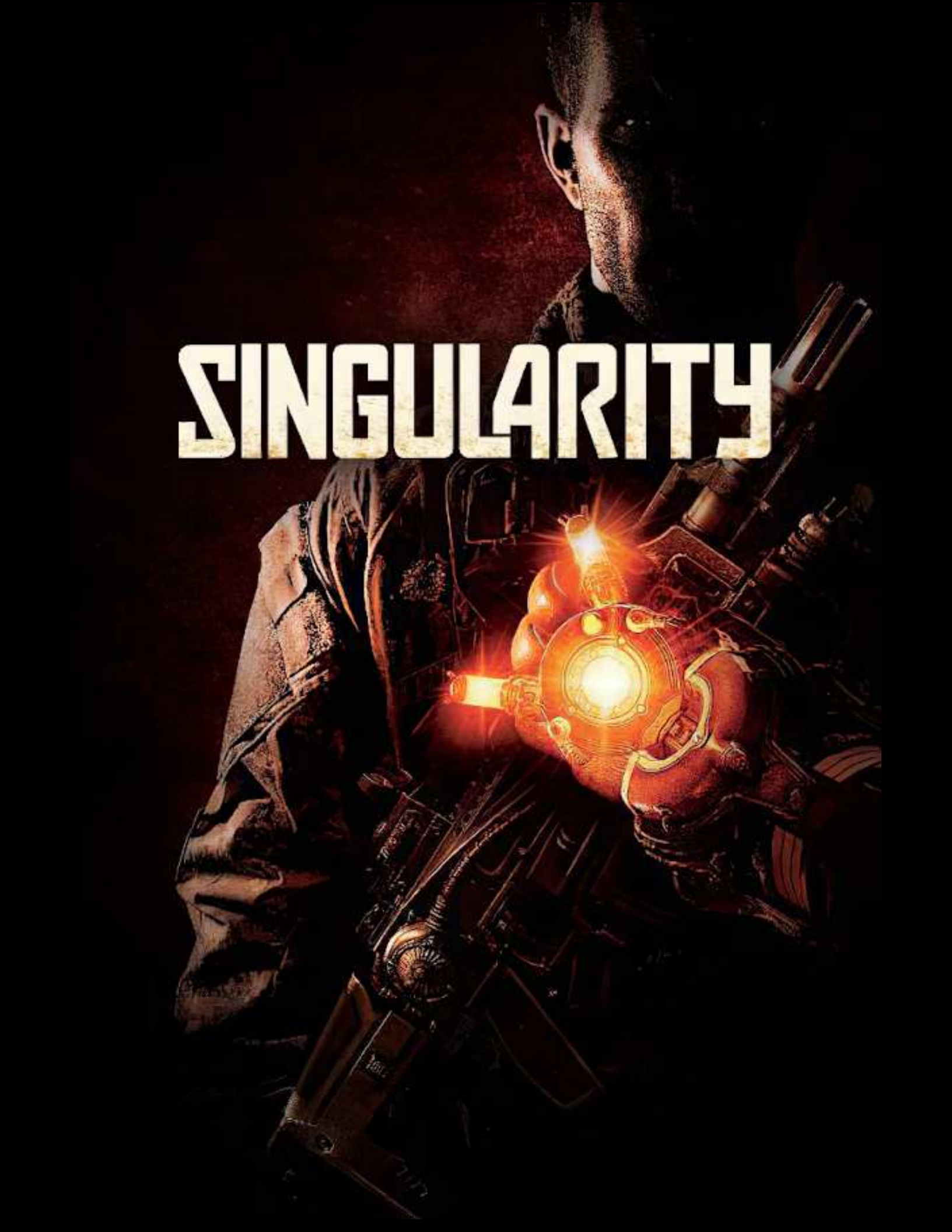

SINGULARITY

TIMELINE

How did we get here?

1945 - The Soviet Union continued to expand in both military might and political influence, but it was the United States that held the secret to atomic power. This superiority would be short-lived. As Stalin was already at work on a plan of his own.

While searching for uranium on a tiny island on the southeast coast of the Soviet Union, Russian engineers discovered E99, a powerful and unprecedented source of energy.

1950 - Seeing an opportunity for further world domination, Stahlin authorizes unlimited development funds to explore the capacities of the substance.

1951 - Director Victor Barisov establishes an island research station: Katorga-12. For his groundbreaking research, he received the Order of Lenin.

1953 - When Nikita Khrushchev succeeded Stalin, he accelerated the program, pressuring for field experiments. However, not only is E99 capable of delivering unimagined power, it is also incredibly volatile. Yet Barisov is pressured to begin tests

1955 - The disaster has no known survivors. Moscow buries the installation. Effectively wiping it from the map.

2010 - A US spy satellite flying over the area is blinded by a radiation surge. Fearing another Chernobyl and suspicious of Moscow’s secrecy, a reconnaissance mission over Katorga-12 is ordered by the Pentagon.

INTRODUCTION

Where are we now?

This leads us to the present, where the marine team Titan 1, led by Captain Nathaniel Renko are flying over the abandoned island.

It's like a sight out of Hell. Reality itself is unstable on this island, as Renko finds himself jumping through time and coming face to face with physics-defying mutants.

In one such anomaly, Renko is sent back to 1955, and saves the life of the Russian scientist Nikolai Demichev. He had no way of knowing, but this would change the fate of the whole world.

With Demichev alive, E99 research could continue. Using the advanced weapons created through E99 Demichev seized control of the Soviet Union, and soon after, the entire world.

In what feels like an instant, Renko returns to the present, to find that the government that sent him to Katorga-12 no longer exists. However, not all is lost to set history straight.

Another scientist named Barisov attempted to speak out against Demichev's. Naturally, he was killed, but not before creating a miraculous weapon called the Time Manipulation Device, or TMD.

Renko finds the TMD and sets about setting things right. You start on Katorga-12 at any time between 1995 and 2010. You may stay in this world for 15 years, or until the conflict between Renko and Demichev is concluded (in one way or another).

You receive 1000^{E99} to spend as you please.

As a final kindness, you won't have to concern yourself with the existential implications of your past being changed. As long as you aren't killed outright the "you" in the most relevant timeline will always be the same "you" that entered this Jump, consciousness and all. Though your memories of alternate timelines will be extremely foggy.

FACTION

Choose one. Any Faction can be taken as Drop-In.

Captain Renko's Unit : USA : By some miracle, you were left unchanged when Renko changed the past. You have more incentive than anyone to change the past to its former state.

Barisov's Resistance : Mir-12 : The last remnants of resistance in Russia. Your group is guided by a mysterious prophetic notebook that names Renko as the key to taking down Demichev.

Demichev's Regime : USSR : There's no use fighting Demichev, he's already won. Why not side with the winning team? You fight to uphold Demichev's corrupt rule and your position within it.

STATION

Choose one. Choose age & gender as appropriate for your station.

Soldier : Whoever you fight for, your place is the front lines, using physical violence to get your way. You have trained your mind and body to endure the harshest opposition.

Politician : You are a high-ranking official. Whether one of Demichev's yes men, a spy for Mir-12, or the remnant of an erased timeline, providing you charisma and connections.

Scientist : You are one of the lucky few who directly worked with E99 at some point and lived to tell the tale. Your mind is an invaluable asset, one that many would be eager to exploit.

Mutant : One of the many beings deformed by E99 radiation. You are the only Station able to access the Mutant Abilities section but must take the Drawback Mutated for no points.

USA PERKS

Top perk Free and others 50% off to USA.

Good Company : -100^{E99} : The best kind of soldier is a living one, and those who serve under you have a talent for staying that way. Your underlings have significantly better luck at surviving disasters or ambushes. Those that do survive usually have very little trouble finding their way back to you.

Trustworthy Devils : -300^{E99} : For some inexplicable reason, when a blatantly untrustworthy individual makes a deal with you, 99% of the time they actually uphold their end of the bargain. Even if they'll say whatever it takes to save their skin, something compels them not to backstab you at the first opportunity, unless you become too much of a threat to ignore.

American Exceptionalism : -600^{E99} : Your presence has a way of setting fate in motion. Whether it's stumbling into a spacetime anomaly, finding a top-secret weapon, or becoming the center of some kind of prophecy, these heroic narratives have a way of unfolding in front of you. This doesn't make you any harder to kill, so if you're unable or unwilling to face the risks ahead, the "call to adventure" is usually obvious enough to avoid.

MIR-12 PERKS

Top perk Free and others 50% off to Mir-12.

Little Brother : -100^{E99} : The only way Mir-12 manages to avoid Demichev's watch is by always staying one step ahead. Your intel gathering skills are absurd. If an enemy empire captures a PoI, you'll have an extraction plan ready within minutes. Also helps in digging up details on global conspiracies.

For The Motherland : -300^{E99} : You embody the communist ideals of unity and self-sacrifice. You can convince people that a better future is not only possible but guaranteed if everyone is willing to work towards the greater good. Those who become especially enraptured by your ideals might happily sacrifice their lives for the brighter future you promised.

Ouroboros : -600^{E99} : No matter what Jump you find yourself; evidence of time travel is everywhere. Specifically, evidence of time travelers who want you to succeed. Whether it's stumbling upon a notebook with future intel or a soldier popping out of thin air to save your life. Such direct interference will be rare and they'll vanish without a trace as soon as their job is done. This always ends up benefiting you, at least indirectly.

USSR PERKS

Top perk Free and others 50% off to USSR.

All For One : -100^{E99} : Do what you're told, and promotions tend to follow. In just a few short years, you could rise from a chief of research to a high-ranking politician. Even major disasters you cause have a negligible impact on your prospects, as long as your loyalty isn’t thrown into question.

One For All : -300^{E99} : Individuality isn’t a highly valued trait in Demichev’s army. Those who serve under you gradually have their individuality and ethics eroded away. Even if you act like a megalomaniacal hypocrite, disobedience will never cross their minds. They have no place to question you. They are your guns. Togglable, in case you grow a conscience.

Arms Race : -600^{E99} : How lucky was the Soviet Union to discover E99 right the US unlocked atomic weaponry? Whenever an enemy faction suddenly gains some enormous advantage in a conflict, an equal or greater advantage seems to fall into your lap. Now, it may take time for you to figure out how to actually use it, and there’s no promise the world will be left better off once you do, but you’ll never have to worry about losing an arms race.

SOLDIER PERKS

Top two perks Free and others 50% off to Soldiers.

Stealth Tactics : -100^{E99} : You are extremely skilled as sneaking around an area undetected, even in full combat gear. This also extends to your ability to prepare ambushes or generally get the drop on your unlucky enemies.

Weapons Training : -100^{E99} : A gun is a gun is a gun. Even if it’s a highly experimental weapon you’ve never seen before, you can figure out how to use any weapon in a matter of seconds, and how to wield it competently with a couple minutes of practice.

Beast Tamer : -200^{E99} : In one timeline, Renko learns how to train the mutants of Katorga-12 into an army. You will find similar success when taming severely mutated or mindlessly violent creatures. You may not be able to quell their inherent savagery, but you can direct it towards a target of your choosing, even if such loyalty should be beyond their ability to comprehend.

On-Sight Acquisition : -200^{E99} : The amount of valuable resources just lying around Katorga-12 is frankly ridiculous. Even in future Jumps, you never have trouble finding useful items in your environment. Whether it's health kits, powerful weapons and ammo for said weapons, or blueprints for upgrading equipment. Pick-ups must be items that exist in the current Jump.

Capitalism & Communism : -400^{E99} : At the conclusion of any major conflict, you will be presented with a binary choice to decide the direction of fate regarding the outcome. One path benefits the few (including you) at the expense of the many, the other benefits many, but may result in lost liberties. It's possible to create alternative "endings" by finding unconventional answers to the choice presented, or you can ignore it entirely.

One-Man Army : -400^{E99} : It's not clear what's so different about you compared to others. Maybe it's pure skill, maybe it's just luck. Enemy soldiers struggle to get one decent hit as you mow through them by the dozen. It's like you're the protagonist of a video game. This is only effective when moving independently or with a small group of trusted allies. Be aware that you aren't invincible. Even a hero can be taken down with enough bullets.

Kingmaker : -600^{E99} : Where you lead, destiny follows. Your actions and achievements often have far-reaching consequences. You save someone's life for them to grow into a figure of global significance. You fight an army for your exploits do go down in legend. You invent a new technology and become the spark for a new age of advancement. This is even more pronounced when time travel is involved. However, there's always a chance that taking action thoughtlessly can result in a worse future. As such, you can choose to toggle this on or off on a yearly basis.

Paradox Prone : -600^{E99} : You'll never have to worry about being killed, trapped, or otherwise doomed due to paradoxes, changes to the timeline, or anything else of the sort. Changes to history just have your consciousness transported to the new timeline. If you shouldn't exist in that timeline, you'll just appear out of nowhere anyway. If you die under circumstances that would cause a paradox, there's a chance (but never a guarantee) that your consciousness will be sent back in time to right before you got involved in the paradoxical events.

POLITICIAN PERKS

Top two perks Free and others 50% off to Politicians.

Unforgettable Face : -100^{E99} : You never forget a name or a face. Even if you only saw it for a split-second half a century in the past, you'd know it the instant you see it again. Perfect for recognizing time travelers interfering with your life.

Stand Firm : -100^{E99} : You don't make it in politics without a little boldness. You don't show an atom of weakness, even when your back is against the wall. Someone could have a gun to your head and still feel like you're holding all the cards.

At All Costs : -200^{E99} : If a corner can be cut, you can find it. Whether it's cutting the budget for less immediately beneficial pursuits or setting up a pipeline for human test subjects. No inefficiency can escape your sight, and under your rule an entire island colony can run at 500% efficiency, as long as you aren't too concerned about your people's freedom or wellbeing.

Out With The Old : -200^{E99} : Never let your lessers forget that they are replaceable. Even if someone is a historically unmatched genius, should you need to remove them, a large enough group of lesser minds will be able to perform almost as well. They may not work as fast or cheaply, but soon enough they'll achieve results comparable to the output of those they replaced.

War On Hope : -400^{E99} : There is no greater enemy to order than hope. You have a knack for nipping hope in the bud. Whether it's spreading rumors to make rebels think their plan is destined to fail, or publicly executing their core figures without allowing them to become a martyr. You also have an uncanny ability to prey on the vices of others, corrupting the weak willed into loyal sycophants. Few have the will to resist your temptation.

Make It Last : -400^{E99} : E99 is an extremely limited resource, but you wouldn’t think it from the size of Demichev’s armies. You have a gift for logistics that lets you stretch out finite resources much farther than you’d think possible. Whether it’s dividing up a month’s supply of food to last a year or arming half a million soldiers with weapons powered by a resource that can only be found on one tiny island.

Undetermined : -600^{E99} : Conquest isn’t your mission, it’s your destiny. Any attempts to thwart you via time travel is a fool’s errand. The mechanics of time-travel seem to flip-flop between deterministic and changeable based on what benefits your past self. The past can be changed if someone goes back to save your life. But if that same person then tried to kill you in the past, suddenly the past is set in stone. This doesn’t provide any assistance in matters unrelated to your past self, but if someone wants to kill you, they’ll have to do it in the present.

Ruler Of Everything : -600^{E99} : Everybody wants to rule the world, but you are among the few who can actually pull it off. You can devise ingenious strategies for not just winning battles, but climbing into positions of power, dismantling every single restriction on your authority, and wiping out all but the most resilient rebellions. You make world domination look easy. These strategies hinge on you holding some sizable military advantage over your contemporaries. Whether that be superior numbers, funds, weaponry, or more esoteric advantages.

SCIENTIST PERKS

Top two perks Free and others 50% off to Scientists.

Great Minds : -100^{E99} : You are an expert in some mundane scientific field like engineering or particle physics. You have a decent grasp of the workings of E99 but have yet to master its secrets to the same extent as Barisov.

Gunsmith : -100^{E99} : You took to Demichev's warmongering ways much better than others. You are a skilled gunsmith and can usually think of one or two ways to incorporate other technologies you know into firearms. Just be careful whose hands they end up in.

Better You Than Me : -200^{E99} : You rarely have to worry about dying from your pursuit of science. When a machine blows up, you are safely outside the blast radius, when a turret misfires, its shots all miss. When working for a sponsor planning to kill you once you've outlived your usefulness, you'll already have an escape plan. Your assistants may not be so lucky.

Firm Scruples : -200^{E99} : It's always important to realize when you're working for a megalomaniac. When you want to hide a device or a location, you'll have uncanny luck in them only winding up in the right hands. Your enemies could search the city for years without finding your secret weapon, while a reliable hero might stumble upon it within hours of showing up.

Forward Thinking : -400^{E99} : You have a talent for making your creations modular and upgradable. If you created a device for time travel, you'd be able to upgrade it down the line for other abilities like gravity manipulation or slowing time by swapping out a few components, all of which would be compatible with each other. This also generally increases your ability to find creative uses for a given resource or technology.

Pruning The Tree : -400^{E99} : Time travel can get complicated, which is why having someone like you around is vital. You are able to intuitively grasp the mechanics of a given form of time travel. Even if the rules of time travel seem to change on a dime, you can quickly simplify the endless waves of cause and effect to give someone a quick and concise explanation of what needs to change in the past to create the future they desire.

Perpetual Power : -600^{E99} : Following Barisov's footsteps, you have uncovered the secret to infinite power. Specifically, you are able to create an Uber E99 battery. The energy this can produce is infinite. The rate it can output is only slightly better than the basic battery in the TMD, despite requiring almost 1000x as much E99 to make. You'll find it impossible to upscale this to function on larger machines. In the event you don't have a source of E99, you'll need to find a suitable substitute for this knowledge to prove remotely useful.

Taming The Abyss : -600^{E99} : With this, your grasp of E99 is comparable to Barisov. You know how to tap into E99 or similar exotic materials to tear rifts in space and time. With enough tinkering, you may even be able to create handheld devices that can bend these very forces to one's will. In general, you have the knowhow to use technology to stabilize or control just about any space time anomaly you find, assuming you have enough power and raw materials. To be clear, this only applies to unnatural phenomena. So a naturally formed black hole wouldn't count.

MUTANT ABILITIES

Exclusive to Mutants.
Extra 300^{E99} for this section (if applicable).
Discount any two purchases.
Discounted 50^{E99} or 100^{E99} purchases are Free.

Weak Point : $+200^{E99}$ / $+150^{E99}$: Your mutant altform has an exposed glowing pustule that can be targeted to do significant damage to you. For 50^{E99} less payout, the pustule will relocate to a different point of your body after receiving enough damage.

Scale : The size of your mutant form. This also comes with a proportional boost to strength and durability. Pick one.

- Small : $+200^{E99}$: Size of a small dog. Weak and squishy.
- Average : -0^{E99} : Size of an adult human. Significantly stronger and more durable than an average human.
- Large : -100^{E99} : Twice as tall as an adult human. Strong enough to toss large barrels one-handed and tank explosions.
- Gigantic : -300^{E99} : The size of a school bus. Can flip cars and shrug off the majority of modern weapons.
- Colossal : -600^{E99} : The size of a skyscraper. Can destroy buildings and are damn near invincible to anything weaker than a missile (unless you purchased Weak Point).

Acid : -50^{E99} : Your bodily fluids are acidic enough to cause notable damage to exposed flesh.

Enhanced : -100^{E99} Per : You are able to significantly enhance one part of your biology. Perhaps you have the strength to throw a barrel with one hand, or significantly farther reach, or the stamina to sprint for twice as long. Can be purchased multiple times to boost different attributes. Discounts are per-purchase.

Barrel : -100^{E99} : This… doesn't seem like a biological ability. Every half-minute or so, you are able to summon an explosive barrel out of thin air. You are not immune to the explosion.

Explode : -100^{E99} : As a last resort, you are able to cause your body to burst, greatly damaging those nearby and covering them in your radioactive fluids. This leaves you extremely injured.

Climb : -100^{E99} Requires Scale[Small] : You possess the ability to scale walls and ceilings. You can remain suspended indefinitely and feel no disorientation from the change.

Proximity Mine : -100^{E99} : Every minute or so, your body produces two removable growths. You can deploy them in an area, where they suspend themselves via countless tendrils that act as tripwires. If disturbed, the growth explodes with lethal force.

Shard Attack : -100^{E99} : The organic equivalent of a shotgun. This blast of organic shrapnel does significant damage to those close to you, but less to those farther away.

Tick Leap : -100^{E99} / -200^{E99} : You are able to leap absurd distances, even more than you'd get from Enhanced [Leap]. You can scale single-story houses in a single leap. For an extra 100^{E9} you can possess weakened humans by leaping onto their head.

Creature Vision : -200^{E99} : By some unknown mechanism, you are able to perceive nearby humans, even through walls or solid cover. These humans will become highlighted in your vision.

Vomit : -200^{E99} : A peculiar adaptation. You are able to expel an immense quantity of vomit at-will, enough to cover a large area in front of you. Enemies will be significantly damaged by your vomit. However, those you identify as allies will instead be healed when showered in this vomit. Has a brief cooldown.

Bomb Lob : -200^{E99} : Simple but effective. You are able to launch organic explosives from your body in an arc. The projectile does significant damage to those in the blast radius, and your body produces them so quickly you'll likely never run out.

Phase : -200^{E99} / -300^{E99} : You are able to briefly phase out of reality. In this state you are invisible and cannot be harmed by attacks, other than those related to space or time. Attacking others will cause you to instantly materialize. For an extra 100^{E99} you are able to stay phased for far longer and can even jump in and out of phase in quick succession.

Soul Leech : -300^{E99} : You have the ability to spawn a creature resembling a ghostly eel from your body. If this burrows into a corpse, it will revive it as a zombie-like creature to fight for you. The Soul Leech is vulnerable once it leaves your body. There's technically no limit to how many times you can do this (even on the same body), but it takes about a dozen seconds after releasing one soul leech before you can produce another.

WEAPONS

Exclusive to non-Mutant.
Extra 300^{E99} for this section (if applicable).
Discount any two purchases (Other than the TMD).
Discounted 50^{E99} or 100^{E99} purchases are Free.

Weapons Locker : A device similar to the weapon lockers around Katorga-12 has been installed in your warehouse. This can be used to store, upgrade, and buy ammo for your various firearms. Your guns can be retrieved from this locker at any time, regardless of where you last left them. Costs E99 Tech to use.

- Basic : -0^{E99} : Exclusive to firearms bought here.
- Advanced : -200^{E99} : Any firearms bought with CP from any Jump can be added to the locker.
- Universal : -300^{E99} : Any basic firearm you bring into your warehouse can be added to the locker. However, unless it is bought with CP, this will not accept exceptionally powerful or esoteric weapons like the Seeker Rifle or RLS-7.

Knife : -0^{E99} : A basic combat knife.

Centurion : -0^{E99} : A single shot revolver that fires a powerful E99 bullet. This weapon does a very high amount of damage but has an extremely low rate of fire.

M9A7 : -50^{E99} : The M9A7 is a Semi-Automatic pistol, fitted with a glow sight, and an under-barrel flashlight.

Shield : -50^{E99} : A sturdy riot shield that can protect you to an extent but can be broken with enough bullets.

AR9 Valkyrie : -100^{E99} : The primary assault rifle of the USSR. The name means "chooser of the slain" and the weapon is a lethal combination of firepower, range, and accuracy.

Volk S4 : -100^{E99} : This autoloading shotgun is built to deliver massive damage for close range tactical combat.

Kasimov SNV-E99 : -100^{E99} : This variant is a modified semi-automatic sniper rifle. The precision optics make it perfect for long range combat but unreliable in close quarters.

Autocannon : -200^{E99} : Heavy cannon that uses an automatic load system coupled with a high capacity 100 round clip. Unmatched rate of fire for extended combat engagements.

Spikeshot : -200^{E99} : An E-99 charged rail gun that fires an explosive spike. Each shot requires a brief delay to fully charge. Explosions have a notable blast radius.

Dethex Launcher : -200^{E99} : A multi-purpose grenade launcher. The primary fire mode launches a grenade which explodes after about 2 seconds. The secondary fire mode launches a glowing sphere that can be remote controlled to roll and even hop over obstacles before detonating at the user's signal.

RLS-7 : -200^{E99} : The **RLS-7** is a single-shot, shoulder-launched rocket launcher utilized by the Soviet Army, capable of firing rockets in either unguided ("dumb") or guided ("smart") modes.

Seeker Rifle : -300^{E99} : This rifle fires E-99 charged shells that alter time and allow the operator to control the projectile. When fired, you will be able to "see" from the perspective of the bullet, as time is slowed to a crawl. You are able to alter the trajectory of the bullet to hit several targets.

Time Manipulation Device (TMD) : -600^{E99} (No Discounts): Barisov's greatest creation. This wrist-mounted device allows the user to manipulate time itself in various ways. How this manifests will depend on your purchases in the section below. Each use of the TMD costs a certain amount of E99 energy, which can be found scattered around Katorga-12.

Post-Jump you receive a device in your warehouse that allows you to remove the TMD as you please (otherwise you could never take it off), as well as slowly recharge its energy reserves. This is vital if you have no means of acquiring E99 following this Jump.

TMD ABILITIES

Requires TMD to be purchased.
Extra 300^{E99} for this section (if applicable).

ChronoPing : -0^{E99} : This ability costs no E99 energy to use. It manifests a series of glowing footprints guiding you along the most direct path to whatever location you're trying to reach.

Rifts : -0^{E99} : Katorga-12 is littered with rifts in spacetime. The TMD allows you to open these to travel into the past and potentially alter the future. After this Jump, the TMD can stabilize similar spacetime anomalies in future Jumps, allowing you to pass through them. The TMD on its own is unable to induce the kinds of lasting damage needed to create rifts.

Impulse : -100^{E99} / -0^{E99} With Uber : You are able to unleash a large kinetic blast from the TMD. This can push most enemies away, and even hit beings out of phase with spacetime. Can be upgraded at an Augmentor for increased damage and knockback.

Heal : -100^{E99} : You are able to heal allies while also healing yourself. Allies are more resilient while being healed. Can be upgraded at an Augmentor to improve the rate of healing.

Shield : -100^{E99} : You can create a shield that reflects melee damage at the cost of E99 energy. This drains less energy while standing still, which also renders you invisible. Can upgrade at an Augmentor to increase the amount of damage reflected.

Deadlock : -100^{E99} : You can summon a large blue sphere that slows down time for anything caught within. Beings that are fully or partially out of phase with spacetime are immune. Can be upgraded at an Augmentor to increase the duration and size.

Gravity Manipulation : -100^{E99} : Allows you to control gravity to lift, move, and violently launch objects, akin to telekinesis. You can even grab missiles launched at you to fling back at the attacker. Has no effect on large organic beings like humans.

Chronolight : -100^{E99} : You will occasionally come across blue silhouettes of objects that are somehow out of phase from the current dimension. This ability allows you to materialize them in this dimension. Pulling in a new object will cause the last one to phase out again. These objects are almost always something potentially useful to you, like a key or spare ammo.

Teleportation : -200^{E99} : You are able to teleport yourself short distances, even through walls or ceilings. If you teleport into a space currently occupied by a living being of similar or lesser size, you are able to "telefrag" them, killing them instantly. Can be upgraded at an Augmentor to deal a small amount of damage to any enemies in the path of your teleport.

Renew : -200^{E99} : This allows you to reverse an object's time to restore it to peak condition. Even if it crumbled to pieces, or rusted into dust, all erosion will vanish as broken pieces float back into position. Has no effect on organic targets.

Revert : -100^{E99} Requires Renew : By attempting to use Renew on a living being, rather than reversing their time, they are instead transformed into Reverts. Reverts are blind zombie-like creatures that will attack any sound by swiping their arms and vomiting poison. Try not to be the first thing they hear.

Age : -200^{E99} : Using this on a target will advance its time by centuries in seconds. Metal corrodes, stone crumbles, and humans age to dust. This can have unexpected effects on beings that are heavily irradiated or somehow out of phase with spacetime, if it has any effect. Normally Age can only be used on objects infused with E99, but post-Jump it will have no such restriction.

Uber : -800^{E99} : The pinnacle of the TMD. The Uber upgrade allows you to use your TMD's abilities infinitely, without consuming any E99 energy. Your TMD abilities can be used as often or frequently as you wish with no downsides. This also upgrades Impulse into the much stronger Uber Impulse. Three Uber Impulses pack enough force to kill an entire crowd of armored soldiers.

ITEMS & ALLIES

Choose any 4 purchases below to discount.
Discounted 50^{E99} or 100^{E99} purchases are Free.

E99 Tech : -0^{E99} Requires Weapons Locker or Augmentor : These mechanical components can be found scattered across Katorga-12, and now you'll occasionally find them in future jumps. These can be used at the Augmentor or Weapons Locker to utilize their various features. Normally the locker would require Weapon Tech, but your custom locker can use E99 tech for everything.

Audio Recordings : -50^{E99} : Wherever you go, you'll find an improbable amount of notes and audio recordings from various people just lying around. They'll occasionally provide useful information like passwords or puzzle hints, but the majority of the time it's just context on the environment you're in.

Anti-Radiation Seasoning : -50^{E99} : A tin of Barisov's personal anti-radiation remedy. In addition to being quite tasty, if consumed regularly it can completely ward off the negative effects of radiation. Includes a recipe to create more (which requires E99), and the tin will slowly refill over a month.

SinglePlayer : -100^{E99} Per : With each purchase you receive a slot that may be used to recruit any native resident of this world as a companion, as long as they survive to the end of the Jump.

Multiplayer : -100^{E99} Per : With each purchase, you may import or create a companion into this world with 600^{E99} to spend as they please. They may gain more points from Drawbacks.

An Omen : -100^{E99} : A book with scribbles written by someone from the future. They are difficult to decipher, and even if you do, the author was clearly missing vital details. Following their warnings may unintentionally make things worse. You can at least have faith that the author personally believed the contents would be vital to your success. A new note is added each Jump.

E99 Fertilizer : -100^{E99} : One of the few non-violent creations of Katorga-12. This fertilizer can cause plants to instantly grow to enormous size. Despite the concerning orange glow of the plants, they are perfectly safe for consumption, probably. You receive five bags of this fertilizer that refill weekly.

Element 99 : -100^{E99} / -200^{E99} / -400^{E99} / -600^{E99} : The element at the center of all this madness. If you didn't already know, E99 is a powerful element with an infinite variety of applications. It is also extremely unstable, so I take no responsibility if this ends up causing more problems than it solves.

- Crate : -100^{E99} : You receive a large crate full of about a dozen E99 crystals. Refills monthly.
- Mine : -200^{E99} : You receive an entire mine full of E99 crystals that replenish over 6 months.
- Outpost : -400^{E99} : You receive a small island filled to bursting with E99 crystals that replenish yearly.
- Dynamic : -600^{E99} : Every property you purchase from any Jump (as long as it's built on natural land) no matter how large or small, will contain dense E99 deposits similar to those on Katorga-12. Replenishes yearly if harvested.

Safe House : -200^{E99} : A decent hideout and makeshift tools for all your scientific needs. It contains an effective stealth system that blocks remote detection systems, and if that fails it's protected by a powerful electric fence. It can be placed in a location of your choosing each jump, known only to you.

Elite Squad : -200^{E99} : Your own squad of about two-dozen loyal soldiers under your command. They are masterfully trained and armed to the teeth. They will follow your commands without question. They all occupy a single companion slot. Any perks or the like will be evenly distributed amongst them.

Augmentor : -300^{E99} : At the cost of E99 Tech, you can modify your physical abilities in various ways. Such as stamina, toughness, accuracy, lung capacity, etc. You can even use it to upgrade your TMD if you have one. Many enhancements require Blueprints or Bio Formulas found around Katorga-12. With research, you may discover how to create your own custom formulas.

Military Budget : -300^{E99} : A massive supply of jeeps, mounted turrets, and a tank or two for good measure. You also receive a large collection of ammo boxes that always seem to have whatever common type of ammo is needed by whoever opens it (though the box will eventually run out). Lost or damaged ammo, vehicles, or weapons are replaced weekly.

TMD Platform : -400^{E99} : Standing on this large platform drastically increases the power and scale of any spacetime manipulating effects. For instance, the TMD is normally limited to items no larger than a car. While standing here, you could apply its effects to an entire building. These effects only persist as long as you remain stationary on the platform.

E99 Bomb : -400^{E99} : Katorga-12's answer to the Atomic Bomb. This bomb has enough power to destroy the USA's entire East Coast. If used, you will receive a replacement in 5 years. The E99 Bomb has an additional odd property. If detonated in the proximity of spacetime anomalies of immense power (such as the Singularity) the two forces will cancel each other out.

Katorga-12 Notes : -400^{E99} / -800^{E99} : This is it. This is all the research that could be salvaged from Katorga-12. From their agricultural research to their weapons development (which naturally takes up most of the notes). However, it seems Barisov's research into the E99's time-manipulating properties was too well-hidden and is not included. That is, unless you're willing to pay an additional, undiscounted -400^{E99}. With all that said, the vast majority of this research is pretty much useless in future Jumps without a supply of Element 99.

SCENARIO

Completely optional.

Entering this world disrupted your own personal time. Your body has been reverted to the state it was in when you first started Jumping. At least you still have your purchases from this jump. While investigating, you found Barisov's secret lab and the TMD.

You put on the TMD, just as Renko is sent back in time and unknowingly saves Demichev, dooming the world. Luckily, you are unchanged as history is rewritten around you.

With Renko no longer able to claim the TMD, it is up to you to set things right. Demichev will soon become aware of your existence and ownership of the TMD and will send legions of soldiers to pry it off your corpse.

At the same time, you must explore Katorga-12 at various points in time to uncover what exactly robbed you of your powers. Was it the Singularity itself? Demichev's careless experiments? Some kind of interdimensional entity? Who knows?

Pursuing this mystery will send you to the most dangerous moments in Katorga-12's history. As you progress towards the truth, you will begin to slowly reclaim your powers from past jumps in the order you initially received them, until you are finally back to full power to face the cause of all this.

You will receive your rewards upon creating a future where Barisov's empire is no more, or you stand by his side and all obstacles in his path are demolished. How you achieve this is up to you. If you think you can accomplish that without outside powers, feel free to ignore whatever anomaly depowered you.

For some reason whenever you go to the past to change something, it then becomes impossible for you to go back again to stop yourself. Causality will twist itself in knots to set your initial changes in stone. The only way to circumvent this is if you die, which obviously isn't ideal.

Your reward is the device that has been bolted onto your arm. You receive your own TMD at no cost. Your stipend for TMD abilities is doubled. However, you will begin with only two abilities plus Impulse, which you gain for free. You'll acquire your other abilities gradually over the course of the scenario.

In the event that you already spent the full 600^{E99} to buy the TMD directly, you receive the Uber upgrade at no additional cost.

This technically makes it possible to gain the TMD as a Mutant, but it won't make your life any easier when everyone would be trying to kill you on sight even if you didn't have the TMD.

DRAWBACKS

No Drawback cap.

Situational Blindness : +100^{E99} : Enemies are abnormally competent at ambushes. They never take full advantage of the element of surprise, but combat encounters are almost always unexpected.

Blabbermouth : +100^{E99} : You don't know when to shut up. You're the type who can't comprehend why criticizing the ethics of a totalitarian dictator to their face might be a bad idea.

Wannabe Dictator : +100^{E99} : You have an insatiable hunger for power. The temptation to completely abandon your dignity and morals for just a little more power will be ever present.

Take Point : +100^{E99} : Why can't people do anything on their own? It's always "fight this" or "retrieve that". You'll constantly find yourself forced into one tedious task after another.

Fickle Timelines : +200^{E99} : The mechanics of time travel often change on a dime to make things slightly harder on you. Whether it's changeable or deterministic, if paradoxes are or aren't a factor, all depends on what would be the most inconvenient.

The Usual : +200^{E99} : With this, bullets, weapon tech, and E99 tech are far scarcer. You'll be at constant risk of running out if you don't pace yourself. Also locks away or ammo or infinite ammo effects brought from other jumps.

Paved With Good Intentions : +200^{E99} : You have a strong moral compass. However, you find that trying to save lives almost always makes things worse. Either they turn out to be a psycho themselves or end up inventing a horrible superweapon, etc.

Aggressive Anomalies : +200^{E99} : Katorga-12 is even more unstable than usual. You'll find yourself swept into space time anomalies fairly regularly. They'll never end up benefiting you, nor will they kill you outright, unless you do something stupid.

Spoilers : +300^{E99} : Somehow or another, a book containing information from the future is being passed around various groups. This book contains information on who and what you are, your abilities, and your weaknesses. This alone will paint a massive target on your back and give them years to prepare for your arrival in this jump, for better or worse.

Before You Know It : +300^{E99} : Somehow, a Renko from the future has traveled into the past. In his timeline, he fully upgraded his TMS (including the Uber upgrade) but allied himself with Demichev. He is determined to eliminate you at all costs. He has years of experience with the TMD, and no matter where, or when, you try to hide, he always finds you sooner or later.

Mutated : +300^{E99} : E99 radiation did a real number on you. While your mind is mostly untouched (aside from a craving for human flesh), you'll find speech completely impossible. For obvious reasons, you can expect to be attacked on sight by most humans who witness your deformed appearance. Will you still attempt to reach out or will you become the monster they see you as?

Time War : +300^{E99} / +600^{E99} : Despite Barisov's best efforts, Demichev succeeded in mass-producing a weakened version of the TMD. About 20% of his troops will be equipped with these fake TMDs, granting them 1-2 abilities relating to altering space or time in some fashion. A medic might be able to heal injuries, while a sniper might be capable of warping short distances.

For an extra 300^{E99}, about 1% of Demichev's troops will be able to use rifts to travel through time. Meaning you won't just need to fight them in the present but ensure they can't change the past to set up traps for you. At least they're limited by the rifts available, which only seem to open to different locations on Katorga-12 within the span of 1950 to 1955.

ENDINGS

The future you've created.

Go Home: Conclude your Chain and return to your original world.

Stay Here: Conclude your Chain and remain in this world.

Move On: Continue your Chain and progress to a new world.

NOTES

Jump by Gene.

Most of the guns section is copied straight out of the wiki. I am willing to admit this because I honestly don't care enough about guns to come up with my own descriptions.