LOBOTOMY CORPORATION

FACE THE FEAR, BUILD THE FUTURE

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The world of Lobotomy Corporation could be considered something of that like a low-cyberpunk setting. A life in one of the Nests may be similar to our own, with some fancier gadgets and the most dangerous thing being typical office politics. However, surrounding the Nests are the Backstreets, where everyone lives a constant struggle of survival. It is a lawless land plagued with the greedy, the insane and the desperate. I hear it's not unusual to find dead bodies littered across the street. If you were to go even further out, there's nothing but an utter wasteland.

But that's out there, we're in here. Hello, Jumper.
I give you a warm welcome to Lobotomy Corporation. I am Angela, the advisor and secretary to the manager. My role as an AI is to assist you in adjusting to your new workplace.



What do we do? Well, the world is constantly growing, and the demand for energy is exponentially increasing as technologies advance. In search of a solution, we stumbled upon these beings whom we dubbed the Abnormalities. Then we discovered we could harvest energy from these "Abnormalities" using a "special method." To isolate them in a controlled environment and then to harvest energy from them.

Abnormalities range from simply strange beings and objects to world-ending monstrosities. We work to understand what makes them tick and find the optimal means of producing energy. You'll be here for the next ten years, here's 1000cp. Face the fear, build the future.

Your age is 16+2d10 and gender remains unchanged.
You may pay 50cp to change both to your liking.

--- ROLE ---

- **Fixer (Drop in)**: Nobody knows where you came from, and as a Fixer, nobody will be too surprised to hear what outlandish background you have. You have no connections, no security clearance and no immediate value to the corporation...yet.
  + No emotional baggage messing with your thoughts. Have a fresh start with everyone.
  - Likely to land a low-level job like a janitor or a clerk, which are not much safer than other roles.

- **Employee**: While everyone is an employee, an active employee is a front-line worker who actually handles the Abnormalities. You're just another goon in a faceless corporation, where the ambitious sabotage each other to reach the top, and where friends may not live to see tomorrow.
  + Basic security clearance to all departments available and regular training.
  - Nobody tells you that Abnormality work is dangerous and you are likely part of the suppression force called when there is a breach.

- **Sephirah:** You're a robotic team leader. You're the connection between the manager and the employees, and it is your job to ensure the energy gets collected. Your choice if you replace the team's current sephirah or act like a partner.
  + Generally safer position, with better security clearance.
  - You have been at this for *decades* and have seen the many atrocities that lace Lobotomy's history. Also, you answer to Angela, who will freely use you as a verbal punching bag.

- **Manager:** You're the latest bigwig who decides how the day's going to go. You call the shots, and everyone's required to follow your orders. You can choose if you're the canon "Manager X", or simply a different person.
  + Most control, access to "all" information as it comes along.
  - Everyone blames you for the work environment being such a horrible place. Comes with the most responsibility, naturally.

- **Abnormality**: Somehow captured and contained, now you're just another battery for the corporation. How much energy you generate and the amount of trouble you cause will determine how often employees are sent to you.
  + You get your own specialised cell. Employees will try to capture instead of kill you.
  - Protocol generally demands you stay in your cell, and "generating energy" may not be pleasant.

--- DEPARTMENT ---

Roll 1d10 or pay 50cp to choose your starting department. While enrolled in a department, everyone but Abnormalities are given a mild passive boost that increases the longer they work in that department. Managers will find their office (and Abnormalities, their cell) located in the given team's area.

1. **Control Team** - The control team is tasked with monitoring the employees and abnormalities, and relay orders from the top to the other teams. Control team members tend to be first to know when a breach has occured and are quicker to act.
2. **Information Team** - Interested in collecting and filtering data gathered on the abnormalities. Because of the readily available information, members are the most prepared to handle Abnormalities.
3. **Safety Team** - Focused with employee health and fitness, the safety team is about protecting the staff of Lobotomy. You will find medical equipment in top quality and readily available here.
4. **Training Team** - In charge of checking company policies and procedures, the training team frequently runs training programs to get its members up to speed, faster than any other team.
5. **Central Command Teams** (Choose between the upper or lower team) - Central to Lobotomy Corp, this area has the largest layout of all the teams and thus is split into two. They are located in a strategic position that can reach and support the other departments as needed. The central command team is seen as a luxurious position and as such its members tend to work a bit better than the others, if only from higher morale.
6. **Disciplinary Team** - The rule enforcers of Lobotomy Corporation. They are tasked with enforcing appropriate sanctions towards team members and Abnormalities alike. Its draconian structure means its members tend to be more ruthless in combat.
7. **Welfare Team** - While the safety team is concerned with immediate danger, the welfare team focuses on long-term employee health. Members are less likely to suffer from diseases and ailments.
8. **Record Team** - Storage of data gathered by all the other teams. Not just of abnormalities but the employees and of Lobotomy's history too. Other teams avoid starting trouble with the record team out of fear for their records being manipulated or even erased.
9. **Extraction Team** - While the record team stores data, the extraction team controls the facilities physical resources. E.G.O is extracted and formed by this team. This is essentially where Lobotomy Corporation stores its weapons and armor.
10. **Architecture Team** - just kidding, freely choose any of the above.

The manager can freely dictate who belongs in what roster and can relocate their office once a week.

--- PERKS ---

Perks are discounted based on your role (100cp perks become free).

Fixer

Clerk Presence (100cp):
You're mostly a background character. Abnormalities and Ordeals will generally ignore you as long as anything higher in its priorities (eg other Abnormalities or employees) are in the same area. You can still be caught in the crossfire and this has no effect on those who are rampaging indiscriminately. Drawing attention to yourself will naturally negate this.

Hired Help (200cp): Somehow you have a reputation of being one of those versatile handymen who can be hired for all sorts of jobs. Regardless of your employment history, your resume will always look impressive in the face of a potential employer. During this jump, so long as your standing with Lobotomy Corporation is neutral or better, they'll happily hand you multiple different roles for contract work.

Accept the Darkness (400cp): Betrayal, violence, pride, apathy and so much more. You've seen many faces of humanity, and have come to accept that there are negatives. You can easily tell the vices of those you interact with and when the inevitable attempt of betrayal comes you will not flinch, let alone be surprised. Whether or not you were PREPARED for the act of betrayal is all on you.

He Who Fights Abnormalities (600cp): You're a practised fighter, both against humans and monsters. Both are very deadly targets as humans adapt quickly and monsters...well, you never know if that's a wing or a jaw. You're so practised in combat that you can evaluate your opponents faster and discover tells and weaknesses even as you fight for the first time. You also develop a sixth sense that instinctively tells you how to avoid nastier stuff (like leaving before a room-clearing ability is used, or looking away before a blinding light) which would catch most off-guard.

Employee

Abnormality Training (100cp): You've been trained in how to face the fear. You'll keep a cool head and are less likely to panic should a monster break out. You'll always know the correct protocol to managing Abnormalities and Ordeals, so long as there IS a protocol.

Struggling Together (200cp): You've been in the action a fair while, and can sympathise with your fellow workers. If you yourself are calm, you can easily appeal to other panicked employees and talk them down from hurting themselves or each other.

Team Medic (400cp): You're the one who carries the personal medkit, have full knowledge in CPR, and practised (if not voluntary) knowledge of human anatomy. So long as you have the resources, you can quickly stabilise people and get them to safety amidst the chaos. Employee survival rate will remain high as long as you are around.

The Abnormality Whisperer (600cp): Humanoid or monster, when it comes to these otherworldly things, you'll develop the ability to instinctively understand how they "feel" and understand the best means of working with them. ALEPH Abnormalities eventually feel like ZAYAN to you. Spend enough time with a particular Abnormality and you'll find yourself becoming immune to its negative effects.



Sephirah



Robot Body (100cp, Mandatory for Sephirah): Your body is essentially a metal box with thin robotic arms and legs. Despite the flimsy slipshod aesthetic, the robotic body is durable and easy to repair and maintain. While in this form, your default view will see a personalised HUD, essentially becoming your own PDA. For all intents and purposes you are locked in this form for this role.

Perception Filter (200cp): You have a system that forces all entities capable of observation to see you as a human. The human disguise is determined by how you personally see yourself. You can toggle this filter on and off at will, as well as who it applies to. In future jumps, the race and gender of the filter will default to the most common race of the setting.

Team Monitor (400cp): As team leader, you are tuned into the status of your team members. You are automatically alerted to and acknowledge the moment when a team member begins to panic or becomes a casualty. This connection also allows you to provide clear and precise orders to your team, no matter how you deliver them. This does not work if someone is actively sabotaging your means of communication or purposely subverting your authority. After the jump, this is extended to anyone who is considered working under you.

Remote Connection (600cp): You have remote access to any electronic device you own and have a degree of control of electronics in a 10m radius around you. Interactions can be as simple user input like a mouse or keyboard, to more elaborate actions like forcing screens to pixelate, messing with controls or locking people out of their devices. The range can be increased with practice.







Manager

Custom Employees (100cp): When hiring employees, you can spend a minimal amount of extra currency to have them take on the appearance and personality of your choosing.

Remote Surveillance (200cp): You are capable of seeing a mental projection of the world around you, the projection reaches one kilometre in all directions. You may see through a single layer of structure (for example, a roof from above, or a wall from the side). Rooms that are considered private are blocked off from your view unless you already have a different means of viewing the inside, such as a camera.

Time Manipulation (400cp): You can speed up time to move up to twice its usual speed, or pause it completely. While time is frozen, you can't move, but you can use your other powers and leave orders to be received the moment it is unpaused. This is a rudimentary power and will be overridden should any other being capable of time manipulation use their own abilities. Remote Surveillance can be used freely while frozen.

Retry (600cp, Temporarily free for Manager): When you wake up from a good night's sleep, a checkpoint is placed into your subconscious. At any point during the day, you may willingly reverse time back to that checkpoint. Your memory is untouched and the time that is lost is deducted from your ten year stay. Managers get this for free, but are required to purchase it for after the jump.

Memory Repository (400cp, requires Retry): A memory repository imprint is left in your subconscious at the start of the jump, and a temporary one made every sixth day. Any E.G.O developed or information gathered will be retained. The time that is lost is still calculated as part of your ten year stay. Anyone you wish may keep their memory intact.



Abnormality

The Soul of an Abnormality (100cp): You generate energy that can be harnessed and stored into E-Boxes. Also, your baseline resistances and offensive power are boosted to be that of an average healthy person, or of the threat level ZAYIN. The energy generated is not immediately obvious unless someone is explicitly hunting for it. You may purchase this perk additional times to further boost your base resistances and power to the next threat level (see notes).

Regeneration (100cp): You will find wounds quickly heal and limbs will regenerate at an inhuman pace. Given a few minutes, it is possible for you to shift from "bleeding to death" to "stumbling on your own two feet again". The pain doesn't stop, however, and it can be maddening as you feel your body unnaturally shift and warp as it pieces itself together.

Abnormality Power (200cp, first purchase is free to Abnormality roles): You gain an ability, a quirk or some otherwise paranormal trait of your choosing. Your “power” starts at a ZAYIN threat level (ie not really dangerous) and will only grow in power and magnitude by continued effort on your part. You may purchase this perk additional times to immediately bump it up to the next threat level (see notes).

E.G.O. Gift (200cp): You may bestow a gift (an accessory of your choosing that can be worn) to employees that visit you, providing them a minor boost to an aspect of your choice.

Trust me, I'm just ZAYIN (200cp): Regardless of your capabilities, any database or system that would document you or your achievements seems to vastly underestimate you. Any evidence to the contrary is ignored until you expose yourself or do something blatantly catastrophic, at which point your threat level is likely reevaluated.





Multiple Forms (400cp): You have multiple forms. Any and all can be human or monstrous. At first what forms you take are tied to your emotional state, but given enough practice, you can adapt to change forms willingly with little effort.

Incomprehensible Wonder (400cp): Your mere presence will automatically inspire fear in people who don't know who you are (and even some who do). Expect panic attacks and being driven insane as standard reactions from the untrained and weak willed. May be toned down or turned off.

Don't touch (me)! (600cp): You have the ability to cause all systems to fail simultaneously and all Abnormalities in the facility to immediately go berserk. Effectively allowing everything to escape their cells and cause chaos, all the while rendering energy gathered inert. After the jump, this ability activates in a radius around you and its effects extends to animals, otherworldly beings and any potential prisoners. The range and how long everything remains deactivated is determined by how much energy you put into activation. If you lack an energy source, it by default can be activated once a week in a 100m radius.

E.G.O. Manufacturing (600cp): PE-Boxes gathered from your energy can be used to create weapons and armour based on your abilities. The more powerful the gear, the more PE-Boxes required for manufacturing. Also, while normally abnormalities provide one weapon type and one suit taking their most prominent features, you can decide their forms and abilities on a per item basis.



--- ITEMS ---

General

Standard Gear (free): A spare typical baton and a snazzy unisex business suit in varying colours will always be in your dorm/warehouse. Somehow gets you nothing if you try to sell it.

E.G.O. Unlock (varies): Normally over the course of the jump, weapons and armour can be crafted from the energy collected from the abnormalities. Choose a non-tool Abnormality, you now have a single copy of all the equipment (including gifts) it can provide. Their requirements don't apply to you or your companions. They can be found in your dorm/warehouse and won't be confused with company property.
Price depends on the threat level of the chosen Abnormality (check notes).

Trusty Coffee Machine (100cp): A simple coffee machine that'll brew the best damned coffee you can imagine. The first drink each day will give you a kick that'll wake you up and have you ready until you go to sleep. Comes with a batch of Lobotomy Corporation branded mugs and a variety of flavours. Drink responsibly, okay?

Fixer

Small Arms (100cp): A briefcase with a hidden compartment containing a combat knife and a pistol. The pistol has an endless supply of bullets, but is only as dangerous as a paintball gun.

Fixer Gear (200cp): Pick one per purchase:

- **Red Fixer Gear**: Heavy robotic armour with a single glowing red eye. The heavy armour comes with a red photon blade and is capable of firing huge energy beams capable of penetrating walls. Such devastating attacks are extremely taxing and require a resting period. Extremely durable to physical attacks.
- **White Fixer Gear**: White angelical armour (even with a floating halo) along with a floating cannon. The armour provides immunity to mental attacks and grants the ability to hover slowly. The cannon fires a 2m wide penetrating beam that disperses into a foggy white cloud. Those caught in the fog suffer continuous mental damage that quickly deteriorates into insanity. The fog only lasts a minute, after which it harmlessly dissipates. The cannon also holds a secondary function: while held up, the wielder is granted "divine protection", reflecting all incoming damage back onto its attackers.
- **Black Fixer Gear**: Black feathered clothes with golden goggles. Grants immunity to powers that would corrupt and corrode. Comes with a powerful feathered hammer that can emit soundwaves that aggravate or even harm nearby Abnormalities and animals.

- **Pale Fixer Gear**: This pack includes a fedora, a snazzy business suit, a briefcase, a rune-engraved knife and rune-engraved pistol. All the pieces of gear focus on protecting and damaging one's soul. The briefcase only contains blue tentacles of energy that violently thrash about, attacking everyone but the owner. The case can be entered, at which point it can teleport a short distance, releasing the traveller and attacking anyone else nearby with tentacles.

Rabbit Team Gear (400cp): Heavily protected orange-and-black armour with rabbit ears on top. They are built with sonar equipment in the ears and advanced targeting systems in the eyes. It comes with an assault rifle capable of switching between several ammunition types and has a supply of deployable warp gates used to block off potential exits.

The Claw (600cp): Robotic armour that covers from the head and one arm. The fingers are extremely sharp blades. Attached to the shoulder are three coloured vials (red, blue and green) that slowly and continuously refill themselves. The arm can inject the vials into the wearer's body for various effects:

1. Orange: Increases speed and power, allowing for one large dash that cuts all in your path.
2. Blue: Increases analysis skills, and can sense life through obstacles as blue silhouettes.
3. Green: Forces regeneration, allowing the body to heal itself quickly.
4. Injecting all three at once combines and amplifies their effects, effectively letting the wearer endure car crashes, become lightning fast and strong enough to chop a man in two. The effects are extremely short lived, only enabling a few actions or lasting half a minute. Afterwards, the body is left exhausted, slowly regaining mobility over the next few minutes.

If a vial is not fully administered on its use, the body rejects the effects and becomes stunned for a few minutes. Excessive use of the vials will see diminishing returns. Withholding use for a full week should allow the human body to realise the full effects of the vials again.





Employee

Fresh Water Cooler (100cp): A simple, handy water cooler that is capable of dispensing hot, cold and room temperature water. The cooler mysteriously refills on its own and always provides clean, fresh water. Conversations around the water cooler always seems to lift the spirits of the participants. Also comes with eco friendly paper cups.

The Coveted Vending Machine (200cp): A vending machine that contains a steady supply of your chosen foods and non-alcoholic beverages. It cycles its stock twice a day. Prices receive a mark-up based on how rare and luxurious the goods are, but are capped to a reasonable price.

Inspection and Diagnostics Gear (400cp): A kit containing tools tailored to whatever Abnormality you're going to work on next. The kit's purpose is for observation and analysis, but will contain contingencies like sedatives just in case. If you are aware of an Abnormality breach and are heading over to it, the kit might contain something to assist in the ensuing suppression, like medical gear. It's always guaranteed to have a clipboard and markers inside.

Shelter from the 27th of March (600cp): A relatively small bomb shelter that can house several people.Whilst sealed shut, the bunker becomes absolutely impenetrable, ensuring all the occupants inside are perfectly safe. Even if it were thrown out into deep space or submerged in lava, nobody would come to harm. However, prolonged occupation of the shelter will eventually twist and warp reality outside to cause disasters and chaos. Literally making itself the "safest place on Earth." As its owner, you can freely open it even if the door was sealed shut. Likewise, you can decide whether the negative effects occur. You can freely deploy the shelter to a location of your choice once per day.



Sephirah

Office Supplies (100cp): Two cabinets, an office desk and chair. One cabinet is full of various medical tools and drugs, while the other contains everyday workshop tools. Meanwhile, while not looking like much, the desk will always be stocked with enough stationary for a day's work in its drawers. They are also pretty light and easy to move around.

Analytics Software (200cp): Software in an easily installable format that you can apply to visors, glasses, cameras and basically anything with a HUD. This software provides an add-on to a system's HUD that actively displays health-bars, names and damage numbers. The software is highly customisable, allowing you to add or remove as much detail as you would fancy.

Bullet Research (400cp): A rather eccentric-looking handgun that comes with a box of customised bullets. Rather than damaging targets, the bullets disperse utility effects such as healing, providing shields and tranquilisation. When fired from the handgun, the bullets instantly warp to a target you can see, regardless of distance. While the number of bullets in the box starts off small, its capacity will slowly increase as you work for the company. The bullets themselves restock every hour. The gun does not accept conventional ammunition.

Spare Body (600cp): There is an additional body in storage identical to yours and containing all of your abilities. It remains in an inactive state until the time of your death, at which point you wake up as the spare. The spare will be reimbursed at the start of every jump. The spare can not be alive at the same time as your primary body, and should your primary body be somehow repaired or revived, the spare will mindlessly return to storage and deactivate. Should you spark or otherwise end your chain, it will be reimbursed every five years.



Manager

Mission Control Equipment (100cp): Cameras, speakers, personnel monitoring equipment and other control room devices. These are the tools you will need in order to actually do your job and provide assistance from a safe location. The usable distance between the tools is infinite. The monitoring equipment will provide nominal details on equipped employees, displaying their name, rank and both physical and mental health.

Maximum Security Lock (200cp): The door to your management room now requires maximum level clearance in order to be entered. This lock recognises you as the manager and freely unlocks for you, but you have to explicitly allow others. After this jump, you can apply this lock to a door/container of your choosing, but you will require time to disable and remove it if you wish to relocate it. If broken or forcibly hacked, the lock will need a week to restore itself.

Maximum Level Clearance (400cp, temporarily free for Manager): This master key card allows you to go anywhere in the corporation. Outside of the jump, the keycard becomes a sort of skeleton key, compatible with all electronic or futuristic locks. This comes free for the manager origin, but must be bought to keep with future jumps.

Employees: Past, Present and Future (600cp): Lobotomy Corporation keeps a database of every person who has ever been or will ever be in its employ. This console and database keeps records of people when they are employed, their current state of well-being and (if applicable) their last moments. The database is unobtrusively updated daily. You now have access to this database and have full authorisation to control the state of the employees as you see fit. Morals aside, functionally this means you can revive someone who was killed, restore someone to a more naive and saner state or leave them in a temporal stasis, where they will sleep forever. Your employees will be none the wiser nor be bothered by it unless you want them to. After the jump this perk can be extended to any business or organisation that you own. While you may have your own file, you and others may not mess with it until your chain is over.



Abnormality

Crowbar of Chaos (100cp): A crowbar with a particular quirk that allows it to easily break security systems and locks with just a few hits. The stronger and more complex the security, the more hits needed to break it. Mysteriously always finds its way into the hands of someone who'll bust you (or a friend) out when you need it.

Customised Cell (200cp): A small 6m-square room tailored to your needs. Provides food, water, plumbing and lighting. While you are here, the cell will accumulate energy. You may seal it shut provided at least you are inside. After the jump, your cell becomes an attachment to the warehouse, and the energy supplied can be stored in special PE-Boxes, or used to power your warehouse. You may freely deploy it to a location of your choosing once per day.

Steady PE-Box Supply (400cp): A cargo box full of PE-Boxes will frequently be delivered to your warehouse. The energy is generic and can't be refined into E.G.O, but a single box can power a small city for a day. If destroyed, the energy is harmlessly released. You or another abnormality may personally refill the boxes by simply being in their presence. Attempting to disassemble or smelt the boxes will get you nothing.

Respect-Time Pocket-watch (600cp): An antique pocket watch can be easily retrieved from your pocket. It looks and acts like a regular pocket-watch, but has a secret switch that toggles its real ability. It doesn't grant you the ability to manipulate time, rather, it prevents those who would attempt to in your presence. Should someone try to speed up or rewind time while it is active and within a certain distance of you, the attempt is thwarted and both you and the perpetrator will be alerted to the fact in the form of an ancient bell. If you have the know-how, you may find a way to get the watch to outright *punish* those who dare try.





--- COMPANIONS ---

My Friends and Me (50cp each or 200cp to use 8 slots): Create or import a companion, with a role of your choosing and 600cp to spend on traits and items. They will be assigned to your department.

Abnormality Affinity (varies): Choose an abnormality. For some inexplicable reason, that abnormality has become more agreeable. Working with that abnormality now produces your most desired results. After the jump, the abnormality's individual cell can be added to your warehouse as an extension. You can work with it in order to produce energy or bring it along with you as a companion (if it's capable of movement). Price depends on threat level of chosen abnormality (check notes).

Rabbit Team Contract (200cp): "The Rabbit came to graze the grass." The Rabbit Team is a militaristic squad of elites donning powerful weapons and armour. Under normal circumstances they are in a contract with Lobotomy Corporation as a clean-up crew for when the place is overrun with monsters. Now, you are personally acquainted with Myo, the team leader and representative of the Rabbit Team. She will provide you with a specialised contract that allows you to deploy the Rabbit team more often or at a discount. When the jump is over, Myo will join as a companion under the pretence of continuing to renew the contract. She has all the Drop-in origin perks, will have her own set of Rabbit Team Gear and can also deploy the rabbit team out of her own expenses.

I see you as an old friend (50cp each or 300cp for all nine sefirot): Your history and that of a canon sephirah are altered so that you both crossed paths once before and came out of it good friends. Because of this, you understand each other better and your conversations tend to end amicably. If they show you any opposition, they will do it out of necessity rather than malice. If you're still on good terms at the end of the jump, they will desire to join you as a companion. They have all the perks and items which come with the sephirah origin.

I think a smile is the most humane thing (300cp): Interactions with Angela tend to go smoothly, even if she disagrees with you. She will warm up to you over the course of the jump and may confide in you with company secrets. If you two are on good terms at the end of the jump, she will not hesitate to follow you as a companion in the pursuit of knowledge.

--- DRAWBACKS ---

No limits, take what you think you can handle.

Perception Filter (0cp): The world takes a far more cartoony look to it, gore is far less gruesome and the Abnormalities are not as fearsome. Things are still as dangerous as before, but the situation is nicer to the senses at least.

E.G.O Limits (+100cp): Lobotomy Corporation has arbitrary limits as to how many copies of each weapon and armour that could be crafted. As a jump this would be more lenient, but now it strictly follows the game's limits (generally five of each maximum, as low as one for more powerful gear).

Office Drama (+100cp): The world is a pretty crummy place, and it’s no surprise a lot of the employees brought their issues along with them. Those from the Backstreets will particularly be in conflict with those from a Nest and different departments to be at odds with each other. Expect plenty of drama on top of the daily troubles.

Ordeal Overwhelming (+100cp): Incoming ordeals now start at a higher level. While normally they begin each day at "Dawn" level, the starting threat becomes "Noon". This drawback can be taken two more times, pushing the starting threat to "Dusk" and "Midnight" respectively.

Abnormality Override (+200cp): Pick a non-tool canon Abnormality. You essentially replace them, taking their appearance and powers, as well as their mental issues and weaknesses. For the entire jump you will be locked in this form and remain as strange and dangerous as the Abnormality was, even towards your companions (if any). If the Abnormality you pick has a threat level of ALEPH, you do not earn the 200cp. As consolation, you may keep the form (sans mental problems) after the jump.

Hard Mode (+200cp): Every Abnormality’s threat level is bumped up by one. Somehow even the once ZAYIN Abnormalities have become decidedly more dangerous. The only saving grace is that ALEPH Abnormalities aren’t affected.

Abnormal Popularity (+200cp): Whenever an Abnormality breaches, for some reason they always seem to cross paths with you. Whether they actually notice you or target you is all based on circumstance.

Bring me that Book (+200cp): A shadow organisation has put you in their sights. They somehow know who you are and want you for themselves. Or just as likely, they want to pry your cool tools off your dead body. Expect Fixers to show up with Ordeals several weeks into the jump, with you as their priority.

The Maleficent Manager (+300cp): Whomever is in the manager's role suddenly embraces Angela's pragmatic mindset - they don't care if employees die, as long as research is being done and the energy is being provided. However, they are not stupid and won't *pointlessly* get people killed. For all intents and purposes, they won't do world-ending shenanigans like hitting Don't Touch Me.

Hell hath no fury... (+300cp): Angela has it in for you. As long as she can justify it as in the company's interests, she will ensure devices and locks malfunction in order to impede your progress and possibly get you killed. However, she refuses to break from her script, and will never attack you directly.

Not Invented Here Syndrome (+300cp): No access to your warehouse, companions or powers besides those that were bought here.

Rival Businesses (+300cp): Lobotomy Corp is now in direct competition with a rival business. Both businesses are in the watchful eye of the Head and are frequently evaluated for how much energy they are producing. The rival business does not deal with abnormalities and generates a steady and reliable stream of energy. They can be sabotaged, but they will begin to up their defences and if any trouble is traced back to Lobotomy Corporation, they will respond in kind.

Every other week, the statistics will be weighed and if Lobotomy Corporation is falling too far behind, they will order the corp to shut down. If you are an abnormality, you will be locked underground for the rest of your stay, otherwise, you will find difficulty in gaining another job. Remember, LCorp may have been a bad place to live, but it's better than life out there.

You may take this an additional two times, receiving +200cp for a second rival and +100 for a third. They will not work together, but more competition means they will work more fiercely to appear better than their rivals and are more likely to send saboteurs.

Legacy Mode (+600cp): By default, one simply has to do work on an Abnormality to earn PE-Boxes, accumulating energy for the company. Now everyone has to actively maintain the emotional levels of the Abnormalities. As their emotions remain at the correct level (which is not necessarily "happy" or "satisfied"), they generate a continuous stream of energy. However, if the Abnormality is neglected or their emotions fall into negative levels, they will actually *drain* energy from Lobotomy's stores. One team's failings may very well undo everyone's hard work. Managing Abnormalities just got a lot harder.

--- Time's Up ---

We appreciate what you've done for us over the years, but time is up and you must decide:

- **RETRY**: Remain in the world of Lobotomy Corporation.
- **MEMORY REPOSITORY**: Go home with all you have earned.
- **CONTINUE**: Move onto the next jump and continue the chain.

--- Scenario: The Seed of Light ---

Lobotomy Corporation supplies energy to the masses. That's the business's cover at least. Unknown to most employees, generating energy is a mere side-product of what the business's main goal truly is: To release the "Seed of Light" upon the world, uplifting humanity to new heights. Unfortunately, the project was derailed many years ago and most of the sefirot are still affected. It's up to you to sort out each sephirah and the manager's issues so that they can improve themselves and help germinate the Seed of Light. Likewise, the study into each and every Abnormality contributes to the development of the seed. Once every member of upper management is on track and enough Abnormalities have been fully studied will the Seed of Light be fully germinated.

When the Seed is ready, Lobotomy Corporation will go through several days of hell as they prepare to deploy it. The staff's mettle will be tested as strange new ordeals representing past tragedies show up. Be mindful as well, as it's possible that some members of staff have their own plans for the Seed...

If you have **The Maleficent Manager** drawback, the manager will NOT be privy to this information and won't make an effort to get it done unless someone provides the right motivation.

If you have taken the **Rival Businesses** drawback, one of the rivals becomes a cheap knock off to Lobotomy Corporation, "Leukotomy Enterprise". Not only are they generating energy, but researching their own Seed of Light based on stolen documents from us. However, theirs is imperfect and will fail catastrophically, permanently damaging the potential good of our own. Because they're cutting corners and using outdated data, they will finish theirs before we finish ours. Help Lobotomy Corporation develop their Seed of Light and sabotage the rival business before they finish theirs. Failure will result in your remaining time spent in a brutal world somehow made *worse*.

Should you complete the seed of light and unleash it upon the world, the scenario will be considered a success.

On success:
Humanity will find the lights within their own hearts rekindled, and a new era shall begin. Having succeeded in its ultimate goal, Lobotomy Corporation now no longer has a purpose and so you may choose to end the jump or ride out the rest of your time here.

As a reward, you may have the facility added to your warehouse and you become its undisputed CEO. In future jumps you may deploy it to a location of your choosing or leave it as an extension. Lobotomy Corporation shall provide PE-Boxes, E.G.O research, E.G.O tools and staff dedicated to your cause.

As CEO you get to determine what abnormalities will be cycling in and out the next day, who works where and where the energy is provided. The corporation will always have a steady supply of new recruits waiting to be hired and new undiscovered abnormalities based on the current setting will appear in your roster over time. Abnormalities and ordeals will always stay within the confines of the corporation instead of invading your warehouse.

--- NOTES ---

What is a Fixer?
Fixers are mercenaries that do general handyman work. They are akin to adventurers in other settings: put up a job and if the price is right, they will do it. They generally expect to get into combat in their line of work, but can be hired for more general purposes like investigations and managerial work. Fixers can range from a thug with a bat to a super soldier in an iron suit.

What is E.G.O?
E.G.O (Extermination of Geometrical Organ) are devices developed to combat Abnormalities. Having been made *from* the energy harvested from Abnormalities makes them exclusive to Lobotomy Corporation. They range from weapons to suits, their statistics and powers often based on their source Abnormality. A special feature about the weapons is that their users don't need special training to use them: just wielding one gives the user an innate knowledge of how it should be used. Naturally, someone trained in combat will get far more mileage out of their gear.

However, stronger E.G.O have requirements that must be met or the employee cannot use them. It is not known whether the user is rejected by the E.G.O or they simply can't handle it. Feel free to choose your own explanation.

What are Ordeals?
Ordeals are like abnormalities, except they do not produce energy of any sort and seem to come out of nowhere. They can take the form of giant insects, autonomous robots or even organised hitmen. Nobody really knows what the ordeals are, but the consoles the manager has access to at the very least are capable of predicting what kind of ordeal is coming and when.

E-Boxes, PE-Boxes and NE-Boxes:
Abnormalities produce a certain amount of Enkephalin Boxes (E-Box) per session. These boxes can be filled with Positive (PE-Box) or Negative (NE-Box) energy. Positive energy is useful and can be converted into E.G.O whereas negative energy is essentially useless.

Leaving Lobotomy Corporation:
It's generally expected that you spend your time within the facility, as there are reasons it is sealed off from the rest of the world. Its sequel Library of Ruina explores the world outside of LCorp far better. Maybe sometime in the future, there will be a jump for that.

Staff limits:
The game's structure had smaller limits of each role, like having five employees per team and four abnormalities in their department. But it is implied in some cutscenes that the scale can be far larger (for example: thirty employees per department).

Abnormality threat level:
Abnormalities and ordeals are placed into one of five ranks:

- **ZAYIN** - Mundane or "ordinary human" level of power. Often pose little risk or are even beneficial.
- **TETH** - Potentially threatening to individual employees. Usually only lethal if handled improperly. Escaped Abnormalities tend to be as strong as a small animal or an athletic bodybuilder.
- **HE** - "Actually dangerous" as a default state. Can easily kill several armed employees if care is not taken. Their level of power can be imagined as a large beast or supernatural soldier.
- **WAW** - Particularly aggressive and dangerous. Will typically rack up death count in the dozens during a breach. Often extremely strong, requiring the combined might of several squads to suppress. Tend to get aggravated if worked on too often.
- **ALEPH** - The highest threat level and dangerous to the organisation (and any nearby cities) as a whole. A single breach is capable of wiping several teams in short order. ALEPH level dangers are capable of shrugging off most damage as simple scratches, requiring a *lot* of manpower to take them down. Like WAW, frequent sessions within a short span of time will agitate the Abnormality and produce poorer results.

Ordeal threat level:
Ordeals gain their own threat level, which more or less aligns with the Abnormality's descriptions above:

- **Dawn -** Align with TETH level Abnormalities, dawn ordeals are more often than not mild distractions that only really threaten unprepared individuals.
- **Noon -** Equal to a HE threat, Noon ordeals are more dangerous but as long as care is taken, they can be dealt with promptly.
- **Dusk -** Like the WAW Abnormalities, these ordeals are big meaty problems that require planning and tactics to deal with.
- **Midnight -** The equivalent of an ALEPH Abnormality, midnight ordeals can utterly ruin a good day in a matter of moments.

E.G.O Unlock and Abnormality Affinity Prices:
Note that each unlock and affinity is *per Abnormality*, not per *threat level*.

- **ZAYIN** - 50cp
- **TETH** - 100cp
- **HE** - 150cp
- **WAW** - 200cp
- **ALEPH** - 250cp

Abnormality Power Growth Rate:
It isn't shown if Abnormalities grow or change over time, but as it is said that they're inspired by human emotion and fantasies, it's not hard to imagine such things happening. Should a more clairvoyant person such as yourself take the time to exercise and practice an Abnormality's power, it's not unreasonable to think its effectiveness growing over time:

- **ZAYIN ► TETH -** one year
- **TETH ► HE -** five years
- **HE ► WAW -** ten years
- **WAW ► ALEPH -** twenty years

This is a total accumulation of concentrated effort and training without boosts from perks. You may decide if this is a general guide or take a more literal stance on your training.

Instantly Fatal? No Problem!
Some Abnormalities have particularly nasty "gotchas" that can be instantly fatal, for hilarious if dumb reasons. Such an example is Don't Touch Me, a button that inexplicably destroys *everything* when touched, even if through a monitor. To protect you from such unfair shenanigans, you may wish to discuss with your benefactor to either lessen the lethality of these effects, or protect you and you alone from them.

Picking Abnormality Override despite not having the Abnormality role:
You will still get the role and will need to do your job. If the chosen Abnormality is nonsensical or otherworldly, your benefactor may be willing to add a constant drive to work in your psyche. There is a limit to how much shenanigans staff are willing to tolerate though: if you muck about too much, you may end up locked up and treated as the Abnormality you are. For sephirah, the Abnormality form overrides the **Robot Body** perk.

--- HISTORY ---

29-08-2020 - V1.1

- Changed some fonts.
- Revised **Rabbit Gear** description. Removed “damage types” from notes.
- Made it clearer how the starting department affects Abnormalities and Managers.
- Added a note on the possibility of changing departments.
- Scenario hints at potential sabotage now.
- Managers can explicitly choose to be X, or a different person.
- Added **Abnormality Power** perk to the Abnormality role.
- Added Abnormality growth rates to the notes, allowing jumpers to develop their powers.
- **Don't touch (me)!** rephrased to include “potential prisoners” as well.
- Revised **Soul of an Abnormality** to be more explicit in its boosts.
- Elaborated on threat levels to be more indicative of danger.
- Clarified E.G.O Unlock/Abnormality Affinity prices are of a per Abnormality basis.
- Changed wording on the **Trusty Coffee Machine**.
- Added more images to make up the empty space.

15-08-2020 - V1.0

- Released