Inception

V1.1 by Songless

Some thieves steal gold, some steal jewels, and some… some steal the most precious thing of all: secrets.

Welcome, Jumper, to the world of Inception. Using an ingenious technological system to connect sleeping individuals, specialists known as ‘Extractors’ are capable of entering another person’s dreams, stealing a target’s secrets out of their very memories. Subterfuge, infiltration and charm are an Extractor’s greatest weapons, their heists taking place in locations as grand as any found in human imagination.

But entering the dream can be dangerous even for those with years of experience. Picking the wrong job could make you a loose end, hunted across the globe. Entering another person’s dream will see the entire dream slowly grow more and more hostile to you, and while dying in the dream is impossible... no amount of pain will wake you up. Some unlucky souls have seen and experienced things that have left lifelong scars upon their psyche.

But perhaps most dangerous of all… the mind is a vast, unknowable thing, and altering the dream means altering a person’s very subconscious. Some changes can have far-reaching and unforeseen consequences, and it is all but impossible to predict just how great alterations to another person’s psyche can be.

Dominick Cobb knows these dangers from personal experience, and even now he desperately seeks a way to return home to his family by clearing his name from a crime he didn’t commit. But he cannot do so alone, not without a team with the skills needed to finish the task. Perhaps you will help him out on one last job, more challenging and ambitious than any attempted before? Or perhaps you will simply explore the world, see the sights and the possibilities that lie beyond the waking world. Not all dreaming jobs are illegal after all, although such are also less exciting.

Whatever the case may be, you will stay in this world for the next ten years.

You have **1000CP** to get started.

Background

All backgrounds are free. You may choose your age to any that seems appropriate for your background, and may change your gender for 50CP. Your default starting location is Paris for all backgrounds, though you may choose to start in any major city you like for 50CP.

- Drop-In

You're a nobody, but in this world that's not always a bad thing. It's easy to make a name for yourself out there, though whether you become famous or *in*famous depends on the choices you make. Of course, nothing says you have to live on the edge like Cobb and his group, you could always just… live your own life, away from the action.

- Extractor

You're a thief, but you don't steal money or jewels. Your prize is the very thoughts inside someone's head, stolen without notice as you infiltrate their dreams. No man can navigate the dreamscapes as well as you can, but remember: you still need to get your target vulnerable, and even a master thief needs a team...

- Forger

You're a man of many talents, and many faces. A haircut, a change of outfit, and maybe a few forged signatures and you could vanish from the earth only to reappear as a completely different person. But your true talent lies in deceiving dreamers. For within the dream, you are no longer bound to your ordinary self, and you could be *anyone*.

- Architect

You've never really done anything with dreams until now. You've worked on designing the buildings of tomorrow, but you've always felt limited somehow. In your dreams, the facades and vistas you imagine just seem so much more… true, to your vision. Pure creation is a tempting thing indeed, and with a recent invitation from an expert (legal or otherwise) you're determined to explore your potential further.

Perks

Drop-in

- Close Your Eyes (100CP, free for Drop-Ins)

You find it's surprisingly easy for you to fall asleep. Even in situations that are noisy, distracting or otherwise uncomfortable, you'll be able to just close your eyes and drift off to dreamland. Just be careful about drinking before you go under...

- Navigation Skills (200CP, discount for Drop-Ins)

Given the number of mazes, maze-like structures and other brain-breaking geometries you will no doubt encounter during your stay here, it pays to know where you're going. You've got a perfect sense of direction, and you're never confused by non-euclidean shapes such as the Penrose steps.

- Chemist (400CP, discount for Drop-Ins)

Oh, calling them 'drugs' or 'narcotics' is so... unflattering. You simply provide what the people want. You're really good at developing psychoactive chemicals, especially the various dream-related compounds. With a little effort, you could do anything from guaranteeing someone gets a pleasant night to allowing your clients to go deeper into the dreams than anyone before.

- Tourist (600CP, discount for Drop-Ins)

You may not have the skills or experience necessary to be successful in this line or work, but although you may be a mere ‘tourist’ you *will* see your plans to completion. Your sense of self is unshakeable, your willpower unending, and your discipline so ironclad that you could spend decades within your own dream and remain so resolved to uphold a promise you made before you went to sleep that you’ll do so within seconds of waking up. In any future worlds you may visit, this also allows you to more easily endure any mental stress or harm caused by your own abilities.

Extractor

- Worth A Shot (100CP, free for Extractors)

You're a charmer, aren't you? It might be the way you carry yourself, the stylish outfit that always matches your hair, or something more exotic, but you've got it. Play your cards right, and you'll be turning heads and stealing kisses wherever you go.

- Mr. Charles (200CP, discount for Extractors)

As an extractor, it’s important to remember that you’re not just playing the game - you’re playing the *mark*. Misdirection, deception, and intrigue are second nature to you. You’re a stone-faced liar, capable of convincing your targets of the most outrageous things so long as you can find a way to make it believable… especially if you can simply hint at the truth and let your mark ‘fill in the blanks’ for himself.

- Finesse (400CP, discount for Extractors)

The dream is not like the real world, and some skills simply won’t suffice in the mindscapes you visit. You are an expert in adapting any movement or combat skills you possess to your environment, even if that environment defies all normal reason. The world could turn upside down only to see you fight on the walls and ceilings without so much as a blink, paradoxes are tactical opportunities rather than mind-wracking obstacles, and even zero gravity barely slows you down.

- A Layered Mind (600CP, discount for Extractors)

You've moved through dreams in ways others can barely comprehend, gone deeper than almost any other man, and come out stronger. You can easily reach two or three layers of dreams, and if you move even deeper you'll find that your own Limbo is both exceedingly easy to manipulate for you, and far easier to move into and out of than normal.
In addition, much like a bank robber could design a better vault, your talents at infiltrating other people's dreams have given you an unparallelled ability to protect your *own* mind. Hidden away in Limbo, an inexhaustible supply of backups of your psyche allow your mind to slowly undo any unnatural changes to your memories or personality. Things such as amnesia, repressed or sealed memories, or consequences of brain trauma will all be restored in time. In any future worlds you might visit you'll find that even such exotic things as magic or psychic powers will be fought off.

Forger

- A Face For Any Job (100CP, free for Forgers)

The basics of the Forger's craft are easy to learn but hard to master. Making disguises that stand up to more than casual inspection, copying documents and forging signatures… you know how to fake things to the point they're all but indistinguishable from the real thing. Just remember that people will still need to know the 'real' you to hire you for any jobs.

- Web Of Lies (200CP, discount for Forgers)

It's not enough to be able to pretend to be someone else, you need the connections to really get close to your marks. Fortunately, you know a guy who knows a guy who… you're a natural at quickly making friends, and using even the most passing familiarity to get a foot in the door. Getting close to even the wealthy and powerful is doable with at most a few weeks or months of work.

- Mimicry (400CP, discount for Forgers)

Voice, mannerisms, habits… you're an absolute master at figuring out how people work and what decisions they'll make. While this will primarily allow you to predict others so you can take advantage of their movements, if you have the means to take another's form, such as in the dreams, this will become even more powerful. Impersonating someone else to the point your mark wouldn't recognize the con even if they've known the person you're mimicking for years is not just possible for you, but *easy.*

- Magnificent Made Mundane (600CP, discount for Forgers)

Within the dream, things are more… malleable, than they are in the real world. Things that ordinarily would be awe-inspiring or bizarre can seem perfectly normal, or little more than an interesting curiosity. Changing from a gentleman in a suit to a lady in a red dress when someone blinks, pulling out a grenade launcher you could never have carried with you without people noticing… there are limits, though. If you start to fly and throw fireballs at people, your

marks would quickly clue in that *something* isn't right. Well, no more. Your presence seems to calm the dream somehow, the people in it not batting an eye at even your more blatant methods of breaking the laws of physics and everything proceeding as if things were utterly normal. The dreamer won't startle or risk waking up, the faceless masses that populate the dream will simply shrug and continue on, and you'll find that in future worlds this effect remains even in the waking world.

Note that this does not make people *ignore* you or your actions, they just won't think events are unusual or strange.

Architect

- Top of the class (100CP, free for Architects)

As an architect, your job is first and foremost to design. From ordinary buildings to the dreamlands visited during extraction jobs, you're a master at coming up with aesthetically pleasing environments. Even better, you're especially gifted at making the most of any unique opportunities, like improving the feel of a city when 'down' can just as easily become 'up'.

- Artist's eye (200CP, discount for Architects)

You've always had a keen attention to detail, but it's about more than just sight. Smells, sounds, if anything the dreams are defined by how they *feel*. Your skill at paying attention to the minutiae of your environment not only allow you to craft more intricate dreamlands for others to enter, it also lets you spot the details that truly matter. To some, an elevator is just a means to get from one floor to the next, even in the dream. For you? You might realize just what each of those floors represents, and how important it is that you know just what lies within someone's subconscious...

- Mind Like A Maze (400CP, discount for Architects)

To stand out in your craft takes a keen intellect, but more than that - the thing that defines an architect above all others is creativity. You need to come up with solutions that not only work, but that draw in the observer, that inspire them, and surprise them in a way that makes them wonder 'why did I not think of that?'. You have nearly boundless creativity, and for you thinking outside the box to come up with original but effective solutions is as easy as drawing a maze.

- Deadly Dreamland (600CP, discount for Architects)

It's been a bit of a challenge, adjusting to the new risks and opportunities that come with working alongside Extractors and other such shady characters. But above all else, you've realized just how vulnerable a mind can be. Still, you're someone who designs and builds, and you've put that talent to use to ensure your own safety. Should anyone try to enter your dreams, they'll find a world that looks amazing… and that's filled with booby traps, ever-shifting mazes and paradoxes. Even before adding in the endless security guards formed from your subconscious, your thoughts are a fortress, your memories hidden behind twisting passages that will swallow your attackers whole. While this will not *prevent* a sufficiently determined

infiltrator from breaking into your head to steal your secrets, it would be a very risky endeavour if they don't have the means to withstand your defenses.
In later worlds you visit, you'll find that this mental defense will also lash out at any other forms of hostile psychological contact or influence, such as telepathy or mind control.

Generic perks

- Lucid Dreaming (Free for all)

Inception is, above all else, a story about what lurks within the depths of people's dreams and memories. It wouldn't be fair, then, if you forgot all that happened during the dream or were incapable of retaining your agency while you're under. With this perk, you will be able act in the dreams as well as you could during your waking time, with any of your powers and skills intact. Just be careful: while using any supernatural abilities in the dreams won't bother anyone who knows they're asleep, flaunting any such tricks while 'on the job' might not be the best idea… an unaware target is much easier to manipulate, after all.

- Verified Sane (100CP)

Maybe you've had yourself checked by three independent psychologists, maybe it's a superpower, maybe it's just something that happens… but whatever the case may be, you are Verified Sane. Regardless of how (in)sane you actually are, you will always be able to prove your sanity to, at the very least, the legal definition. It won't stop people from thinking you're weird or eccentric, but you won't end up in an asylum unless you go really overboard or there is iron-clad proof of your madness.

- Catharsis (200CP)

Calling yourself a therapist might be going a bit far, but even so you've got a decent insight into what makes people tick. You're especially good at finding ways to help others overcome past grievances and personal hangups, and you could work miracles within the dream… though doing so without support (or even permission) from the dreamer can still make things tricky.

- Dreamland Graduate (Free or 200CP)

The technology used to access people's dreams in the world of Inception was originally developed to allow soldiers to train while asleep - learning how to fight and kill in an environment where a failure would mean merely waking up instead of lifelong injuries or death. So too, can you hone your skills within the dream, allowing you to practice any of your skills while safely in bed. You can train any mundane skill, from cooking to arts to combat and tactics. Physical training will work just as well as more intellectual pursuits, although a night-long regimen of surreal push-ups and running exercises might still leave you sore in the morning from subconscious muscle twitches.
For 200CP, you can even train supernatural abilities such as magic, chi manipulation, and any other abilities you might possess.

Items

- Extraction Kit (Free for all)

This machine lies at the very heart of the story, and is used to allow up to ten participants to share a dream together. It's small enough to fit into a briefcase, robust enough to operate even in harsh environments such as sub-zero temperatures or following its use as a blunt weapon, and remarkably simple to operate. Each participant is connected to the device using an IV-like injector.

- Extraction Kit Upgrade (200CP)

The Extraction Kit is an ingenious little device, but it does have its limits. This upgrade allows all your Extraction Kits to automatically function in future settings, updating schematics and formulas as necessary to interface with anything sentient. Elves, aliens, potentially even A.I. and ghosts will all be readily compatible with a bit of tweaking. In addition, this variant of the Extraction Kit is easily modified, allowing you to readily improve it further by, for example, connecting it to computer databases, eliminating the need for sedatives or combining it with other methods of mental interaction such as magic or telepathic broadcasts.

- Totem (Free for all)

A 'totem' is a small, personal item carried by everyone who regularly enters dreams, such as a loaded die, a marked coin, or similar trinket. Subtle differences between the behaviour of the totem in dreams and in the waking world can clue a dreamer in that they're dreaming… and whose dream they are in. You have one of these items as well, with the guarantee that this item is impossible to accurately recreate, be it in the dream or elsewhere.

- The Case (Free for all)

This slim DVD case contains the full Inception movie on disk, complete with signatures of all the actors and every supplementary material, including the soundtrack, behind-the-scenes recordings, cast interviews and more. The case automatically adjusts to any device you want to play it on, and can freely adjust its languages (be it spoken or subtitled) as desired.

- Fake passport (50CP, free for Drop-In)

It'll be hard to travel if you can't even get through customs, but with this passport those troubles will be a thing of the past. Automatically adjusting to whatever process it's needed for, this item will always show you as a registered citizen of a single country of your choice. A dedicated background check will still show your identity has little to no records or history (if you're a Drop-In in your current setting), but it works just fine for day-to-day stuff. The passport updates itself every time you go to a new setting, adjusting to whatever form such identification takes in your current location.

- Silencer (50CP, free for Extractor)

This small accessory can be attached to any standard gun, and somehow it carries a bit of the dream with it. While normal silencers are still pretty loud, the sound from this particular model is actually reduced to what someone might *imagine* it to work like, such as they're depicted in a movie. Unless people are really paying attention, you could shoot someone in a hallway and not have anyone on the other end look up at the sound.

- Glasses (50CP, free for Forger)

These glasses look mundane and unassuming, regardless of who wears them. Your face could be world-famous (or infamous), but once you wear these glasses you just seem to… blend into the crowd. As a side effect, wearing these will also help with any kind of infiltration job you're doing, as it will be child's play to pull off a look like the 'unimportant assistant' that nobody pays attention to.

- Model kit (50CP, free for Architect)

This sturdy box is filled with the tools of your craft: a bottomless supply of cardboard, glue, pins and other such items, everything you would need to quickly put together a scale model. The box always seems to hold the items you need at the top, and it's remarkably easy to turn your ideas out into something presentable. It even includes an infinite supply of markers, paints, and other ways to add details and coloring.

- Watch (50CP)

This expensive watch comes with multiple smaller faces, allowing you to configure it to, for example, show different time zones. However, you find that it also has a few other useful tricks. Not only is it always accurate, it can keep track of time even if the chosen locations experience time at a different rate. Deeper layers of the dream could see you experience hours, days or even longer before your night is over, but with this trinket you'll never lose track of time, be it in your own layer or further 'up' or 'down'.

- Safehouse (100CP, discount on repeat purchases)

You have a safehouse somewhere, well-hidden and unusually effective for laying low and avoiding attention. Additional purchases allow you to gain one extra safehouse per purchase, or upgrade an existing safehouse. Without any upgrades the safehouse is comparable to the small, noisy apartment that Mr. Saito was 'kidnapped' in, complete with shoddy carpet. If you have more expensive tastes, one upgrade turns it into a well-cared for middle income home with a garden and picket fence. A second upgrade makes the safehouse into a luxurious penthouse with a modest rooftop pool, and a third upgrade turns it into a large and stylish mansion. You'll get similar safehouses in any future worlds you visit, adjusted so they match the setting they're in.

- Weaponry (200CP)

As much as your work tends to favor subtlety, sometimes a fight is unavoidable. But never fear, you'll always have the means to defend yourself. You have an endless supply of pistols, rifles,

and other reasonably common firearms that you can seemingly pull out of nowhere. Reach into a car's glove box and pull out a revolver, that longcoat still hides a sawn-off shotgun (or ten) even if you already went through a metal detector, and reloading is as easy as reaching into your pockets for another magazine. So long as people can't see where your hands go, you can get some firepower.
These items can only be found in the dream during your stay here, but will be available in the waking world once your time in Inception is over.

- Dream A Little Bigger, Darling (100CP, requires 'Weaponry')

Sometimes, regular bullets just don't get the job done. Now, the gear from 'Weaponry' can not only provide basic guns with some sleight of hand, but the more volatile and eye-catching stuff as well. Your pockets are filled with grenades and sticky bombs, you always had that grenade launcher stowed away, and you could even get weapons such as an anti-materiel rifle or rocket launcher if you have a convenient tree it could have been hidden behind. Excellent if you need to cause some mayhem or need that extra punch.

- The Company (800CP)

Maybe you're the heir of a recently-deceased business giant, maybe you bought the company because it 'seemed neater', maybe you just found a letter in your pocket with the number of a law firm and a request to drop by and sign on the dotted line. Whatever the case may be, you now own The Company. Aside from the obvious financial benefits, it's also occasionally useful for less-than-legal activities… within reason. By default this is a moderately successful international airline company, or something comparable in whatever setting you might find yourself in. However, you may choose a different kind of company (of similar size and financial success) to own at the start of any jump, in case you have plans or preferences that would be better served with, say, a telecom company, an investment firm, or some other business of your desire.

Companions

- Assemble a team (50CP each or 300CP for eight)

With each purchase, you may import an existing Companion into this jump, or create a new one according to your wishes that you will encounter in this world. Each gains a background and 300CP to spend on Perks and Items. Companions may gain an additional 300CP by taking Drawbacks.

- Canon companion (200)

With each purchase, you may convince one of the people seen in the Inception movie to join you on your travels. They will have all Perks discounted for the background that most closely matches their identity.

Drawbacks

You may take up to 600CP worth of Drawbacks. Any Drawbacks that worsen your dreams (Restless, will also suppress any abilities you might have that eliminate your need to sleep.

- The Heist Of A Lifetime (+0CP)

Cobb has one last job he needs to complete. Not to steal something from another man's mind, but instead… to put something else *in*. He's putting together a team to help him, and now you too get a chance to join him.

- Really just a tourist (+100CP)

You might have the ambition, you might have the resources, but you're still new to this job. Whatever the case may be, you start with zero skills in infiltration, manipulation and combat. You can play fast and loose while in the dreams, of course, but without a solid foundation you'll probably have to be a quick learner.

- Unobservant (+100CP)

You're a bit forgetful when it comes to details, and in this line of work 'almost good enough' sometimes just isn't. Memorize and recreate an entire room, and you might accidentally make the carpet of the wrong material. If you need to bluff your way into a man's trust, you might make that one mistake in predicting their reasoning that leaves them doubting you. It's not necessarily a major issue, but you'll find that situations where such details matter are just a bit more frequent for you now.

- Restless (+200CP)

Sleep comes easy, but calling your dreams places of wonder and mystery would be… somewhat inaccurate, to say the least. Anytime you sleep on your own, you suffer debilitating nightmares. You'll be fine heading into someone else's head, but that means dealing with *their* subconscious and all the possible risks that entails. Do you have any friends or family you could trust?

- You said we'd grow old together! (+200CP)

Your thoughts are haunted by regret, of a mistake you made in the past. And when you sleep, you can't escape. Much like Mal tormented Cobb's dreams to the point she would follow him even into other people's dreams he infiltrated, someone - or something - from your past stalks your dreams, seeking to enact vengeance on you for what you've done. They are unkillable, capable of using the broken logic of the dream against you, and they will never, ever forgive you. You may be able to overcome this challenge by facing the shadows of your past… but any abilities that might otherwise help you overcome such challenges will be powerless to deal with this one.

- Target (+300CP)

Maybe you botched a job and COBOL wants your head, maybe you're wanted by the FBI for the murder of your wife, maybe you just *really* ping another dreamer's subconscious to attack you and cast you out. Whatever the case may be, you'll have to be very careful to keep a low profile, both in the dreams and reality… or deal with the consequences if you can't.

- Inception (+300CP)

Somehow, somewhere, your subconscious was altered. Much like Mal, there is an idea somewhere within you, an idea that festers and will grow to consume you beyond all other things. While this will not be something that will directly drive you to death - like Mal's conviction that she had to wake up through suicide - it will still become a major problem during your time here. You can break free of it with a sufficiently harsh shock to your worldview… but by then the damage will be done.

Notes

Any superpowers you have will still work in the dream, but do be careful: stunts like transforming into a dragon will be all but guaranteed to clue others in that they're dreaming. It might be wiser to stick to the subtler stuff… at least when you're working.

Your time in this world is counted in the waking world. If you spend a night in the dream with a compound that gives you a ten-to-one time flow, your time 'spent' in this jump would be something like eight hours, not eighty.

Capstones grow in power with your other abilities as appropriate. Someone with superhuman multitasking could get more out of abilities like 'A Layered Mind', vast psychic powers make 'Deadly Dreamland' even riskier for hostile Extractors and telepaths, and so on.

Though there's an infinite supply, the weapons created with 'Weaponry' or 'Dream A Little Bigger, Darling' are only personal weapons, not things like crew-operated mortars and the like. Much like they appear out of nowhere when people aren't looking, the created weapons will vanish when people stop paying attention (i.e. if you put them away after the fight). Trying to sell them is… potentially problematic. Mundane 21st century stuff only, no rayguns and doomsday devices.

You can get personally involved and make changes if you like, but The Company otherwise runs just fine without your input. Don't worry about having to attend meetings with the Board Of Directors or other such minutiae, things will sort themselves out fine.

Being trapped in Limbo at the time your jump ends counts as dying and will end your chain. Being in Limbo on its own does *not* cause you to fail, merely being unable (or unwilling) to accept that you should leave.

Change Log

V1.1: Added Dreamland Graduate perk, The Case item, and ’Mimicry’ perk now has a name.