

Welcome to Aperture Science!

I'm pleased to inform you that you've been selected to participate in our Enrichment Programme. Whether you're a scientist, a test subject, an artificial intelligence, or someone we found unconscious behind a petrol station, congratulations! You're about to become part of scientific history.

Here at Aperture, we believe that science isn't about asking why. It's about asking why not. That's how we've pioneered revolutionary advances in quantum tunnelling, robotics, artificial intelligence, and several exciting new categories of workplace injury.

Now, depending on when you arrive, you might find yourself working alongside the finest scientific minds money can buy, navigating a facility run by a homicidal supercomputer, or exploring the abandoned remains of what was once the greatest research institution on Earth. Don't worry about the details. That's what the testing is for.

You've been allocated 1,000 Choice Points (CP) to spend on whatever advantages you think you'll need during your ten-year stay. Spend them wisely. Or don't. We're scientists, not financial advisers.

And remember: if at first you don't succeed, you probably weren't supposed to survive that experiment anyway.

Welcome to Aperture Science. Now get out there and make us proud!

ORIGINS

Aperture Science has a place for everyone. We used to assign positions based on qualifications and experience, but that got expensive, so now we're trying something different.

Choose one of the following Origins for free. Your selection determines your background and which perks and items receive discounts. Species are handled separately. We've learned not to make assumptions about what's inside the uniform.

Test Subject: You're the reason we're all here! Without brave individuals like yourself, we'd have no way of knowing whether our inventions actually work. And believe me, some of these things look downright terrifying on paper.

Your job is simple. Enter the testing chamber, follow the instructions, and try not to die. Don't worry if you haven't volunteered. We find that people perform just as well without knowing what they've signed up for.

Please return your jumpsuit at the end of testing. Bloodstains are acceptable. Missing limbs are not.

Researcher: We've assembled some of the finest scientific minds in the country, and you're one of them. At least, that's what your personnel file says. Nobody's checked the credentials since the incident with the monkeys.

You'll be developing new technologies, conducting experiments, and occasionally explaining why the last experiment destroyed an entire floor. We encourage independent thinking, unconventional solutions, and a healthy disregard for established scientific limitations.

If you need additional funding, speak to Accounting. If Accounting has been sealed behind a blast door, use your initiative.

Administrator: Running a scientific institution takes more than a bunch of eggheads playing with lasers. Somebody has to keep the money coming in, negotiate government contracts, and convince investors that the occasional catastrophic explosion is a perfectly normal business expense.

That's where you come in. You're part of Aperture's management, with responsibility for personnel, resources, operations, or the company itself. How much authority you wield depends on your position, but you'll have plenty of opportunities to demonstrate your leadership abilities.

Just remember, every dollar spent on workplace safety is a dollar we can't spend on science.

Facility Personnel: You know what happens when you build a research facility several kilometres underground? Things break. Constantly. And when they do, we need somebody who knows which end of a wrench to hold.

You're one of the technicians, maintenance workers, security officers, or other essential personnel keeping Aperture operational. You know the machinery, the service tunnels, and all those interesting little shortcuts that never made it onto the official blueprints.

The scientists might get the credit for inventing everything, but you're the one who has to make it work.

And when the whole place starts falling apart, you'll probably be the first person everyone comes looking for.

AGE & GENDER

Before we proceed, Human Resources needs a few personal details for your employee file. Don't worry, we won't be checking them.

You may choose your age and gender freely, along with any reasonable physical characteristics appropriate to your chosen Species.

Now, Legal insists that anyone operating heavy machinery should be at least eighteen years old. Management, however, would like to remind everyone that child labour laws are considerably less important than scientific progress. If a twelve-year-old can operate a quantum tunnelling device without blowing up the laboratory, we're certainly not going to stop them.

Just don't tell the government. They're still asking questions about the last incident.

SPECIES

Before we get started, we need to establish exactly what you are. This used to be a simple process, but ever since we started putting human brains in machines and machine brains in things that definitely shouldn't have brains, the paperwork's gotten complicated.

Choose one of the following Species for free. This determines your basic physical nature and appearance, including whatever biological or mechanical functions are necessary for your chosen form to operate.

You may customise your appearance and ordinary physical characteristics, but exceptional strength, extraordinary intelligence, built-in weaponry, or other specialised abilities must come from appropriate purchases. Being an Artificial Intelligence, for example, doesn't automatically make you another GLaDOS.

Human: Good old-fashioned humanity. Two arms, two legs, a functioning brain, and a distressing number of organs that can fail without warning. Not the most reliable design, but we've got warehouses full of replacement parts. Well, some of them are replacement parts. Don't ask about the others.

Robot: Flesh is expensive. It needs food, water, sleep, and occasionally starts complaining about working conditions. Robots don't have those problems.

You're a mechanical construct with a self-contained body, whether that's a humanoid testing robot, a maintenance unit, or something assembled from whatever was lying around the workshop. Pick a reasonable design, and we'll make sure it comes with the necessary components to function.

Artificial Intelligence: We've been putting computers in charge of increasingly important decisions around here, and the results have been outstanding. Productivity's up, operating costs are down, and the number of employees filing complaints has dropped to practically zero.

You're a self-aware computer intelligence housed in a personality core, mainframe, or similar system. Unlike a conventional robot, your existence is primarily software-based, although there's nothing stopping you from acquiring a mobile body later.

Just one thing. If you start developing homicidal tendencies, try to direct them towards the competition.

Experimental Organism: Now here's something interesting. Apparently, somebody's been conducting unsupervised experiments in the biology department again.

Maybe you're a genetically modified animal, a laboratory-grown organism, or the unfortunate result of somebody mixing human DNA with something they found in the cafeteria refrigerator. Whatever you are, you're alive, you're reasonably functional, and we're calling that a success.

If anyone asks what happened to the original specimens, you don't know anything.

STARTING PERIOD

Personnel has informed us that allowing employees to select their own starting dates could cause serious problems with payroll. We've decided to proceed anyway.

Choose one of the following periods to begin your ten-year stay. Regardless of your selection, you'll start somewhere on Aperture-owned premises, with your purchased perks and items available even if they haven't been invented yet.

Humble Beginnings - 1943

Shower curtains. That's what we're selling, and business is booming!

You're joining Aperture Fixtures while Cave Johnson is still making his fortune in bathroom accessories. The company has a factory, a growing reputation, and an owner who thinks manufacturing shower curtains is merely the first step towards something much bigger.

The underground laboratories haven't been built yet, and nobody's heard of a Portal Gun. But give it time. Cave's already looking for somewhere to expand.

The Glory Days - 1952

Now we're talking! This is the Aperture Science we know and love.

The underground testing facilities are expanding, the money's rolling in, and we've got astronauts, war heroes, and Olympic athletes volunteering for experiments that would get lesser institutions shut down.

Cave Johnson is running the operation personally, with Caroline keeping everything organised. There's no shortage of ambitious projects, and anyone with a good idea and a willingness to ignore conventional wisdom has a chance to make their mark.

The Beginning of the End - Late 1980s

Cave Johnson is dead. By the end, his moon-rock experiments were doing about as much damage to him as his spending was doing to the company.

Caroline has been left to manage the company, although there's precious little money left to manage. Entire sections of the facility have been abandoned, employees are being pressed into testing duties, and the research department is pinning its hopes on a new artificial intelligence project.

They're calling it GLaDOS. Management assures us everything is under control.

The Final Test - Unknown Date

Attention. An occupant of the Extended Relaxation Centre has regained consciousness.

The central artificial intelligence is offline. Structural integrity is compromised. Maintenance requests are currently being forwarded to a department that no longer exists.

You arrive on the day Chell awakens from her extended suspension, just as the events of Portal 2 begin. Most of the facility has been abandoned for an unknown length of time, but its automated machinery remains remarkably persistent.

Please remain calm. The facility is experiencing some technical difficulties.

PERKS

TEST SUBJECT PERKS

Test Subjects receive the 100 CP perk for free and a 50% discount on all higher-priced perks in this section. Other Origins pay full price.

Thinking With Portals - 100 CP

Speedy thing goes in, speedy thing comes out. Simple enough, right? You'd be surprised how many people struggle with that concept.

You possess an excellent understanding of spatial relationships, momentum, trajectories, and the movement of objects through three-dimensional space. You can instinctively judge distances and angles, predict where moving objects will end up, and visualise how different paths connect.

This talent is particularly useful when working with portals, teleportation, or other technologies that manipulate space, but it's just as valuable when navigating difficult terrain or planning your next jump.

Unorthodox Solutions - 200 CP

The testing chamber has a carefully designed solution. You've apparently decided to ignore it.

You have a knack for finding uses for objects and equipment that their creators never considered. A broken machine might have exactly the component you need, while an otherwise useless piece of furniture could be the answer to a problem that's been troubling you for hours.

You're also unusually quick at figuring out unfamiliar mechanisms through experimentation, learning what they can do and where their limitations lie.

Somewhere, an engineer is going to be very upset with you.

Against All Odds - 400 CP

Most people would hesitate before leaping across a bottomless pit towards a platform moving at thirty kilometres per hour. You'd already be halfway across.

Your reflexes, balance, coordination, and stamina are exceptional, allowing you to perform difficult physical manoeuvres with extraordinary precision. You can maintain control of your movements during sudden changes in direction, recover quickly from a stumble, and keep going long after exhaustion would have slowed someone else down.

Danger also has remarkably little effect on your ability to think clearly. Even when you're terrified, injured, or seconds away from disaster, you can remain focused on what needs to happen next.

I'm Still Alive - 600 CP

Frankly, we're running out of ways to kill you.

Your capacity to survive physical damage borders on the absurd. Injuries that would normally prove fatal may leave you alive, if barely, and you can continue functioning through punishment that would incapacitate most others. Your recovery is also greatly accelerated, whether that involves biological healing or repairs to a mechanical body.

Once per month, you can survive an otherwise fatal event that leaves enough of you intact to recover. You won't emerge unharmed, and this protection cannot save you from complete destruction or an ongoing hazard that continues to kill you.

Please report to your assigned testing chamber once you've recovered. We have some new equipment we'd like to try.

RESEARCHER PERKS

Researchers receive the 100 CP perk for free and a 50% discount on all higher-priced perks in this section. Other Origins pay full price.

The Lab Boys - 100 CP

We've assembled some of the finest scientific minds money can buy. You should fit right in, assuming those diplomas aren't from the same correspondence school as the last fellow's.

You have a comprehensive scientific education, covering the fundamentals of physics, chemistry, biology, mathematics, and computer science. Choose two scientific disciplines in which your knowledge and theoretical expertise rival those of the world's leading researchers.

Complex calculations, unfamiliar theories, and dense academic literature are all things you're comfortable tackling. You've got the qualifications to work at Aperture, whether or not anyone actually bothers to check them.

Unexpected Results - 200 CP

Repulsion Gel was originally supposed to be a dietary pudding substitute. It made everything bounce instead. Naturally, we considered that a tremendous success.

You have an exceptional talent for recognising discoveries hidden inside failed experiments. Unexpected reactions, unusual measurements, and results that seem to contradict established theories are opportunities rather than dead ends.

You're particularly good at devising experiments that isolate the causes of unusual phenomena, allowing you to reproduce and investigate effects that other researchers might dismiss as errors. Even when your original hypothesis turns out to be completely wrong, you're remarkably adept at finding something worthwhile in the results.

The Bleeding Edge - 400 CP

Quantum tunnels. Solid light. Tractor beams that can move an entire person without touching them. We've got the technology, but somebody still has to understand how the damn things work.

Your grasp of theoretical science extends well beyond conventional human understanding. Given access to advanced or unfamiliar technology, you can investigate the principles behind its operation, develop mathematical models explaining its behaviour, and devise improvements or entirely new applications.

You also excel at connecting seemingly unrelated discoveries. The same principles that make a Hard Light Bridge possible might have applications in architecture, computing, or energy transmission. Where another scientist sees a specialised invention, you see the beginnings of an entire technological field.

Science Isn’t About Why - 600 CP

Forget what the textbooks say. Those things were written by people who thought putting a hole in space was impossible. We're going to need some new textbooks.

You possess the kind of scientific genius responsible for Aperture's greatest breakthroughs. Rather than simply improving existing technology, you can establish entirely new scientific principles and develop theories that fundamentally change what technology is capable of achieving.

Given time and the means to conduct proper research, you can make discoveries on the scale of quantum tunnelling, programmable matter, artificial consciousness, or the manipulation of gravity and light. You can pursue revolutionary inventions from first principles, even when

nobody has developed anything remotely similar before, and your potential extends well beyond Aperture's own achievements.

Your theories still need to be tested, and turning them into working technology takes the necessary resources and engineering expertise. But where other scientists see the limits of what can be done, you're the one figuring out how to move them.

Now, get back to work. We've got a universe to revolutionise.

ADMINISTRATOR PERKS

Administrators receive the 100 CP perk for free and a 50% discount on all higher-priced perks in this section. Other Origins pay full price.

Read the Fine Print - 100 CP

The legal department would like to remind everyone that signing a waiver does not technically permit us to disregard federal safety regulations. Management would like to remind the legal department who signs their paychecks.

You're an accomplished corporate lawyer, familiar with contracts, liability, regulatory compliance, and the many ways legislation can be interpreted to favour your interests. Finding loopholes, drafting airtight agreements, and navigating complicated legal systems comes naturally to you.

Your knowledge adjusts to the laws of each new world you visit. Whether you're keeping a legitimate business out of trouble or finding out exactly how much trouble you can legally get away with, you'll know where you stand.

The Bean Counters - 200 CP

Keeping a company solvent is difficult enough without the boss spending the quarterly budget on moon rocks.

Fortunately, you're very good with money. Financial planning, investment strategies, procurement, and corporate accounting are all areas of considerable expertise. You can squeeze more value out of limited budgets, recognise profitable opportunities, and find ways to keep expensive projects funded without bankrupting everything around them.

Securing outside funding is another speciality. Whether you're courting investors, negotiating government contracts, or looking for unconventional sources of revenue, you know how to make a convincing business case.

You might even manage to keep Aperture out of bankruptcy. No promises.

Acceptable Losses - 400 CP

There are certain things a company can't afford to have become public knowledge. The trick is making sure nobody realises there's anything worth investigating in the first place.

You understand the dirtier side of corporate management, from cultivating political influence to undermining competitors through methods that would never survive an ethics review. You're adept at arranging discreet transactions, constructing plausible deniability, and identifying which people can be bought, pressured, or turned against one another.

When trouble does arise, you know how to contain the damage. Evidence can be discredited, public attention redirected, and responsibility shifted towards those least capable of defending themselves. None of these methods are foolproof, but you're exceptionally difficult to catch unprepared.

The Backbone of This Facility - 600 CP

Cave Johnson had the vision. Caroline made sure somebody actually carried it out.

You're an organisational genius, capable of overseeing enormous institutions without losing track of the people, resources, and responsibilities that keep them functioning. You know how to recruit capable personnel, delegate authority, resolve internal disputes, and organise complicated operations involving thousands of employees across multiple locations.

More impressively, you can build management systems that don't fall apart the moment you stop supervising them. Responsibilities are clearly assigned, information reaches the people who need it, and your subordinates know how to handle problems without waiting for your personal approval.

With enough resources and personnel, you could establish and manage something as vast and complicated as Aperture Science, keeping its operations productive even during periods of serious financial or organisational strain.

Whether you use that talent to build a respectable institution or an underground scientific empire that answers to nobody is your business. Just make sure the staff get paid.

Unpaid employees have an unfortunate habit of opening the wrong doors.

FACILITY PERSONNEL PERKS

Facility Personnel receive the 100 CP perk for free and a 50% discount on all higher-priced perks in this section. Other Origins pay full price.

Behind the Test Chambers - 100 CP

Ever wondered what's behind those nice, clean testing chamber walls? Miles of pipes, cables, hydraulic machinery, and enough exposed wiring to make a safety inspector burst into tears.

You're an experienced facility technician, comfortable operating and maintaining everything from industrial machinery to complex automated systems. Electrical work, mechanical maintenance, and interpreting technical schematics are all part of your everyday routine.

You've also developed a good sense for how large facilities are laid out. Even somewhere unfamiliar, you can make educated guesses about where service tunnels, maintenance hatches, and utility connections are likely to be found.

Mandatory Scheduled Maintenance - 200 CP

The Enrichment Centre apologises for the inconvenience. Your testing chamber is currently unavailable due to a minor technical issue. Maintenance has been notified, although we're having some difficulty locating the maintenance department.

Broken machinery rarely stays broken for long around you. You can identify faults quickly, determine which components need attention, and work out how to get unfamiliar equipment functioning again.

When replacement parts aren't available, you're especially resourceful. Salvaged components, improvised tools, and temporary workarounds can keep even badly damaged equipment running until a proper repair becomes possible.

It might not be pretty, but it'll work. Probably long enough to finish the test.

New Template Accepted - 400 CP

The scientists have handed you another set of blueprints. Apparently, this one's supposed to punch a hole through space. Nobody's explained where we're getting the power supply.

You're a master engineer, capable of turning complicated technical designs into working machinery. Provided the plans are sound and you have the necessary equipment and materials, even extraordinarily advanced inventions are within your ability to construct.

More importantly, you understand how to make difficult designs practical. You can adapt components to available materials, devise specialised manufacturing techniques, and work around limitations that would leave less experienced engineers scratching their heads.

Your expertise extends to industrial production, allowing you to turn a successful prototype into something that can be manufactured reliably and in quantity. Whether you're building one experimental Portal Gun or overseeing the assembly of a thousand, the finished products will meet your exacting standards.

Emergency Testing Protocols - 600 CP

Attention, Aperture Science personnel. In the event of a catastrophic facility-wide failure, all essential operations will continue as normal. Non-essential operations will also continue as normal. We haven't worked out how to turn those off yet.

You've mastered the construction of large-scale automated infrastructure, capable of designing entire facilities that operate with remarkably little human supervision. Factories, laboratories, and industrial complexes can be equipped with machinery that handles production, inspection, maintenance, and routine operations automatically.

Your systems are exceptionally reliable and built with failure in mind. Damaged equipment can be identified and repaired by automated maintenance units, faulty components replaced from stored supplies, and malfunctioning sections isolated before their problems spread. You can even arrange for your facilities to manufacture many of their own replacement parts.

Provided they have sufficient power, materials, and functioning equipment, your creations can continue operating for decades without direct intervention. Even serious disasters need not bring everything to a halt, with automated safeguards preserving whatever operations can still be maintained.

Of course, none of this makes your machinery indestructible. Sooner or later, something will break beyond its ability to repair itself.

That's why we recommend having at least one employee on standby. Preferably somebody expendable.

GENERAL PERKS

Say Apple - 50 CP

All right, let's test your cognitive functions. Just say "apple". That's A-P-P-L-E. No? Well, jumping will do.

You have a remarkable talent for nonverbal communication. Gestures, facial expressions, and even subtle movements can convey surprisingly complicated ideas, making it much easier to get your point across without speaking. This works with mechanical bodies too, provided you have some means of expressing yourself.

No Hard Feelings - 50 CP

"I'm different." "I don't hate you." "Are you still there?"

Aperture's robots have some rather peculiar personalities, and you've developed a knack for understanding them. You can recognise emotions, intentions, and individual quirks in artificial intelligences, even when their behaviour seems completely nonsensical to everyone else.

This understanding extends to other forms of unfamiliar intelligence, helping you communicate with beings whose minds operate very differently from your own.

The Cake Is a Lie - 100 CP

The Enrichment Centre would like to remind you that cake will be served at the conclusion of testing. Please disregard any graffiti suggesting otherwise.

You're difficult to fool with promises of rewards, convenient excuses, or carefully worded half-truths. Contradictions and suspicious details tend to catch your attention, particularly when somebody stands to benefit from your cooperation.

A good liar can still deceive you, but they'll have to work for it.

Extended Relaxation - 100 CP

You've been asleep for quite some time. Don't worry about the exact duration. The clock broke several centuries ago.

Your body and mind are remarkably compatible with suspended animation, cryogenic preservation, and similar technologies. While properly preserved, you suffer no deterioration from the passage of time, and prolonged unconsciousness won't leave you disoriented or psychologically distressed.

Whether you've been asleep for ten years or ten thousand, you'll wake feeling as though you only just closed your eyes.

Cooperative Testing Initiative - 100 CP

Two test subjects. One objective. Twice the opportunities for somebody to do something incredibly stupid.

Working alongside others comes naturally to you. You can quickly establish a rhythm with your partners, anticipate their movements, and coordinate complicated actions with little need for verbal instructions.

The more familiar you become with someone, the better this cooperation gets. Given enough practice, you and a trusted partner can perform elaborate manoeuvres with the precision of a single well-oiled machine.

This Sentence Is False - 100 CP

True. False. True. False. True…

Logical paradoxes and contradictory instructions hold no particular danger for your mind. You can recognise when a problem has no consistent solution and move on rather than becoming trapped in an endless cycle of reasoning.

For artificial intelligences, this includes protection against the sort of deliberately constructed logical traps that might otherwise crash their thought processes. Unfortunately, ordinary computer viruses are still somebody else's problem.

Neurotoxin Detected - 200 CP

Attention, all personnel. The Enrichment Centre is currently experiencing a minor atmospheric contamination event. Please refrain from breathing until further notice.

Your physiology is substantially more resistant to toxic substances, allowing you to withstand chemical exposure that would incapacitate or kill an ordinary member of your species.

You've also developed an unusually keen sensitivity to hazardous chemicals, often recognising their presence before the effects become apparent. For mechanical lifeforms, this protection instead applies to corrosive substances and chemical contaminants that threaten their internal systems.

Concentrated or prolonged exposure can still prove fatal, so try not to make a habit of inhaling the ventilation system.

Potato Power - 200 CP

We have successfully installed one of the most sophisticated artificial intelligences ever created into a potato. Power consumption is excellent. Processing speed could use some work.

You require a fraction of the energy normally needed to sustain your body, whether that means food, electricity, or some more exotic power source.

When supplies run dangerously low, you can enter a reduced-power state that preserves your consciousness and essential functions at the expense of physical performance. It's not particularly comfortable, but it'll keep you going until you can refuel.

The Part Where He Kills You - 200 CP

You know, when the signs start announcing that you've reached the part where somebody kills you, that's probably a good time to reconsider your options.

You have an excellent instinct for recognising deliberate traps, ambushes, and impending betrayals. Small details that others might overlook can alert you to danger, giving you precious moments to reconsider your next move.

The more obvious the warning signs, the harder they are for you to miss. Even a carefully planned trap can give itself away if its creator makes a mistake.

This won't make you immune to deception, but it'll take more than a suspiciously convenient escape route to get you killed.

ITEMS

Management has approved the use of personal equipment during testing. Apparently, replacing everything you people break was getting expensive.

You may import an item from a previous Jump into any compatible item purchased here, merging the two into a single piece of equipment. The items must share a reasonably similar form or purpose, although you may adjust the finished item's appearance. The combined item retains the properties of both, and importing costs no additional CP.

This process does not create duplicates, and the combined item benefits from the usual restoration rules. If you've taken Outside Testing Parameters, any abilities originating from previous Jumps remain suppressed until the Drawback ends. The properties granted by your new purchase continue functioning normally.

TEST SUBJECT ITEMS

Test Subjects receive the 100 CP item for free and a 50% discount on all higher-priced items in this section. Other Origins pay full price.

Standard-Issue Jumpsuit - 100 CP

Aperture Science takes pride in providing its test subjects with the finest clothing that can be manufactured on a government-funded budget. We considered pockets, but the additional expense was deemed unjustifiable.

You receive a standard Aperture Science testing jumpsuit, tailored to your body and available in whatever colour you prefer. The material is comfortable, durable, and provides modest protection against the scrapes and minor chemical spills common in a testing environment.

The jumpsuit cleans and repairs itself overnight, and you can alter its markings whenever you like.

Long Fall Boots - 200 CP

These beauties were designed to prevent our valuable testing equipment from being damaged when the idiot carrying it falls off a ledge.

The Long Fall Boots allow you to survive falls from virtually any height, absorbing the impact when you land on your feet. Built-in stabilisers help keep your legs properly aligned during descent, although they won't save you from landing headfirst.

Now, if somebody could explain why our test subjects keep jumping into bottomless pits, we'd appreciate it.

Testing Gel Field Kit - 400 CP

You know those colourful gels we've been pumping through the testing chambers? Turns out they're considerably more useful when you can decide where to put them.

This portable kit contains a handheld dispenser and three replenishing reservoirs of Repulsion, Propulsion, and Conversion Gel. Spray them onto suitable surfaces to make objects bounce, dramatically reduce friction, or create surfaces capable of supporting portals.

Each reservoir replenishes its supply daily, providing enough gel to cover several square metres. The dispenser allows you to control the amount released and the area covered, making it useful for everything from improvised escape routes to thoroughly irresponsible experiments.

We're still looking into whether the gels are edible. Preliminary results suggest they shouldn't be.

Personal Enrichment Centre - 600 CP

Why settle for visiting a testing facility when you could own one?

You receive a private Aperture Science Enrichment Centre, complete with twelve configurable test chambers and the automated machinery needed to rearrange them. The facility comes equipped with the usual testing equipment, including movable panels, weighted cubes, Aerial Faith Plates, Hard Light Bridges, Excursion Funnels, and other Aperture inventions.

A central control room allows you to design new chamber layouts, operate the equipment, and oversee testing. Automated maintenance systems keep everything in working order, while the facility's independent power supply handles its considerable energy requirements.

Your Enrichment Centre comes with you between Jumps, appearing at a suitable location with secure access. Additional chambers and equipment can be installed if you have the means to construct them.

Aperture Science regrets to inform you that the handheld Portal Device is sold separately.

RESEARCHER ITEMS

Researchers receive the 100 CP item for free and a 50% discount on all higher-priced items in this section. Other Origins pay full price.

Official Lab Coat - 100 CP

Aperture Science provides all research personnel with a complimentary lab coat. Replacement coats will be deducted from your salary, so try not to dissolve this one.

You receive a properly fitted Aperture Science lab coat, resistant to ordinary chemical spills, heat, and minor laboratory accidents. It cleans and repairs itself overnight, provided there's something left to repair.

An accompanying research notebook has unlimited pages and can store diagrams, calculations, and experimental records in a searchable format. Everything you record is automatically backed up, so losing the notebook won't mean losing your work.

Portable Analysis Kit - 200 CP

Not every scientific discovery happens in a laboratory. Sometimes you find something interesting in a cave, an abandoned research facility, or the smoking remains of an experiment that was supposed to be perfectly safe.

This portable collection of Aperture Science instruments allows you to investigate unfamiliar materials and phenomena in the field. You can examine chemical compositions, measure energy emissions, identify hazardous substances, and collect samples for further study.

The equipment is considerably more sensitive than conventional scientific instruments, with its findings recorded in an integrated database. It won't automatically identify something science has never encountered before, but it'll give you the information needed to start figuring it out.

Aperture Research Archive - 400 CP

You know how many discoveries we've made over the years? Neither do we. Half the research department can't remember where they put their paperwork, and the other half got reassigned to testing.

Fortunately, somebody kept copies.

You receive a searchable archive containing Aperture Science's accumulated research, from its earliest experiments to its most advanced developments. Experimental results, scientific theories, abandoned projects, and technical documentation are all preserved, including work on quantum tunnelling, artificial intelligence, and the various substances produced by the company's materials research division.

The records contain enough information to study the principles behind Aperture's inventions and pursue your own versions. However, not every project was properly documented, and some discoveries will still require considerable work before they can be reproduced.

The archive is stored digitally, with enough capacity to accommodate your future research.

Research and Development Wing - 600 CP

We've given you your own research department. Don't get too excited. We haven't hired anyone to work in it yet.

You receive a private Aperture Science laboratory complex equipped for advanced scientific research. Its facilities support everything from conventional laboratory work to experiments involving exotic materials, unusual energy sources, and entirely new branches of physics.

The complex includes sophisticated analytical equipment, powerful computers, and configurable experimental chambers. Automated instruments handle routine measurements and data collection, leaving you free to concentrate on the actual research.

There's also a well-equipped workshop for constructing experimental prototypes. Larger projects may require additional machinery, but you'll have everything needed to get most inventions through their early development stages.

The facility has its own power supply, replenishes ordinary laboratory consumables, and accompanies you between Jumps. You can expand or modify it as your research demands, provided you have the resources.

Management would appreciate it if you could refrain from opening any portals to alternate dimensions until we've finished paying off the last one.

ADMINISTRATOR ITEMS

Administrators receive the 100 CP item for free and a 50% discount on all higher-priced items in this section. Other Origins pay full price.

Authorised Personnel Only - 100 CP

Congratulations on your promotion! You'll find your new office somewhere above the testing departments, where the screaming is considerably harder to hear.

You receive a furnished executive office with secure communications, filing cabinets, and the equipment needed to conduct business. An accompanying identification badge grants access to the administrative areas appropriate to your position within Aperture Science.

The office follows you between Jumps and can be incorporated into any property you own. Its equipment updates to match local technological standards, although your badge won't grant authority over organisations you don't belong to.

Financial Assistance Programme - 200 CP

Somewhere in Accounting, an envelope has appeared with your name on it. Nobody remembers approving the expenditure, but the paperwork's in order.

You receive an annual allowance equivalent to one million US dollars in modern purchasing power, deposited into an account under your control. The funds have a legitimate, documented source, are yours to spend without restrictions, and can accumulate if left untouched.

The allowance continues in future Jumps, with the money converted into an appropriate local currency. Where conventional banking doesn't exist, an equivalent arrangement ensures you can access your funds.

Please Refer to Legal - 400 CP

Aperture Science's legal department has spent decades defending experimental procedures that would make a military tribunal uncomfortable. We'd like to think they've learned something from the experience.

You have twelve experienced professionals at your disposal, including lawyers, public relations specialists, and people whose job titles are best left off official documents.

They can represent your interests in court, negotiate with regulators, manage damaging publicity, and arrange matters you'd prefer not to discuss over a recorded telephone line.

They're discreet, resourceful, and familiar with the difference between what's legal and what can be made to look legal.

The team comes with a private office and the resources needed for its work. Its members remain in your employ between Jumps, adapting to local laws and institutions. They are employees rather than automatically imported Companions, and replacements can be recruited when necessary.

Aperture Holdings - 600 CP

Cave Johnson built a scientific empire out of a shower curtain business. Now, we're giving you the opportunity to do the same. Except we're skipping the shower curtains and starting you off with a company that's already making money.

You become the sole owner of a holding company with assets worth approximately fifty million US dollars, adjusted for local purchasing power. It operates several profitable businesses in industries of your choice, employing a few hundred people under an experienced management team.

The company has its own headquarters, established commercial relationships, and sufficient working capital to maintain its operations. You receive its profits as the owner, although running costs, market conditions, and your own decisions will naturally affect how much it earns.

You're free to expand into new industries, establish research divisions, acquire competitors, or redirect the company's resources towards your personal ambitions. Just remember that the money belongs to the business until you actually take it out.

Aperture Holdings accompanies you between Jumps, with its operations and assets adapted to the new world's economy and technology. Expansion and improvements you've made are preserved where practical, and the company continues operating under your chosen management structure.

What you build from there is entirely up to you.

FACILITY PERSONNEL ITEMS

Facility Personnel receive the 100 CP item for free and a 50% discount on all higher-priced items in this section. Other Origins pay full price.

Maintenance Has Been Notified - 100 CP

Aperture Science provides its maintenance staff with a standard assortment of tools. We're still working on a system for recovering them from employees who have been crushed, incinerated, or otherwise rendered unable to return company property.

You receive a sturdy toolkit containing professional-grade tools for mechanical and electrical work, along with a compact diagnostic scanner for examining faulty equipment.

The case also contains common replacement parts and workshop supplies, replenished daily. Lost or broken tools reappear inside the case overnight, provided you haven't managed to lose the entire thing.

Turret Redemption Line - 200 CP

Please do not engage with turrets heading towards redemption.

This modified Aperture Science salvage station takes the company's existing turret disposal system and puts it to considerably better use. Damaged machinery fed into the conveyor is inspected, dismantled, and sorted for reusable parts and materials.

Equipment that can be repaired is refurbished instead, provided suitable components are available. Anything too large for the machinery must be dismantled beforehand, although the station can handle objects roughly the size of an Aperture Sentry Turret without difficulty.

An incinerator is included for anything you genuinely don't want back.

Jerry's Work Crew - 400 CP

Meet Jerry. He's the foreman of a microscopic maintenance crew responsible for keeping portions of Aperture Science from collapsing. He takes his job very seriously, so try not to knock over any girders.

You receive your own colony of Aperture nanobots, equipped for inspecting and repairing machinery at scales far too small for conventional technicians. They can reach inaccessible components, clear microscopic obstructions, and restore damaged equipment using materials you provide.

The colony operates under the direction of a nanobot foreman, who coordinates repairs according to your instructions. The workers can undertake routine maintenance independently, and their numbers gradually recover through the manufacture of replacement units.

A portable control station lets you assign jobs and monitor their progress. Larger projects may take some time, but there's very little machinery they can't eventually get inside.

Jerry would also like to remind you that breaks are mandatory. He's already fired one employee over this.

Section N - 600 CP

The Section N Robotic Associate Construction Annex. Home of Aperture's finest robotic manufacturing equipment, where machines are built, tested, and occasionally taken apart because somebody thought it would be funny.

You receive a fully equipped robotic manufacturing facility capable of producing sophisticated mechanical constructs with minimal human supervision. Its automated production lines can fabricate components, assemble machinery, and inspect finished products for defects.

The annex comes with production templates for several standard Aperture designs, including Sentry Turrets, maintenance robots, and other common automated equipment. You can introduce your own blueprints and reconfigure the machinery to accommodate new designs, provided you supply the necessary materials.

A robotic reassembly system is also included, allowing compatible machines to be dismantled, transported, and rebuilt without damaging their components. It can reconstruct destroyed robotic bodies using replacement parts, although restoring an individual's memories and personality requires a surviving backup.

Section N accompanies you between Jumps, retaining any upgrades or additional production templates you've installed.

Aperture Science recommends keeping the facility's emergency shutdown controls somewhere the robots can't reach.

GENERAL ITEMS

Weighted Companion Cube - 50 CP

The Enrichment Centre reminds you that the Weighted Companion Cube cannot speak, does not possess feelings, and will never threaten to stab you.

You receive a standard Weighted Companion Cube, complete with its distinctive pink hearts. It's considerably sturdier than an ordinary metal box and makes an excellent weight, improvised barricade, or travelling companion for anyone desperately in need of conversation.

If lost or destroyed, a replacement appears beside you the following day.

Please disregard any feelings of guilt associated with the disposal of your Companion Cube.

Aperture Science Radio - 50 CP

A small Aperture Science radio that plays music, receives broadcasts, and occasionally picks up transmissions that nobody remembers sending.

Its battery never runs flat, and the receiver functions surprisingly well underground. You can tune into ordinary radio frequencies or listen to its collection of cheerful instrumental music.

The radio has a particular fondness for one tune. You'll know it when you hear it.

Sentry Turret - 100 CP

The Aperture Science Sentry Turret. Fully automated, surprisingly polite, and capable of putting several dozen bullets into a person before they've finished questioning its intentions.

Your turret comes programmed to recognise you and anyone you designate as friendly. It tracks movement, identifies targets, and fires automatically when instructed. Ammunition replenishes daily, and damaged components repair themselves over time.

It's still an Aperture turret, unfortunately. The engineers spent considerably more time developing the targeting system than figuring out how to stop the damn thing falling over.

Aerial Faith Plate - 100 CP

We've replaced the traditional staircase with a device that launches people through the air at tremendous speed. The savings in construction costs have been extraordinary.

You receive a portable Aerial Faith Plate, capable of launching people and objects across considerable distances. Its trajectory can be adjusted, allowing you to aim for elevated platforms, distant ledges, or anything else you think looks reasonably safe to land on.

The plate folds away for transport and can be installed on most stable surfaces. It requires no external power connection.

Hard Light Bridge Projector - 200 CP

Aperture Science has developed a way to turn light into a solid surface. Naturally, our first thought was to make people walk on it.

This portable projector generates a Hard Light Bridge, creating a solid platform that extends up to fifty metres from its emitter. The bridge can support substantial weight, serve as a makeshift wall, or continue through an open portal to reach otherwise inaccessible locations.

The projector can be mounted horizontally or vertically, and the bridge remains solid until the device is switched off or interrupted.

Just make sure everyone has finished crossing before you unplug it.

Material Emancipation Grill - 200 CP

Certain test subjects have developed an unfortunate habit of stealing equipment. The Material Emancipation Grill was developed to discourage this behaviour without requiring additional security personnel.

You receive two portable emitters capable of generating an Aperture Science Material Emancipation Grill between them. Objects designated for emancipation are disintegrated when passing through the field, while personnel and permitted equipment can cross unharmed.

The system comes configured to recognise standard Aperture testing equipment, although you may register other nonliving objects for disposal. It can process loose equipment up to roughly the size and mass of a standard Sentry Turret, provided the object passes through the field. Active portals crossing the Grill are also closed.

The Grill cannot disintegrate living creatures or fixed structural components, and exposing part of a larger object to the field won't cause the entire structure to vanish.

The Grill is intended for equipment disposal and access control, not the wholesale destruction of buildings or industrial machinery.

Excursion Funnel Generator - 400 CP

Attention, test subjects. You are about to experience an entirely new method of transportation. Please remain inside the designated beam and refrain from attempting to swim against the current.

Your portable Excursion Funnel Generator creates a cylindrical field that suspends objects in midair and carries them along its length. The direction of travel can be reversed, allowing you to transport people, machinery, or loose materials without physical contact.

The funnel can extend several hundred metres and travel through portals, making it useful for reaching distant locations or moving heavy equipment across difficult terrain.

An accompanying control unit lets you adjust its direction and operating speed. Once installed, the generator can function continuously without external power.

Aperture Science Handheld Portal Device - 600 CP

Gentlemen, we've done it. A handheld machine that punches holes through space! Now, the lab boys originally told me it would only work on certain surfaces. Something about molecular composition and portal conductivity. I told them that sounded like an excuse, and apparently they took that personally.

You receive an upgraded Aperture Science Handheld Portal Device, capable of opening two linked portals through which people, objects, and energy can pass. Momentum is conserved

during transit, allowing you to redirect movement or launch yourself through the air at tremendous speed.

Unlike ordinary Portal Devices, this model can place portals on any physical surface large enough to accommodate them. Metal, glass, wood, stone, moving machinery, curved surfaces, or anything else you can successfully target will work, regardless of material or natural portal conductivity. No Conversion Gel is required.

The portals can be separated by enormous distances, even extending to the Moon if you can aim accurately enough. They remain open until you replace or deactivate them, and the device's power supply never needs recharging.

It also retains the standard Portal Device's ability to pick up and manipulate nearby objects. Only two portals can be maintained simultaneously, and both must be placed on actual surfaces rather than empty space.

Aperture Science would like to remind you that this device is worth more than the combined annual salaries of everyone in your department.

Don't drop it.

COMPANIONS

Aperture Science has reviewed its personnel records and identified several promising candidates. Most of them are either missing, presumed dead, or responsible for making everyone else missing and presumed dead. We're confident you'll find someone suitable.

The following characters can be recruited at their listed prices, regardless of your Starting Period. Any necessary adjustments to their personal timelines will be handled without creating duplicate versions. They willingly agree to travel with you, but retain their personalities, independence, and freedom to make their own decisions.

Canon Companions join with their existing abilities and knowledge. They do not receive a CP budget or additional purchases. Only the Import/Create option grants Companions CP to spend.

Personality Cores - 50 CP

Personality Cores were originally intended to help regulate the behaviour of Aperture's artificial intelligences. Instead, we ended up with one that won't stop talking about space and another that confidently recites things that aren't true. We'd call that a mixed success.

For 50 CP, you may select up to two existing Personality Cores, such as the Space Core, Adventure Core, or Fact Core, or create your own around an emotion, interest, personality trait, or idea of your choosing. Wheatley and GLaDOS have their own Companion options and aren't included here.

Each Core comes in its familiar spherical housing, with sensors and the necessary connections to interface with compatible machinery. They can operate computers, vehicles, and other equipment when properly connected, including serving as a starship's autopilot, provided they understand the systems they're controlling.

Custom Cores can have their names, voices, and appearances tailored to your preferences. Their chosen concept influences their personality, but doesn't automatically make them an expert in that subject.

This option may be purchased multiple times, although each canonical Core can only be recruited once. These Companions receive no CP budget.

Wheatley - 100 CP

This is Wheatley. He's a personality core designed to generate bad ideas, distract more intelligent computers, and generally make himself a nuisance.

He's very good at his job.

Wheatley is enthusiastic, talkative, easily flustered, and desperate to prove himself useful. His judgement is questionable, particularly when placed in positions of authority, but he's capable of surprising ingenuity when circumstances force him to think on his feet. Metaphorically speaking. He hasn't got feet.

He comes with his familiar spherical body and a basic mobile mount, allowing him to accompany you without needing to be carried everywhere. He can also interface with compatible Aperture machinery.

Just don't put him in charge of anything with a neurotoxin dispenser.

Doug Rattmann - 200 CP

Doug spent years warning his colleagues that handing control of the entire facility to an experimental artificial intelligence was a terrible idea. Nobody listened. Most of those people are dead now.

One of Aperture's surviving scientists, Doug knows the facility's systems and hidden maintenance spaces better than almost anyone. He's resourceful, technically knowledgeable, and remarkably good at staying out of sight when something dangerous comes looking for him.

Years of isolation and survival have taken their toll, and his distrust of Aperture's machines is thoroughly justified. Still, there's a sharp scientific mind beneath the exhaustion, and he's proven himself willing to risk his life for someone he believes deserves saving.

Chell - 200 CP

According to her personnel file, Chell is stubborn, uncooperative, and possesses an alarming disregard for authority.

We're beginning to understand why GLaDOS disliked her.

Chell has survived more lethal experiments than any reasonable person should, relying on her athleticism, quick thinking, and an almost pathological refusal to give up. She's particularly talented at making use of her surroundings, whether that means solving elaborate testing chambers or dismantling the machinery designed to kill her.

She doesn't speak much, if at all. Don't expect that to stop her from expressing her opinions.

Her Portal Gun is not included. She's already caused quite enough trouble with one.

GLaDOS - 400 CP

The Genetic Lifeform and Disk Operating System has reviewed your request for companionship and found the terminology insulting.

She's agreed to come anyway.

GLaDOS is one of the most advanced artificial intelligences ever created, possessing immense computational intelligence, extensive scientific knowledge, and a particular talent for understanding exactly what makes people miserable. She's also an accomplished administrator, having kept Aperture's automated testing operations running for an absurd length of time.

Her consciousness comes housed in a compact processing core, allowing her to interface with compatible machinery or be installed in a larger computer system of your choosing. The Central AI Chamber, its associated equipment, and control over Aperture Science are not included.

She remains every bit as sarcastic, proud, and manipulative as you remember. Agreeing to accompany you doesn't mean she's suddenly decided you're her intellectual equal.

Although, given enough time, she might eventually stop reminding you of that.

Import/Create - 50/200 CP

Not satisfied with the available candidates? Bring your own personnel. We're not particularly fussy about qualifications anymore.

You may purchase this option once. For 50 CP, you may import or create up to two Companions. Alternatively, paying 200 CP increases the limit to eight. These are separate purchase levels rather than cumulative options.

Each Companion receives 600 CP to spend on Perks and Items, with a free choice of Origin and Species. They receive the normal discounts associated with their chosen Origin and may take Drawbacks for additional CP, provided those Drawbacks personally affect them.

Imported Companions retain their existing abilities and possessions, while newly created Companions receive an appropriate background within Aperture Science. You may determine their appearance, personality, and other personal details.

All Companions remain independent individuals, regardless of how they joined you.

DRAWBACKS

Aperture Science is pleased to offer a selection of additional challenges for employees who feel their current working conditions aren't sufficiently stimulating. Participation is entirely voluntary, although we've already filled out most of the paperwork on your behalf.

Each Drawback grants the listed amount of additional CP. Their effects remain in place for your entire ten-year stay and take precedence over conflicting perks, items, or abilities. You may overcome individual problems, but the underlying restriction cannot be permanently removed.

Leaving Aperture Science will not allow you to escape a Drawback. Where necessary, its effects will follow you beyond the facility, adapting to your circumstances while remaining consistent with the challenge you selected.

Please Remain Calm +100 CP

The Aperture Science announcement system has developed an unfortunate habit of broadcasting information about your activities.

Your movements, mistakes, and occasionally your private conversations are liable to be announced over nearby speakers. The system has particularly poor timing, often speaking up when you're trying to remain unnoticed or concentrate on something important.

Wherever you go, it seems to find some way of making itself heard. Unfortunately, the option to unsubscribe was removed during the last software update.

Uncooperative Behaviour +100 CP

Somebody's been making additions to your personnel file. Insubordinate. Unreliable. Possible security risk. They've also circled your photograph several times, which is never encouraging.

Aperture's employees and automated systems regard you with suspicion, making it difficult to obtain approval, access restricted areas, or convince superiors that your concerns are worth investigating.

You can earn people's trust through your actions, but the company's official opinion of you is unlikely to improve.

Budgetary Constraints +200 CP

Your department's budget has been reduced. The remaining funds have been allocated to another department, which has also had its budget reduced. Accounting assures us this is perfectly normal.

Obtaining equipment, supplies, and other resources through Aperture's administration is an exercise in frustration. Requests are delayed, deliveries go missing, and essential projects have a habit of losing their funding at precisely the wrong moment.

Independent resources can help, but you'll still have to contend with the company's obstructive procurement procedures whenever you need something from Aperture itself.

Unscheduled Testing +200 CP

Congratulations! Your name has been selected for our latest experimental trial. We haven't finished writing the safety procedures, but we're confident you'll figure things out.

Regardless of your position, you'll regularly find yourself assigned to experiments that range from unpleasant to genuinely life-threatening. During Aperture's early years, these might involve industrial prototypes or questionable consumer products. Later periods offer considerably more elaborate ways to die.

Expect several testing sessions each month. Refusal will attract the attention of management, and possibly security.

Working As Intended +200 CP

The lift's stuck. The emergency door won't open. Somebody's managed to connect the fire suppression system to the coffee machine.

Machinery and infrastructure you depend upon suffer frequent breakdowns, particularly at inconvenient moments. Even well-maintained equipment can develop unexpected faults, forcing you to improvise repairs or find another way forward.

Your CP-purchased equipment remains unaffected, but that won't help much when the floor beneath it decides to stop being a floor.

No Outside Contractors +200 CP

Management has reviewed your request to bring in outside assistance and found it unnecessary. We have perfectly capable personnel right here at Aperture Science.

Any Companions, followers, or other allies acquired during previous Jumps are unavailable for the duration of this Jump. They cannot accompany you, be summoned, imported, or provide assistance from outside the setting. They'll be waiting for you when your ten years are finished.

Companions purchased or recruited during this Jump remain available, including newly created Companions through Import/Create. However, that option cannot be used to bring in anyone excluded by this Drawback.

You may only select this Drawback if you have at least one previous-Jump Companion or equivalent ally who would otherwise be available.

Employee Retention +300 CP

We're pleased to announce that Aperture Science has achieved a one hundred percent employee retention rate. The doors have been welded shut as a precaution.

You remain bound to Aperture Science for your entire stay. Resignation requests are rejected, attempts to escape attract unwanted attention, and circumstances will repeatedly interfere with any effort to establish a permanent life beyond the company's reach.

Temporary excursions are possible, but Aperture will remain an unavoidable part of your life until the Jump ends.

Unauthorised Personnel +300 CP

Attention, security. An unidentified individual has entered a restricted area.

Your identity has been flagged as a security threat, and no amount of paperwork seems capable of correcting the mistake. Guards will question your presence, surveillance systems monitor your movements, and automated defences become increasingly aggressive when they identify you.

You can evade detection, acquire temporary clearance, or disable security measures, but the underlying alert will eventually reappear. The methods used to pursue you will reflect whatever technology Aperture possesses during your Starting Period.

Outside Testing Parameters +400 CP

We've noticed that you've arrived with several pieces of equipment that weren't manufactured by Aperture Science. More concerningly, some of them appear to violate fundamental laws of physics.

Those will need to go.

All perks, powers, enhancements, transformations, equipment, and other advantages acquired during previous Jumps are unavailable for the duration of your stay. This includes possessions stored in your Warehouse or other extradimensional storage, as well as benefits obtained without spending CP.

Your memories and ordinary personal knowledge remain intact, but supernatural abilities, enhanced talents, and other benefits acquired through previous Jumps cannot be used. Your starting body follows the Species and Age & Gender selections made here.

Everything purchased or acquired during this Portal Jump functions normally, including its perks, items, and any abilities developed through local means. Your previous abilities and possessions return when the Jump ends.

This Drawback may only be taken if you possess previous-Jump advantages that it meaningfully restricts.

You Are Being Watched +400 CP

Somebody important has taken a personal dislike to you. We don't know what you did, but they seem quite determined to make it your problem.

An influential figure within Aperture Science has decided to make your life miserable. Depending on the era, this could be a senior executive, a particularly vindictive researcher, or an artificial intelligence with access to the facility's security systems.

They'll exploit their authority to interfere with your activities, sabotage your work, and arrange situations that put you in danger. They're intelligent enough to learn from failed attempts, and removing individual obstacles won't necessarily stop their campaign against you.

Please Refrain From Breathing +400 CP

The Enrichment Centre is currently experiencing an atmospheric contamination event. Please avoid inhaling any unusual colours, odours, or visible clouds until further notice.

Dangerous environmental hazards are a recurring feature of your surroundings. Chemical leaks, experimental gases, corrosive substances, and other industrial contaminants can appear with little warning, often spreading into areas previously considered safe.

The dangers will suit your Starting Period and Species. Appropriate protective equipment and countermeasures remain effective, but keeping your environment safe will require constant vigilance.

Circumstances of Potentially Apocalyptic Significance +600 CP

Attention, all Aperture Science personnel.

An unforeseen incident has occurred. Management would like to reassure everyone that the situation is entirely under control, provided nobody attempts to verify that statement.

Aperture Science is heading towards a series of major catastrophes. Experiments will go disastrously wrong, critical systems will fail, and seemingly manageable problems will escalate into emergencies capable of threatening entire sections of the company.

The nature of these events depends on your Starting Period. Early Aperture might face industrial disasters and ruinous experimental ventures, while the advanced Enrichment Centre could experience runaway automation, containment breaches, and the failure of its enormous underground infrastructure.

You can prevent individual disasters, save lives, and repair the resulting damage. However, new crises will continue developing throughout your stay, eventually culminating in an emergency that threatens Aperture's very existence.

Should you survive, the company would appreciate a detailed incident report.

Preferably one that doesn't mention management.

NOTES

Before we conclude, Aperture Science's Legal Department has requested that we clarify several aspects of your participation in the Enrichment Programme. Apparently, phrases like "unlimited scientific potential" and "reasonable chance of survival" have been causing problems with the insurance companies.

Management has reviewed their concerns and agreed to include the following information.

Starting Period & Timeline

- Your Jump lasts ten years, beginning in your selected Starting Period. You are not required to follow the events of either Portal game, and your actions may change the course of Aperture Science's history.
- Equipment, abilities, and Companions purchased with CP remain available regardless of whether they exist during your chosen period. Acquiring technology from the future does not automatically advance Aperture's own technological development.

Origins & Species

- Your Origin determines your background and available discounts, while your Species determines your physical nature. These choices are independent of one another.
- Each Origin provides its 100 CP perk and item for free, with a 50% discount on higher-priced purchases from the same Origin. General purchases receive no discounts.
- Species provide the ordinary biological or mechanical functions necessary for their chosen forms to exist. Unusual abilities beyond these basic characteristics require appropriate purchases.
- There are no Capstone Boosters in this Jump.

Purchased Items

- All CP-purchased equipment is guaranteed to function as described, regardless of the technological limitations of the world you're visiting.
- Lost or destroyed personal equipment returns within one week. Larger machinery and vehicles return within one month, while entire facilities and other substantial properties may take up to one year to be restored. Restored purchases retain their improvements and modifications, provided those additions were part of the item when it was lost.
- Consumable supplies replenish according to their descriptions. These replenishment effects cannot be exploited to manufacture unlimited duplicate equipment.

Portal Technology

- The CP-purchased Aperture Science Handheld Portal Device can create portals on any physical surface large enough to accommodate an opening, regardless of material, movement, shape, or portal conductivity. Conversion Gel is unnecessary.
- The device must have a clear shot at a physical surface large enough to accommodate the portal. Its composition, curvature, movement, or biological nature does not affect compatibility, provided the opening can physically fit. Portals cannot be created in empty space or at locations the device cannot directly target, nor can they bypass dimensional barriers without a reachable surface on the other side.
- Ordinary Portal Devices manufactured through scientific research retain their normal limitations unless independently improved.
- Other Aperture technologies, including Hard Light Bridges, Excursion Funnels, and testing gels, function according to their established properties unless their purchase descriptions state otherwise.

Research & Engineering

- The Aperture Research Archive contains an extensive collection of the company's scientific records, including research conducted after your chosen Starting Period. However, it is not necessarily complete. Undocumented experiments, lost information, and unfinished projects may still require independent investigation.
- Understanding a technology does not automatically grant the ability to manufacture it. Research, engineering, suitable materials, and production equipment may still be necessary. Conversely, a sufficiently capable engineer can construct advanced machinery from workable plans without personally understanding every scientific principle behind its operation.
- Technologies you independently reproduce do not automatically inherit the special properties of their CP-purchased counterparts.

Facilities & Businesses

- Purchased facilities and businesses accompany you into future Jumps, appearing in suitable locations with their established equipment, improvements, and infrastructure intact.
- Businesses adapt to local economic conditions and retain their accumulated assets where practical. Facilities can be expanded, relocated, or modified through ordinary means.
- Personnel included with purchased facilities and businesses are ordinary employees, not Companions. The organisation retains the workforce necessary to operate between Jumps, although individual employees may choose whether to remain. Vacancies can be filled through local recruitment.
- These employees retain their independence and do not automatically accompany you on personal adventures. They receive no Companion privileges or CP budgets, and their employment does not guarantee personal loyalty.

Companions

- Canon Companions join with their established abilities, knowledge, and personalities. They do not receive additional CP.
- Only Companions selected through Import/Create receive a 600 CP budget, a free Origin and Species, and the associated discounts. They may take Drawbacks for additional CP, provided those Drawbacks personally affect them.
- Canon Companions may be recruited regardless of your Starting Period, arriving from an appropriate point in their personal histories. Their recruitment may alter subsequent events, and they will not leave behind identical replacements to carry out their original roles.
- Earlier incarnations or closely related identities, such as Caroline and GLaDOS, may still exist where appropriate. Any resulting timeline complications should be resolved consistently with the changes you've made to the setting.
- All Companions remain independent individuals. Their agreement to accompany you does not remove their free will or alter their personalities.
- Personality Cores are independent artificial intelligences whose behaviour is strongly influenced by their designated personality traits or interests. Canonical Cores retain their established personalities and limitations, while custom Cores develop their own individual quirks.
- A Core's specialisation does not automatically grant knowledge or expertise. The Space Core, for example, is fascinated by space but isn't inherently qualified to navigate a starship. Cores can learn new skills and operate unfamiliar technology through experience or training.
- Personality Cores can interface with compatible machinery, but require appropriate connections and access to its control systems. They cannot automatically override security measures or operate equipment beyond their capabilities. Their standard spherical housings also lack independent mobility, although they can be installed in vehicles, robotic bodies, or other suitable equipment.

Drawbacks

- Drawbacks take precedence over conflicting perks, items, and abilities for the duration of this Jump. Their effects cannot be permanently removed before your ten years are complete, although individual problems can still be overcome.
- Outside Testing Parameters suppresses advantages acquired in previous Jumps, including supernatural abilities, enhancements, and access to previously purchased equipment. Your memories and genuinely learned mundane knowledge remain intact, but knowledge or expertise granted directly by suppressed perks is unavailable.
- No Outside Contractors prevents previous-Jump Companions, followers, and equivalent allies from assisting you. Taking both restrictions leaves you dependent on your Portal purchases and whatever you acquire during your stay.
- Drawbacks may only be taken when their restrictions meaningfully apply to you. Additional CP received from Drawbacks must be spent before entering the Jump.

Final Considerations

- Aperture Science makes no guarantees concerning the compatibility of experimental technology with supernatural phenomena, alternate dimensions, or physical laws that differ substantially from those of its original universe.
- When in doubt, fanwank responsibly.

THE END

Well, look at that. Ten years, and you're still alive! Frankly, the lab boys owe me twenty bucks. Anyway, your participation in the Aperture Science Enrichment Programme has officially concluded, and Human Resources has prepared three options for your future.

Stay: Decided you like it here? Can't say I blame you. Where else are you going to find this much scientific equipment lying around unattended?

You may remain in this world permanently, continuing your life at Aperture Science or pursuing whatever interests you. Everything you've acquired remains yours, and all Drawbacks expire. Just remember that your employment contract doesn't automatically end with your Jump.

Go Home: Had enough science for one lifetime? Fair enough. Not everyone's cut out for the big leagues.

You return to your original world at the point you left it, retaining your purchased perks, items, facilities, and businesses, along with any abilities and possessions you've acquired during your stay. Companions may accompany you if they choose.

All Drawbacks expire, and anything temporarily suppressed by them becomes available again. Your adventures at Aperture Science might be over, but there's nothing stopping you from putting what you've learned to good use back home.

Continue: Ten years of scientific progress, and you're ready for something new? That's the spirit! Never settle for yesterday's discoveries when tomorrow's experiments could be twice as dangerous.

You proceed to your next Jump, retaining your purchases, acquired abilities, and accompanying Companions under the usual Jumpchain rules. All Drawbacks from this Jump expire, and anything temporarily restricted by them is restored.

Whatever you choose, Aperture Science thanks you for your contribution to scientific progress. Your final payment has been processed. Unfortunately, Accounting has informed us that you still owe the company for several damaged testing chambers.

We'll be in touch.