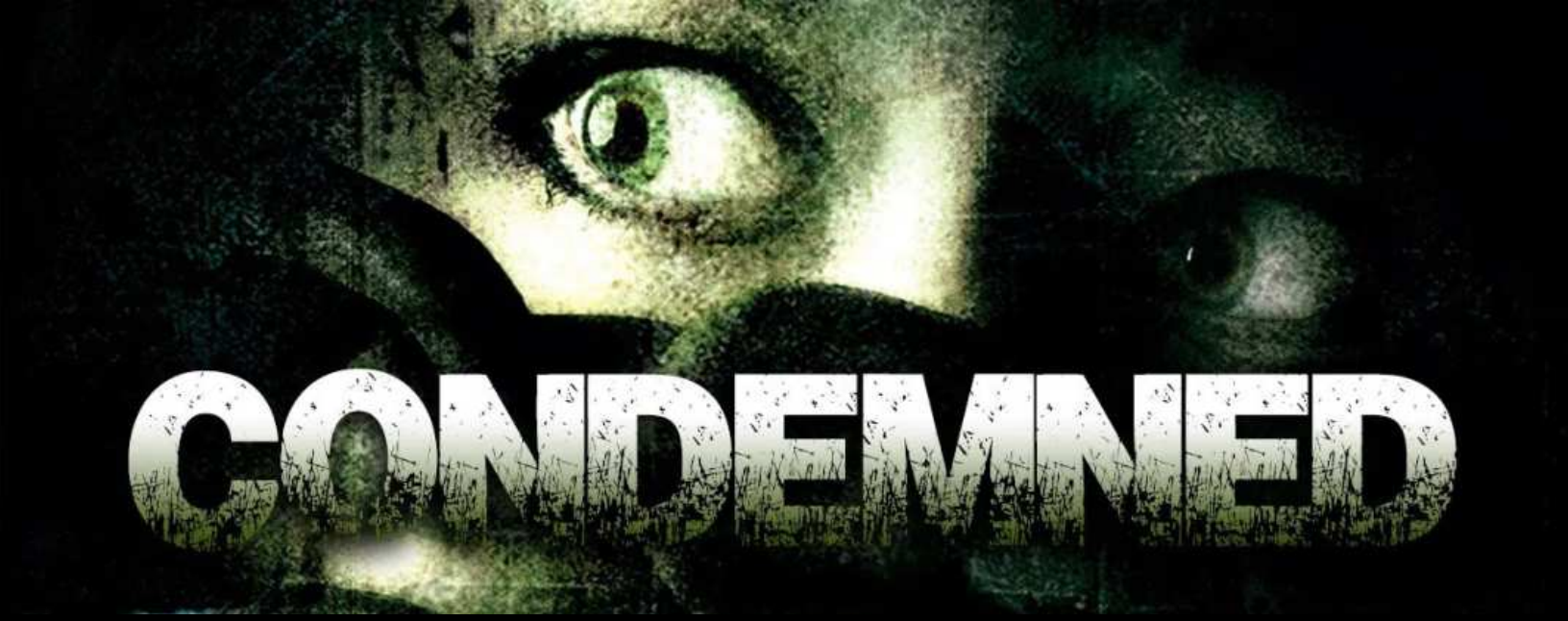


Metro city is rotten, almost as rotten as all the corpses flooding it. The politicians are corrupt, the police aren't much better, and there's some unseen force out there turning regular men and women into frothing lunatics and pushing those who were already fucked in the head to act on their sadistic impulses. However... What if all this evil, maybe every act of senseless violence in human history, was incited by a single organization controlling our species from the shadows?

In any case, I'm getting ahead of myself. Ethen Thomas, a seasoned FBI detective, is moments away from getting framed for the murder of two other officers during a botched investigation into the Matchmaker Killer. With the entire police force on his tail, he'll have to catch the elusive "Serial Killer X" to clear his name. However, there's a dark force behind SKX's killings. A phantom-like entity driving the city mad and plaguing Ethan with hallucinations. Unfortunately, these terrors of the mind and body alike will chase Ethan long after Serial Killer X is caught.

You enter this jump with a full **1000 Choice Points** to decide your starting circumstances in this world.

Origins:

Choose age & gender freely.

Vagrant - FREE

You're a nobody, a drunk, a beggar, a thug, and a waste of oxygen as far as civilized society is concerned. Whether you were ground up by the gears of capitalism or just popped into this world one day without any means to start an honest life, the rat-infested allies you call home will be ground zero for the madness swallowing this city.

Officer - FREE

One of the boys in blue, maybe you're a chief, a special enforcer, a forensics expert, or one of the few people actually trying to help this city. Whether you're crooked as a lightning bolt or straight as an arrow, the Oro's influence runs deep here, even if split between different factions. You'll have to pick a side sooner or later.

Oro Invictus Agent or Elite - FREE / 200 CP

Latin for "The Invincible Voice". A cult-like secret organization that has been guiding humanity as long as there's been a human race to guide. Their traditions and influence centers around the use of a special alloy that can resonate and create sound waves that can drive humans mad, and even destroy flesh if properly focused.

It is stated that the Oro's ultimate goal is to become humanity's protectors against some encroaching threat, but not even the cult's own members know what that threat is. By default you are a low-ranking thug or spy, but for **200 CP**, you are an elite. Either you were planted into a high-ranking political position, like president or senator, or perhaps a member of the cult's upper echelons.

General Perks:

Improv Master - FREE / 50 CP

Even if you aren't fighting some kind of samurai master, a weapon is a weapon. You have an uncanny instinct for what can be used as a weapon in your environment and how. Club someone to death with a gumball machine or tear a locker door off its hinges. For **50 CP**, you can tell with a glance how a weapon's damage, speed, and reach compare to whatever you're currently holding.

Bum Boxing - 50 CP

You're no Mike Tyson, but a well-timed right hook may save your life one day. You can box well enough to stand a decent chance against an armed opponent. Your punches hit like a brick to the face. Imagine if you had some brass knuckles to accentuate them.

Remedium - FREE / 300 CP / 600 CP

A power the Oro fear and covet in equal amounts. It is the ability to destroy flesh and bone with one's voice. With just a yell, your voice resonates, causing substantial damage to a target's brain and body.

For **300 CP**, or **FREE** and mandatory for Oro Invictus Elites, this is accomplished through special metal implants, either hidden within the throat or proudly exposed all throughout your body. Until post jump, these implants will leave you in a significant amount of pain.

For **600 CP**, a rare mutation has forged your body naturally into a sonic weapon, strong enough to make a target's head explode. You'll have to figure out on your own how to make use of this power. In addition, your unnatural muscle and bone density grants you nearly inhuman strength and toughness.

Vagrant Perks:

One 100 CP perk free for Vagrants, all other perks half-off.

Trespasser - 100 CP

Who would've thought a bunch of bums and tweakers could be so damn stealthy? You have a special way of quietly getting to places you aren't supposed to be. You can't fool cameras or somebody actively looking for intruders, but sneaking past some clueless guards to rob a place blind or just catch some z's is child's play.

Mean Drunk - 100 CP

What are these junkies smoking to let them hit so hard? Drugs you take always seem to have a positive effect on your combat ability. Whether it be steadying your aim or dulling your sense of pain. Even when actively tripping, you don't face much loss in your ability to fight one-on-one. This won't help with any other side effects.

Sick Freak - 200 CP

There's a certain artistry to murder. How to isolate a target, do the deed, modify the crime scene to your tastes, erase any evidence that can be traced back to you, and evacuate the premises with hours to spare. You've mastered one highly specific murder method, such as torturing a victim to madness or dissecting them while alive.

Dumpster King - 200 CP

While the cat's away, the rats will play. Any vacant location you set up shop in becomes your kingdom. You know how to outmaneuver anyone who tries to chase you through them, and setting up boobytraps is effortless. Production facilities can be modified to create weapons instead, like using a doll factory to churn out bombs.

Reject - 400 CP

What kind of drugs did you take to let you move like that? Your flexibility and dexterity are frankly unnerving. You can comfortably skitter on all fours like a roach, quickly travel through thin openings, and even run on walls and ceilings for a short while. You're fast too, not enough to dodge a bullet, but enough to spook most cops.

Steroid Thug - 400 CP

When society has crashed down around us, it's strength that rules. You are built like a tank. You can charge through walls, take a dozen bullets without going down, and sprint around while fully encased in solid steel armor. Even without the Oro's influence, all the adrenaline in your system has completely dulled your sense of pain.

Serial Killer X - 600 CP

Aren't you dramatic? You're like an apex predator of killers. Just by hearing about them, you can almost instantly perfect even the most elaborate murder methods. With every killer you take out, your skill in all forms of murder increases exponentially. After a dozen kills, a random janitor could consistently outsmart trained detectives.

Guardian Angel - 600 CP

No matter what sins you've committed, you'll never be abandoned. All but the coldest guardians, primarily those with familial ties, will go to seemingly any lengths to protect you. Whether it's hiding you from the cops or killing your pursuers. Even when you turn your knife on them, their only thoughts will be of keeping you safe.

Officer Perks:

One 100 CP perk free for Officers, all other perks half-off.

Boy Scout - 100 CP

You have... something. That intangible quality that lets people know that you're one of the good ones. Even if you act like a colossal asshole, your true nature shines through. When speaking your mind to those with a strong moral compass, you can shake something loose, pushing them to heed their conscience over their position.

Trivial Trivia - 100 CP

Your brain is like a bear trap for trivia on a broad variety of mundane topics. As soon as it becomes relevant, you'll be ready to recall a building's layout from memory, or recognize different types of storage silos, or the history of apple production in your city. There are very few topics you don't know at least a little bit about.

Unfriendly Fire - 200 CP

Maybe it's the badge, but something about you makes it harder than usual for enemies to maintain composure. Many will blindly charge forward into obvious traps, or swing with their own allies in the line of fire. Enemies hit with friendly fire are often infuriated to such an extent that they'll forget all about you and start fighting each other.

Remote Work - 200 CP

Distance is rarely a restriction in your ability to do your job. If an ally can send you enough data on a sample, you can analyze it as if you had the sample itself on-hand, even if it involves complex machinery. You can also set up your lab in such a way to allow you to access and use its facilities from any computer with an internet connection.

Factional - 400 CP

Why pick a side when you can make one? You have a talent for forming factions within any organization. These form quickly but are often so loyal they'd gladly make enemies of the entire organization. Whether it be maintaining a group of allies to snuff out corruption or training an elite squad to kill and die on your command.

A Hop and a Skip - 400 CP

Even in a hostile hellhole like Metro City, you seem to know how to get anywhere in a city within about 15 minutes. Whether it be smart use of trains or a healthy dose of speeding. Your workplace will rarely notice when you disappear without a word, as long as you don't tell anyone and aren't gone for more than an hour or two.

Detective Sense - 600 CP

This is what separates the rookies from the pros. You have a sixth sense that washes over you whenever you're in the vicinity of evidence, even if it's invisible to the naked eye. Rarely, you'll even receive short visions from the immediate past, like sensing that a shelf was moved or that someone was decapitated in that room.

Tax Leech - 600 CP

Truth is a fickle thing. Within any organization you're part of, the "truth" is whatever you say it is. If you say someone is guilty, they're guilty. If you say you aren't abusing your power to form a personal army, then you aren't, and anyone who says otherwise should expect consequences. Lies must be plausible or logical, if not both.

Oro Invictus Perks:

One 100 CP perk free for Oro Agents or Elites, all other perks half-off.

Open Ears - 100 CP

A secret organization doesn't survive as long as the Oro by being careless. Once someone is marked as an enemy to your cause, you have an easy time keeping track of their location, even if they're just a homeless bum. If they're making active efforts to stop your plan, you can easily calculate where the next place they'll attack will be.

Skinner - 100 CP

Even without their sonic mind control, the Oro know how to plant hatred. You always know what to say to get under someone's skin. You can tailor every word to be as deliberately infuriating as possible without being incriminating. If someone is especially on-edge, you don't even need to say anything, a rude gesture will do the job.

Grindhouse - 200 CP

All those metal implants the Oro receive don't seem too sanitary, but they must know what they're doing. You know how to chop up the human body, whether to install complex implants, or to cleanly remove someone's entire sternum. You also know how to modify the body for fashion, such as piercings, tattoos, or skin carvings.

Magic Man - 200 CP

You have the makings of an expert magician. You can create complex contraptions like a flaming cage that will only open by impaling a trapped victim. You also have some method of faking injuries and vanishing in a flash, such as letting yourself be skewered onto a bed of nails, only to vanish in the split second your foe is looking away.

Split Tongue - 400 CP

Like the Oro, you have the charisma to sway the leaders of nations or organizations to your side, as long as you can make your case to them. If those in power won't budge, those already loyal to you will have an easy time climbing up the ranks themselves to usurp them. Oddly, this works even if you leave your actual goal ambiguous.

Unbound - 400 CP

Even without emitters, you are akin to a nightmare in human form. When someone has been singled out as a clear threat, you can curse them to suffer from vivid hallucinations that only get increasingly worse as they continue to oppose your cause. As it reaches its peak, they may even hallucinate attacks from phantom versions of you.

The Blacksmith - 600 CP

The Oro's power and technology all center around a peculiar alloy with resonating properties. It is said to be more advanced than any modern country should be capable of, but you've been bestowed with the secret. You are able to produce this alloy from mundane metals. However, you'll have to find uses for this metal on your own.

Dark Watcher - 600 CP

One would think driving humans mad would be antithetical to an organization seeking to control them. You are able to bend madness to your own ends. Lone madmen are inclined to become madly loyal, or to idolize you. Even widespread madness like wars or riots always seem to further your goal proportional to the chaos caused.

Companions:

Each origin may only discount one 200 CP companion.

Unlucky Friends - 100 CP

With each purchase, you can select a canon character to come with you. Shouldn't be too hard to get their permission. Alternatively, you can import an old ally or create a new one into this world. They have 600 starting CP, but they receive the discounts and freebies from their origin and can gain more cp from drawbacks.

Inner Demon - 100 CP, FREE with Drunk, Tired, And Pissed Off

An extreme coping mechanism, or maybe just schizophrenia. You will find yourself regularly harassed by a hallucination resembling a masked version of yourself. This is a manifestation of your inner demons. Their only goal seems to be berating you, but there's always some degree of genuine advice mixed in with their abuse. Once per jump, you may challenge them to an illusionary battle. They are as powerful as you, but should you defeat them, the primary vice they embody will be overcome as well. After this jump, they won't manifest without any sufficiently self-destructive vices to latch onto.

Deforms - 100 CP, FREE Oro Invictus Elite

The Oro's sonic technology isn't without drawbacks. The constant exposure to these frequencies has caused many Oro members to give birth to Deforms. Nearly brain-dead humans lacking sight or limbs. Rather than disposing of them, they are allowed to mature, and are weaponized into a kind of security system. They are given implants and hung from the ceiling. They are specially trained to release sonic attacks at anyone who gets too close. This is not only disorientating but causes physical damage in an area of effect. You have about a dozen such Deforms to use as you please.

Calculating Killer - 200 CP, Discount Vagrant

One of the sick serial killers that crawled out of the woodworks. They have some particularly twisted killing method, but have latched onto you as a close friend, an emotional anchor, even. They receive the perks **Trespasser**, **Sick Freak**, **Reject**, and **Serial Killer X** for free.

Friendly Bum - 200 CP, Discount Vagrant

Someone who has been constantly shat on by "civilized society" but still manages to maintain a friendly disposition. They have a talent for seeing a person's true character. They receive the perks **Mean Drunk**, **Dumpster King**, **Steroid Thug**, and **Guardian Angel** for free.

Beat Cop - 200 CP, Discount Officer

An inexperienced detective working for the SCU. They look up to you, even if you aren't an officer, and whether or not they succumb to the precinct's corruption depends on you. They receive the perks **Boy Scout**, **Unfriendly Fire**, **Factional**, and **Detective Sense** for free.

Analyst - 200 CP, Discount Officer

A forensics analyst working for the SCU. They have a strong stomach and sassy confidence. They're the type to prioritize doing what's right over doing what's strictly lawful. They receive the perks **Trivial Trivia**, **Remote Work**, **A Hop and a Skip**, and **Tax Leech** for free.

Alchemist - 200 CP, Discount Oro Invictus

A member of the Oro more preoccupied with the practical benefits of such an organization, rather than actual faith in their goal. A tinkerer and an opportunist to their core. They receive the perks **Open Ears**, **Grindhouse**, **Split Tongue**, and **The Blacksmith** for free.

Deceiver - 200 CP, Discount Oro Invictus

The opposite of the Alchemist. A zealot who truly believes that free will is a small price to pay for the Oro's protection. They will happily lie, cheat, and kill for their ideals. They receive the perks **Skinner**, **Magic Man**, **Unbound**, and **Dark Watcher** for free.

Vagrant Items:

100 CP item free for Vagrants, all other items half-off.

Meth Monkey - 100 CP

A little something to take the edge off or make a quick buck. You are in the possession of either a jury-rigged alcohol refinery, or a similarly janky meth lab. Despite being made of garbage, the drugs it puts out are far safer than they have any right to be, and even have positive effects on your concentration and hand-eye coordination.

Lancelot - 200 CP

What museum did you loot to get all this? You've somehow gotten your hands on a sizable collection of medieval armor and weaponry. They may not stand up too well to a bullet or modern body armor, and they're hardly indestructible but I'd much rather enter a street fight with a giant battle ax than a piece of wood with some nails.

Blow-Up Dolls - 300 CP

The madness gripping Metro City has affected some in more bizarre ways than others. Someone has been modifying baby dolls into high powered explosives. They can be thrown like grenades or set to automatically pursue nearby targets before exploding. You have a small bin full of these things that seems to infinitely replenish.

Smokey - 400 CP

What have you been feeding this thing to get so big? You have a loyal pet bear the size and strength of a minivan. It can effortlessly tear through riot gear and shrug off dozens of bullets without slowing down. I just hope you have the means to keep the big guy fed whenever you don't have a riot squad for them to chew on.

Officer Items:

100 CP item free for Officers, all other items half-off.

Field Kit - 100 CP

A collection of tools for analyzing crime scenes. A Spectrometer for detecting gasses, a camera for snapping pictures, a UV light for highlighting organic traces, and a laser light for highlighting various chemical compounds the UV light would miss. Despite being bulky, you have little issue carrying all these tools on your person at once.

Thunder Strike - 200 CP

Something a bit more precise than a big stick. This small stun gun has been upgraded to pack far more of a punch than the usual model. It can stun most enemies instantly, leaving them open to attack. There's a slot for manually replacing the ammo, but if you just leave it alone for a few seconds, it'll recharge between uses.

The Lab - 300 CP

You have access to an advanced lab capable of advanced material analysis, and even access to local criminal records. It even includes an MRI machine. Should you have the Field Kit or similar analysis tools, you can set them to automatically transfer their data to this lab's computer. This can be attached to your Warehouse post-jump.

Police Budget - 400 CP

Putting those tax dollars to good use. You have a collection of enough guns and riot gear to arm a small militia. On top of all that, you have the keys to either a helicopter, or a large, armored truck. As long as you keep track of where you stored all this away, you'll never have to worry about being outgunned again.

Oro Invictus Items:

100 CP item free for Oro Agents or Elites, all other items half-off.

Tuning Forks - 100 CP

A pair of the same peculiar weapon wielded by The Dark Primary. When you get down to it, they're two long, heavy metal pipes with various indentations. They're made of the same alloy as the Oro's implants. Perhaps that's why they're functionally indestructible and can pierce through flesh like a spear, despite being blunt at the tips.

Emitters - 200 CP

Five of the strange devices the Oro use to spread chaos throughout Metro City. They can be attached to any surface. Getting within a few feet of the device causes significant pain. The emitter will gradually drain the sanity and awaken the violent impulses in anyone who spends too long within half a mile of the emitter.

Oro Crossbow - 300 CP

A powerful weapon created by the Oro. This modified crossbow is loaded with bolts made of the Oro's special alloy. On impact, the bolts create a shockwave that bypasses armor and damages internal organs. This will kill most enemies in a single shot. Your crossbow comes with 6 bolts, which if spent are replenished every 24 hours.

Resonator Mask - 400 CP

A mask made entirely of the Oro's alloy. In addition to the defense it provides, it resonates with the Oro's implants or other sound-based abilities. It focuses this sound as a constant aura that damages anyone within several feet of you, in addition to generally enhancing the power of such abilities when used normally.

Drawbacks:

Drunk, - +100 CP / + 200 CP

In a city like this, it takes a lot to keep your sanity without a little extra help. You're addicted to some drug. To the point that you can barely function without it. For **+100 CP**, this is something like alcohol or nicotine. For **+200 CP**, it's something more inherently detrimental to your health like meth or heroin.

Tired, - +100 CP

Whether it's due to status or just your attitude, people generally don't like or trust you. Some can see through this but expect to be seen as an annoyance at best and a liability at worst by everyone else. Try your best not to get framed for murder, as you'll struggle to find a single person who will listen to your side of the story.

And Pissed Off - +100 CP

Hot-headed doesn't begin to describe it. You are a grade-A asshole. It takes barely anything to make you snap, even at those who are only trying to help. For those who don't have your best interests at heart, they have a talent for being unnecessarily antagonistic, and yet escaping all blame when you lash out for it.

Singed - +100 CP / +0 CP and Mandatory Remedium (Implants)

Not every scar heals, and that's not me being sentimental. It may have been burns, a broken bone, or some seriously botched implants. Something that was done to your body in the past has caused you to be in almost constant pain. You can live with it, and pain pills help, but it'll never disappear, nor will you ever get used to it.

Undertaker - +200 CP

Seriously, what the fuck? As you journey through the city, you'll find strange metal plates, TVs tuned to static, and dead crows. For whatever reason, you are overtaken by a crippling anxiety if you leave a location without turning off every single TV, and collecting every crow and plate. You'll somehow always know if you've missed one.

Waking Nightmares - +200 CP

You are a disturbed individual. You will regularly be plagued by vivid hallucinations. So vivid that they can cause physical harm. They're no more dangerous than a regular street fight, but they're often far more disturbing, and ammo spent in these dream sequences will be spent in the real world as well. Don't think too hard about it.

By the Books - + 200 CP

Is this really the time to fuss over something like this? You have some neurosis that renders you incapable of using specific tools outside of specific applications. Axes break doors, hammers break locks, shovels cut wires, etc. Seeing someone use a tool "incorrectly" will deeply upset you. Luckily, this doesn't apply to combat.

Cement Shoes - +200 CP

Best abandon any dreams of being a basketball star. You are unable or unwilling to jump for any reason. If faced with a hole slightly too wide to walk over, you'd jump straight down the hole to find a way back up, before it even crosses your mind to hop over it or lay down any number of objects in your surroundings to bridge over it.

Yang and Yin - +300 CP

Someone out there considers themselves your rival in some sense. Maybe a killer you're chasing, the leader of an opposing faction, a thorn in your plans, etc. They're determined that one of you must die. They may not be as strong as you in a fair fight, but they're smart, and always seem to be one step ahead of you at every turn.

Cutscene Incompetence - +300 CP

How did you live this long being such a fuckup? Your competence drops like a rock during moments of calm. As a cop a random civilian could easily disarm you, eavesdrop on you, and find your suspect before you. Luckily this doesn't apply to life-or-death situations like combat, escaping a burning building, or disarming a bomb.

Influenced - +600 CP

How unlucky. The Oro's madness-inducing sound waves have already done a number on you. You're closer to a rabid animal than a person, and your violent instincts have been cranked up to 11. You attack anyone you see on sight, without any regard for your own safety. Your combat tactics are weirdly intact, but that's about it.

Protect us From What? - +600 CP, Cannot be taken by Companions

What is it that the Oro fears so much to justify so much evil? Whatever this is, it will be coming during your time here. It is least strong enough for all of the Oro's preparations to be futile, and enough to be a legitimate threat to you specifically. You must find some way to avert a disaster you know nothing about.

Seen the Unspeakable - + 600 CP, Cannot be taken by Companions

Regrettably, you'll have to face this world on the same level as everyone else. No warehouse, no outside powers, really nothing other than what you buy or find here.

Ending Options:

Go Home

Had your fill of pointless murder and violence? Can't say I blame you. You've decided to retire from all this jumping business and return back home with everything you've learned and obtained up to now.

Stay Here

Can't say I expected this, but who am I to turn down your noble sacrifice. You'll be spending the remainder of your days in this cesspool of a world. Well, hopefully it'll be less of a cesspool once you're done with it.

Move On

Goodbye Metro City and good-fucking-riddance, am I right? Whether you're leaving this world as a better or worse place than you found it, time has come to continue your journey in another, hopefully cleaner world.

Notes:

Jump by Gene.

We aren't given even the vaguest hint in the games as to what the Oro are trying to protect humanity from. It was bait for a sequel that never got made, and probably never will.

The **300 CP** version of **Remedium** isn't mandatory for **Oro Invictus Elites** if you take the **600 CP** version at full price. You're free to still have the aesthetics of the metal implants with the **600 CP** version if you want, but otherwise lacks all the drawbacks.