

There is nothing. Only warm, primordial blackness. Your conscience ferments in it — no larger than a single grain of malt. You don't have to do anything anymore. Ever. Never ever.

An inordinate amount of time passes. It is utterly void of struggle. No ex-wives are contained within it

*The song of death is sweet and endless... But what is this? Somewhere in the sore, bloated *man-meat* around you — a sensation!*

The limbed and headed machine of pain and undignified suffering is firing up again. It wants to walk the desert. Hurting. Longing. Dancing to disco music.

Welcome to Revachol.

You Gain [0 CP]

It all fell down the hole in the world

Martinaise. A district with a historied history of revolution and failure. A ruin full of the shelled-out dreams of communards and monarchists, kept in it's perpetual state of slow decay by the ruling authority of the Moralists as a memorial of the war

A reminder of the price of revolution.

Now, March the 4th of '51, something is stirring in Martinaise. In the long years of recession after the 'Economic Mirage' of the 40s, little has improved. Forces move pieces in the background, aiming, perhaps, for the fabled 'Return'

Your place in this, however, remains to be seen. Now that you've crossed the Pale...

Your gender and age are nobody's fucking business.

Passing through, Ephemeral [+0]- You wake up in a church near a fishing village, hardly any ties and certainly no past at all to hold you down. It is strangely quiet here, but it won't be too hard to talk the locals into letting you stay at one of the empty, worn-down homes.

Apocalypse Cop [+400]- Whooo boy. You had quite the night, didn't you? You wake up with a massive hangov er in the Whirling-in-Rags, stinking of alcohol and regrets. The sort of life that lead you to this place may not be a pretty one, and it certainly isn't getting any prettier- You've got a murder case to solve. A strikebreaker working for the Wild Pines company has recently been hanged, and as a detective for the RCM, it's your job to untangle this mess. Thankfully, you've been sent a partner to help with the corpse still hanging from the tree...

The Big Communism Builder [+400]- Or perhaps some other ideology. You wake up, perhaps, in your apartment. Revachol is both nest and burial ground for many ideals, for hopes to shape the world. Whether it's the Monarchists, the Communards, the Ultraliberals- Radical politics in opposition to the Moralintern are all the (quiet) rage. But no more! You are here, after all, and you're going to do it like nobody ever has before.

Rebuilding Martinaise [+400]- A shelled out ruin full of broken ruins and the remnants of revolution- a slowly dying district, which no RCM precinct even truly wants to claim as their own, controlled mostly by the a corrupt Union. This can't stand- People can't keep rotting away, here, until the Pale eats the world. So you'll do something about it- You'll breathe some life back into this corpse of a city. Maybe a youth club would be a good start? You wake up in the doomed commercial area, next to a giant polar bear shaped fridge.

The Pale's Lingering Effects

As for other ways to reclaim your tragically lost points, perhaps you might consider taking a few of these complications.

Say one of these Fascist or Communist things or Fuck Off [+100]- Oh dear. It would seem your beliefs have gotten a bit, if not extreme, then hard for you to communicate in a coherent manner. Whether rambling about communism or indirect methods of taxation, the moment someone gets you started on politics you seem to lose any semblance of glib and say the most inane fucking things. Thankfully, people are probably used to this in Revachol. Alternatively, you have no strong beliefs at all. To a fault.

TREMBLE. THE TIME IS NOW [+100]- You're paranoid. Scratch that- You're *really* paranoid- not of other people, of course, but of the coming apocalypse you feel in your bones, the τὰ ὅλα. The hallowed time of fear and disintegration. That lingering sense of dread at a coming catastrophe makes you just a little bit jumpy about posible omens and signs. It's, probably, not actually a real thing. Maybe a coping mechanism.

The spots of the disco ball, fading around you [+100]- Maybe you lost some good memories to the Pale. Maybe you remember a few too many things you wouldn't like to remember. Maybe all this 'living' thing is wearing too thin, but you can't seem to summon up the same enthusiasm, the same energy for living and doing things anymore. It's going to be a struggle to get up in the mornings, and it's going to be a struggle many people won't see. But take heart. You can get through this.

Crypto-Fanatic [+100]- Maybe you believe a bit too much in the supra-natural, hanging protective seals on your shop to ward off the curse that doubtlessly haunts the comercial district, or try to cast spells to attract customers. Maybe you're an absolute fanatic of the REAL SCIENCE of cryptozoology, hunting down for invisible critters and kind green apes. Whatever it is, it is probably going to cost you some time- But think of how famous you'll be when you find them! They have to be out there!

The Expression [+100]- What is that on your face? That...horrid, crooked smile from back in the days of disco and the economic mirage? It is genuinely uncomfortable to look at, and your face seems to have contorted into it almost against your will, taking an immense effort of will to stop it for even a moment, like it's seared itself into your facial muscles with the power of Disco. Why is it so hard to stop doing it?

Binorclard [+100]- Your eyesight has gone pretty bad. You need glasses to do much of anything, and it affects your aim to a noticeable but not crippling level. Also, people will make fun of you for it pretty regularly, you mega-binoclard.

Your Body betrays your degeneracy [+200]- You have done terrible, horrible things to your body. Things a body shouldn't have done to it, in a merciful, caring world. Unathletic, out-of-shape, with the hangover of a lifetime and a risk of heart attacks, and possibly the complexion of a ham sandwich, you have seen better days. Getting back there- without crumpling up like a wet tissue- is going to take some time and effort. And watching your diet. Consider avoiding drugs, as well.

All the way to Disco Zero [+200]- ...Or not. You may have been on some stuff, whatever happened before you woke up. You're in for a terrible time- withdrawal is not easy to deal with at the best of times, and your body will be craving more of what hurts it for quite the long time indeed. Stay strong, don't listen to the impulse for self-destruction, for the desire to drown your sorrows in your toxin of choice, and you may make it through all of this.

Drowned in that sadness [+200]- You lost your memories. Maybe you partied too hard. Maybe you stared into a 5mm hole in the world. Whatever it is- you don't remember any of it anymore, other worlds and adventures, past sadness, ex-wives, jobs... You can recover them over time, if you work on it, but maybe it's best if you never do?

After the World, the Pale again [+400]

There is a 5 millimeter hole in the world in an old, abandoned church in Martinaise. Though the sound of music may try to drown it's silence, hold back the entropy and erosion of matter, linguistics, physics, it will not succeed alone. 72% of the surface of the world is already the Pale, by the time you enter this world- but it will not remain that way. Not for long.

You will see holes in the world open up elsewhere, taking with them objects, memories, people. You will see travel between what *is* of the world become difficult, exposure to the pale becoming more common, the steady breaking down of the past begin to eat away at history. You will see people- the Moralintern, perhaps, or the revolutionaries- try to harness this end of the world to their means, confident that they can control it, that they can master it.

In the end, after everything is said and done, you may not be able to stop this.

But you have to try.

The Basics

Skills [200 per Category (Bulk), 50cp per individual skill]- To keep your life here from being too much of a mess, you need some actual ability at existing in the world, at working your way through life. Things you may have learned in the past, or simply woken up with. **You gain one free Skill for no cost at all,** as a gift. Buying a skill a second time upgrades it to a higher level of ability- this costs 50cp for all skills except Shivers, due to it's nature, which costs 100cp to upgrade.

INTELLECT



LOGIC- Logic urges you to analyze the living daylights out of everything. It enables you to piece evidence together, detect inconsistencies in statements, and impress everyone with your astonishing conclusions. It's the bread and butter of many a detective.

At high levels, Logic will be able to solve even the most complicated puzzle- however, you may miss the forest for the trees if you focus too much on the 'mystery'



ENCYCLOPEDIA- Encyclopedia makes you a know-it-all, turning your mind into a database of facts. It enables you to draw on these facts innately, offering a wealth of background knowledge to all things related and unrelated to your case. Knowing specific brands of cigarrete or models of gun could be important.

At high levels, Encyclopedia shares this wealth of knowledge to an almost overwhelming degree – while it may give you crucial breakthroughs, it will also contain lots of useless trivia.



RHETORIC-Rhetoric urges you to debate, make intellectual discourse, nitpick – and win. It enables you to break down arguments and hear what people are really saying. You'll spot fallacies as soon as they're used – what exactly did the waiter leave out of their testimony? What was the dancer trying to divert you from? Was that double entendre intended, or did you just get an accidental lead?

At high levels, Rhetoric will make you an impressive political beast – one whose beliefs are impenetrable. Which is to say- if you focus on breaking the other's argument, will you consider their position?



DRAMA-Drama urges you to treat the world as a stage – and on it, to perform. It will enable you to lie, to concoct the most elaborate and wonderful stories; to take on ingenious personas and perform acts of stagecraft in an entertaining amalgam of fourberie and deceit! As well, it enables you to see through would-be actors and their false antics. If they lie, you'll know. Immediately.

At high levels, Drama may render you an insufferable thespian



CONCEPTUALIZATION- Conceptualization allows you to see and understand creativity, enabling fresh associations in your brain- comprehending postmodernism, architecture, music, and most importantly- letting you add to these things yourself.

At high levels, Conceptualization may make you prone to big displays of this creativity.

VISUAL CALCULUS- Visual Calculus verses you not only in the laws of the state, but the laws of nature. It enables you to create virtual crime-scene models in your mind's eye. You'll see how a bullet shattered the glass and from that trace its trajectory with mathematical precision. You'll also count so many footprints – and at a glance discern shoe size and design; as well as the height, weight and posture of the one wearing them.



At high levels, Visual Calculus makes the world reveal its secrets to you – but you may be so absorbed by your mind-diorama, you don't notice as crooks steal your pants.

PSYCHE



VOLITION-Volition urges you to be a good guy – to others and to yourself. It enables you to resist temptation: be it in a bottle, between a pair of legs, or at the end of an iron barrel which promises oblivion. Volition gives you the will to finish the investigation, improving your morale and ability to push through trauma and depression.

At high levels, Volition might keep you a bit *too* normal. Enjoy yourself a little.

INLAND EMPIRE-Inland Empire is the unfiltered wellspring of imagination, emotion, and foreboding. It enables you to grope your way through invisible dimensions of reality, gaining insight into that which sight can't see. What's really going on? What do these enigmatic riddles mean for the world?



At high levels, Inland Empire animates the inanimate. You'll have conversations with your clothing, conversations that may change the course of the investigation if you're not thrown in the loony bin first



EMPATHY-Empathy breaks into the soul of others and forces you to feel what's inside. It enables you to notice social cues other may miss: perhaps a hidden sadness you could coax out a little more, a strange joy from someone who should be bereaved, or a hidden resentment that could return to harm you later.

At high levels, Empathy really puts you in other people's shoes, possibly to the point of investing too much in others and hurting yourself.



AUTHORITY-Authority urges you to assert and reassert your dominance over those around you. It enables you to understand the power dynamics of groups of thugs, know how far you can push a perpetrator, and how to establish control of situations.

At high levels, Authority may make you a bit too eager to exert it.



ESPRIT DE CORPS-Esprit de Corps is your ability to function within an organization- picking up on subtle signals and established custom, working through procedures and paperwork, managing your way around bureucracy and authority. If you're a police officer, for example, you'll be very good at picking up on all the cop-culture and smoothly working with your partner.

At high levels, you'll be the very heart of your group- But you'll probably be just as willing to take a bullet for them as they are for you.



SUGGESTION-Suggestion urges a soft-power approach. If people think they want what you want, you've already won. This skill enables you to implant ideas into the minds of others. You can make the citizens like you more. You can make gangsters turn on each other, too; many crime-rings have been broken by just a little doubt, after all.

At high levels, Suggestion makes you affable to everyone and more resistant to their charms in turn. But all that schmoozing and oozing charm will make you slimy.

PHYSIQUE



ENDURANCE-Endurance is your metabolism and circulatory system. It improves your Health – one of the two health pools in the game. It enables to survive being in a risky proffession. Who cares if you can't aim a gun, if you can take a few bullets? Why be afraid of drugs that hurt your health if you're a very, very healthy man?

At high levels, Endurance enables you to take a few knocks to the head, enjoy a greater quantity of drugs, and shake off a few cardiac arrests, but it may make you think of others as weaklings



PAIN TRESHOLD-Pain Threshold ignores damage so you can push on, bloodied and crawling, to the bitterest end. It enables you to negate damage you would otherwise take. Even mental pain – heartache and loneliness. In fact, these things can become a thrill you seek out and perversely revel in.

At high levels, Pain Threshold may enable self destructive behavior and masochism.



PHYSICAL INSTRUMENT-Physical Instrument is not only your muscles and your skeleton – it is your ability to use them effectively. It enables you to do push-ups, sit-ups, knock-out punches, and 360-degree spin-kicks. It's a one size fits all solution to thriving and surviving in a physical world.

At high levels, Physical Instrument breaks doors, chains, and bones, and it makes you laugh at the namby-pansies who can't



ELECTRO-CHEMISTRY-Electrochemistry is the animal within you, the beast longing to be unleashed to indulge and enjoy. It enables you to take drugs with fewer negative side-effects. It also enables you to better investigate lurid matters – if you need to understand a chemical breakdown, or talk to someone blasted out of their mind, or understand sexual dynamics, Electrochemistry is there to guide you.

At high levels, Electrochemistry makes you an engine of unrestrained pleasure.



SHIVERS-Shivers come when the temperature drops and you become more keenly aware of your surroundings. It enables you to hear the city itself, to truly belong to the streets. It is a supra-natural ability; old wrongs play out in present time, scenes across the city happens in front of you. But who is speaking to you?

At high levels, Shivers may make you seem mad to the outside world – as you listen to the city, you don't listen to others.



HALF-LIGHT-Half Light is your fight-or-flight response. It enables you to sense the way situations are about to turn. It injects palpable fear into your heart – fear that urges you act before it's too late to act ever again; fear that makes you frighten others. It is the aggression that lets you squeeze every last drop of information out of a witness.

At high levels, Half Light makes you ultra-attuned to the world. It is perpetual fear – of your own shadow, of someone else's name or scent. You'll be ready, always.

MOTORICS



HAND-EYE COORDINATION-Hand/Eye Coordination loves the interaction between you and things that fly in the air. It enables you to catch coins from mob bosses, shoot straight, and understand firearms intimately. Want to know the precise make and mark of a pistol? Hand/Eye Coordination's got you. Want to shoot someone with it? Ditto.

At high levels, Hand/Eye Coordination makes you deadly – supposing you've a weapon in your hand.



PERCEPTION-Perception wants you to be open to the world – with eyes, ears, and nose working at full capacity. It enables you to take in what others don't notice. The little wad of bills hid away in the sugar bowl; the odor of a perp, hiding beneath the floor boards; the gulp of a suspect, after claiming they've nothing to hide.

At high levels, Perception takes in every final detail of the physical world – enough to overwhelm you, if you're not careful.



REACTION SPEED-Reaction Speed is the agility of your body and mind. It is instinct. It enables you to dodge punches, knives, bullets. Also suckers punches of the verbal kind. You'll be more streetwise, never lost for words or lacking a witty comeback. Your mental alacrity lets you connect little details on the fly, working in tandem with your Intellect skills.

At high levels, Reaction Speed makes your twitch-reflex freakishly good. However, when your body acts before your mind, innocent situations can turn bad fast.



SAVOIR FAIRE-Savoir Faire urges you to be better than you are: it urges you to be disco. Slip by others in Samaran boxing style, then tumble out the back with unexpected acrobatics. It enables you to move silent footsteps, to groove to a good beat, and to lift useful evidence off perps without them noticing. It also makes you cooler, with athletic flair that will certainly impress the citizenry.

At high levels, Savoir Faire will make you the King of Cool – which is as much to say, the most stylish douchebag in Revachol.



INTERFACING-Interfacing wants you to connect to machines: to use and improve them, because that makes you a better human organism. It enables you to understand interactions with machines – be that how to repair the motor of a Kineema motor carriage, how to analyze the way a suspect used a pen, or how to re-figure electrical circuits. It even lets you steal keys off a keyring without being noticed.

At high levels, Interfacing may isolate you from society – why bother with people when you can talk to machines?



COMPOSURE-Composure wants you to not crack: or, at least, it wants you to not crack in front of other people. It enables you to put up a strong front. It keeps your emotions hidden from the world and helps you to read the body language of others – to sense the cracks in their own composure. As well, it keeps you looking good while you do it. You'll rock that disco outfit a lot more if you don't slouch.

At high levels, Composure makes you tuck your gut in and maintain a stern expression. Even lying in bed late night when no one else can see you, you'll want to keep it up.

Oddities and Quirks

Sailing [100]- A pretty basic skill for getting around this world, all things considered- though fishing may have become barely enough to susbsist in the recession economy, you could still manage that and not get lost at sea or drown in a storm. At least, as long as you're not drunk.

Walking through the Pale [100] –Perhaps because of what got you here, you seem to be more resistant than most to erosion and damage from otherworldly environments like the Pale. Where others lose memories and sense-of-self, you manage to trudge on, not untouched but undaunted, able to be exposed to that sort of environment for far longer without serious consequence.

Radio Games [100]- You're an innovator! A true creative genius, when it comes to developing new and exciting ways to spend all your budget on impossible dreams. Thankfully, unlike some others, you seem to be able to make passion projects work on a shoestring budget, or if everyone is determined enough, basically no budget at all.

Tequila Sunset [100]- You're a legend. A veritable party machine, the kind of being that could barely be called a human, closer to a one-person engine of revelry and alcohol. Your exploits will be talked about for generations with awe. There is no party that you cannot make livelier with your appearance. Try not to crash your car into the ocean.

Mechanic [100]- Ah, a fan of mobile carriages, are you? You have plenty of skill at repairing and operating machinery, even at modifying it to be ~~cooler~~ more useable. Perhaps you shouldn't tell anyone if you've modified your...officially issued vehicle, however. You also get great taste in radio stations.

In the dark times, should the stars also go out? [100]- There is, within your heart, that stubborn ember of hope. Even if your grand ideals fail to take hold, even if your dreams remain outside your grasp, even if you wake up dreading tomorrow, you'll still have that little flame, warming your lungs, keeping you going forwards and onwards to tomorrow.

Mega-Rich Light Bending Guy [200]- Due to the Weiss-Wiesemann/Rougon-Macquart coefficient, it would seem accumulation of wealth has quite the interesting effect on you. Namely, as your wealth begins to soar and represent a larger percentage of the wealth of a region, light seems to bend around you to the point it is hard for the filthy poors to see you.

God, Please... [200]- When the stakes are at their highest- when the life of someone you care about is on the line, time seems to slow to a crawl. Even if you may be crippled or disadvantaged, even if you may not even be very good at the thing you need to do to save them, your determination will seemingly overcome all these issues. In this moment, they need you, and you will do no less than your absolute best

Cryptozoologist [200]- You have all sorts of knowledge. *Potentially* useful knowledge, definitely relevant, I assure you. From the behaviors of the kind green ape to invisible beings only possible to detect through sound, you're an expert at all sorts of strange biology and obscure zoology. Most importantly of all, you're surprisingly good at finding them, seeming to run into the impossible and unexpected far more often than anyone could expect. Remember to bring a camera.

Ms. Oranje Disco Dancer [200]- You're something of a.... 'Competitive intelligence' specialist. Good at manipulating others, at playing them like a fiddle to cover up your tracks with charm and maybe a bit of sex appeal and other spy-like qualities. Given a few days, you can dissapear and adopt a fake identity, if you're willing to leave your old life behind.

Volumetric Shit Compressor [200]- Your shit is absolutely together. It is so together that it is experiencing a pressure of around 495 giga-decimals. These levels of shit-togetherness are usually only seen in collapsing stars. Your ability to push through your own issues- such as nausea, hangovers, exwife baggage- has increased, letting you hold yourself together even in dire situations. Also, you may more easily increase positive thoughts, making it a bit easier to do things like quitting bad habits.

Entroponetics [400- Discounted Ephemeral]- That's the name of the science that researches the Pale- and you have researched the research of the Pale. You know how radio signals are sent through it, how exposure to the pale can affect someone, how airships manage to travel through a dimensión where space isn't relevant. You even know how to make things that interact with it, such as machines to study the 5mm hole in the world or those that force dimensions onto the Pale to allow communication through it- or even weaponize them.

Paledriver [600- Discounted Ephemeral]- Riding through the edge of reality, through routes nobody else will, you have seen and learned things that would probably have eaten away at most people. Navigating through alien environments and distorted or eroded reality is not easy, but for you, it is routine, cutting through unreality to reach your destination a distinct possibility. Additionally, you may drift off when you dream and relive the perhaps-real memories of others from times long past to gain insight or simply remember brighter times.

Human Can Opener [400- Discounted Apocalypse Cop]- You pick a line of inquiry and just Do. Not. Stop. Bringing up wholly unrelated topics to put people off guard, relentlessly pursuing every single option, a surprising amount of insight, all combine together into a style of interrogation that makes you a terrifying detective, revealing all sorts of mysteries people would sure like you not to know.

Thought Cabinet [600- Discounted Apocalypse Cop]- Your brain seems to haven a tumble through crazy-town and back, becoming...*differently* functional. Each of your skills- your ability to think logically, or empathize with others, or perhaps even your skill at blacksmithing or para-natural abilities if you have such things- have become a distinct voice in your head, not a truly split personality but a reflection of yourself dedicated only to that with razor-sharp focus and equal tunnel vision. As such, they may catch things you wouldn't normally notice, offer advice even when you may be compromised, and keep you company. Can be toggled post-Jump.

The Union [400- Discounted Communism Builder]- Communism- or any order for that matter- won't build itself alone. You're good at getting people following your orders, at fostering a sense of, if not fraternity, teamwork among those working under you. Enough, in fact, to help cover up crimes, make no witnesses turn up when you want things hidden, and other sorts of underhanded dealings. You also become very good at handling money, and especially money you shouldn't have.

The Return [600- Discounted Communism Builder]- Like playing chess in the dark, actually carrying out a revolution tends to be rather hard. Thankfully, you seem to have gained some skill at messing with the board. Acquiring information, keeping track of all of your opponent's moves, creating propaganda and having very cool meetings in dark rooms full of smoke are things you excel at- Though, keeping everything running after the glorious revolution isn't something you have completely figured out yet. Still, the Return is coming- and you may very well be at the head of it.

Some sort of Gym Teacher [400- Discounted Rebuilding Martinaise]- The way to fix the future starts by helping the young! And unfortunately, Martinaise's youths are in a very sorry state. Making graffitos on the walls, taking drugs, possibly committing even worse crimes- This cannot stand! You become much better at dealing with children, and especially at organizing activies for them and wrangling groups of them, putting people falling through the cracks back on the path of being upstanding members of society- Or, at least, on the path to being better, healthier people.

Some kind of Superstar [600- Discounted Rebuilding Martinaise]- The only way you're all getting anything done is together. You may not have the skills- or the lack of morals- to do all the underhanded politicking of the Union or Wild Pines, but you sure have the ideals to more than make up for it- And the hope to carry you through. When you speak, people find those old faded embers of hope in their heart rekindle, even if only slightly, helping you bring them out of the every-day hopelessness that has swallowed Revachol. Keep at it- work together- and one day, you may very well be staring at a brand new dawn.

Items

Please tell me you haven't lost your gun



Horrific Necktie [Free, Mandatory]- This is an absolutely horrible necktie. Guaranteed to clash with every outfit you could ever wear. Sometimes, you can hear it scream in an equally horrible accent, though nobody else seems to.



Amphibian Sports Visor [50]- A little frog visor with big googly eyes on top. Somehow, makes you slightly more perceptive, probably becauuse of the googly eyes.



Disco-Ass Blazer [50]- Looks like someone skinned this green blazer off some long extinct disco-animal. Makes you a little better at your job, despite looking absolutely ridiculous.



"Man from Hjelmdall" T-shirt [50]-A t-shirt with a very muscular and over-exaggerated barbarian man on dual wielding swords too large to swing one-handed. Makes you feel more secure about your masculinity, or maybe just makes you feel a bit stronger, if you don't have that



Green Snakeskin Shoes [50]-A party animal like you ought to have some like these. They have lost some of their lustre, but they make you feel a bit more cool and composed while you're wearing them.



Novelty Dice Set [100]- A set of novelty tabletop roleplaying game dice made out of various materials like snakewood or amber. Great for actually playing the games they're made for- but also, mysteriously, carrying them on you gives a feeling for when you may retry something you've previously failed at without making things worse.



Coupris Kineema [100]-A sports edition of the Coupris 40 motor carriage, able to reach 100 kilometers per hour in 13.5 seconds. Presumably, you did not crash yours into the ocean, but even if you did, it would miraculously be able to be pulled out in almost perfect condition.



"Medicinal Purposes of the Pale" [100]- A book that gives off a particularly foreboding impression, claiming to contain medicinal uses for the Pale. While it may be... questionable, you will find that some of these methods actually work- And, in other jumps, you will find similar 'folk medicine' books about other magical or occult forces if you look.



Villiers 9mm Pepperbox Pistol [200]- A three-shot revolver typically assigned to RCM Sergeants. May have 'Sunrise, Parabellum!'or anything else engraved on it, at your discretion. In moments of desperate need, it always fires true, and it's remarkably easy to find



Fairweather T-500 Armor [400]- Whoah whoah whoah, where did you get this? This sleek White armor is practically immune to small arms fire through redistributing all that kinetic energy, being top-of-the-line mercenary gear. The closest you can get to feeling safe in Revachol.



Companions

Canon Companion [50]- Ah, has someone from this world caught your eye? Perhaps you want to continue bringing the name of Disco to other worlds together? Then look no further than this option. They do not recieve any CP, but may come along with you to other worlds.

Fallen through the Pale [50]- You may import or alternatively create a companion, giving them 0 cp to spend in this Gauntlet . They may not take their own Scenarios, but may take Drawbacks.

Scenario Rewards

You can stay as long as you need to complete these, and leave any time after you succeed or fail.

Even if you did not manage to succeed, but survived - that's okay. Not everything can go perfectly all the time. In case you did not manage to fulfill your goal, and as long as you truly did try, you continue on with your chain with your build from this jump.

However, if you did it- if you managed to overcome the odds and make something of yourself, no matter how terrible your start was...

Here are your rewards

-APOCALYPSE COP-

An Innocence?

You gain a connection to the Pale, allowing you to occasionally recieve preternatural insight and glimpses of the future from it, as well as force this connection to occasionally gain temporary abilitty in areas you have no training or skill in.

However, repeatedly forcing this connection trying to discover more of the future or constantly beat overwhelming odds may wind up bringing more of the Pale through that same connection, so it is advised you excercise at least a little caution.

Additionally, if you made a good impression on him, you may take Kim Kitsuragi as a companion with you for free.

-THE BIG COMMUNISM BUILDER-

You've done it. You've built real Communism- or real Fascism, or real Ultralibertarianism, or brought back the Monarchy. Whatever it is- it's done. You fended off the threats to your new and glorious, rightful regime. What comes after...

...Well, what comes after is this. You have gained the actual skills needed to turn a revolution into an actual new stable society, to turn the glorious rise into power into an actual sustained rule, fending off threats from foreign powers and internal reactionaries trying to return to that horrid and unenlightened past.

God is in His Heaven.

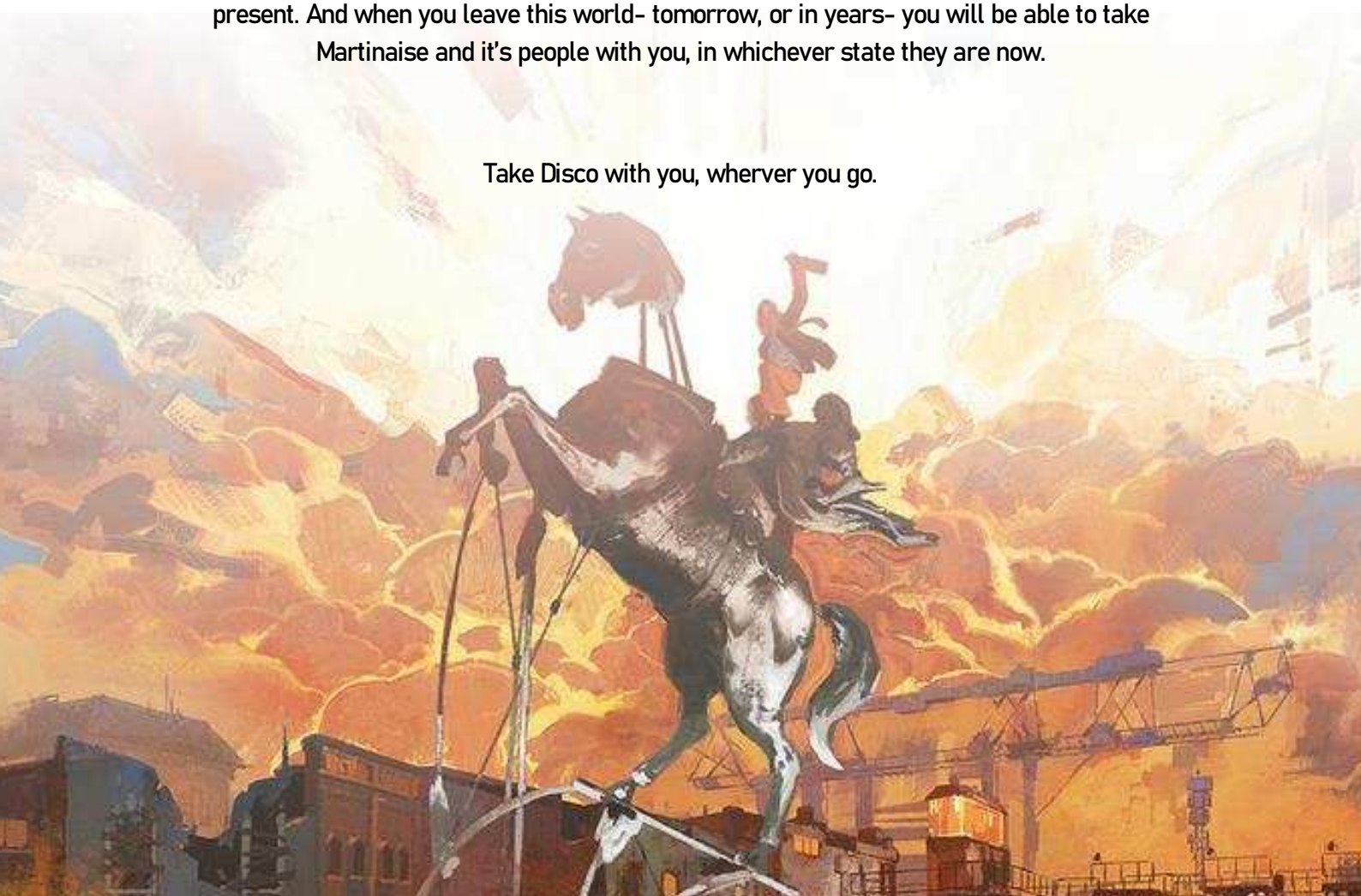
Everything is alright on Earth.

-REBUILDING MARTINAISE-

From a bombed out ruin to something that you can be proud of, peopla have joined their hands together to bring this future about. Un-dooming the Commercial Area, fixing up the buildings, giving hope to the hopeless, breaking the hold of the Union and Wild Pines-

Whatever it is you've done, you've managed to make a tomorrow from an endless weary present. And when you leave this world- tomorrow, or in years- you will be able to take Martinaise and it's people with you, in whichever state they are now.

Take Disco with you, wherver you go.



Notes:

ON SKILLS:

One purchase puts you in the 3-4 range- this is what you'll get in the bulk buy for each category, similar to a starting build. A second purchase will put you in the 6-7 range, where your skills start becoming a bit inconvenient, and where some of the stranger skills start becoming...para-natural.

ON "INNOCENCE?"

This is partly based on fan speculation for the source of Harrier's general weirdness- as well as implications about Dolores Dei brought up in the game. It will generally not kill the world for you to use this at specific points- it's, essentially, the ability to 'crit' a roll even if you shouldn't have been able to normally complete it, and to recieve information from the future. However, continuing to force the impossible and try to accelerate history by decades with the Pale will probably fuck up the world proportionally. The actual mechanics aren't really explored in the game- but there are some interpretations from one of the designers you can check here:

https://victoranomalous.wixsite.com/mysite/disco-elysium

As for how much Pale is going to be coming through: The 72% of the world covered by it is after long expansión, possibly as a result of Innocences and meddling. But, you know, try not to make any holes in the world.

Changelog:

V. 1.0 –Released, obviously.

Thanks to Jace, Marie, Lurks, Cy

-Unagi